



DUNCAN

BASEBALL & SOFTBALL

MOSQUITO RULES

DJBA follows BC Minor Baseball and Baseball Canada's rules with the exception of some of the following house rules.

www.bcminorbaseball.org/

BC Minor Rule Book

GAME PROCEDURES

- Each team must provide their own scorekeeper; the home team is the official scorekeeper and timekeeper.
- At the end of each game, the official scorekeeper is to verify with the visiting team's scorekeeper, the score and pitch counts.
- All teams must complete and email a game report to the player agent at **Deon Kongas mosquitodeon@gmail.com** within 24 hours of completing the game. If only one team sends in a game report that is what the player agent will be going by for pitch count.
- The Official Score Keeper must write the time of the first pitch in the score-book, this is the official start time.
- Games will consist of:
 - 5 innings on weekdays (Sunday thru Thursday games starting at 6:00pm)
 - 6 to 7 innings on weekends (Fridays and Saturdays and Sundays before 6:00pm – games must not exceed two hours of play)
 - Umpires will determine which inning is the last inning based on the safe playing daylight and time limits. It is the responsibility of the Umpire to communicate the last inning to the coaches.
- The home team is in the dugout down third base.

RAINOUTS

- Coaches cannot call games off because of the weather or field conditions. Only the Park President, Vice- Presidents of Baseball / Fast pitch and Umpire in Chief have the authority to call a game prior to game start time.
- During a game only the Umpire may call the game for weather or daylight conditions for the safety of the players.
- If a team fails to show up and games have not been canceled. The un-attending team will show a forfeit and the win will go to the attending team.

- Games that require rescheduling due to weather must contact the scheduler with agreed upon date(s) and time(s) for both teams. Every effort must be made to reschedule all missed games. Zero points will be awarded for games not rescheduled.

EQUIPMENT

- All players must wear the following equipment for safety compliance:
 - Chinstraps **MUST** be worn and done up.
 - Helmets are not to be removed until the runner/batter is inside the dugout.
 - Jock/Jill is **MANDATORY**
 - Back Catchers must use a catchers' glove.
 - No Shorts! Long pants or baseball pants must be worn at games and practices.

CALL UP'S

- **The maximum number of games a player may play in an older age group (including league and/or exhibition and/or tournament and/or playoffs) will be as follows:**
 - TADPOLE players 3 games plus one tournament at the Mosquito level only.
 - MOSQUITO players 3 games plus one tournament at the Pee Wee level
 - Players being called up will not be allowed to pitch
 - A maximum of 3 players can be called up per game, but only to bring the roster to 9 players. **Players being called up must be on the game report**

GAME PLAY

- Everyone in the line-up bats.
- A first year age player (based on birth year) must pitch the first 2 innings
- No player may sit off for 2 consecutive defensive innings. All players must sit once during a game before another player sits twice, similarly, all players must sit twice before any player sits 3 times (unless for disciplinary reasons). You must inform the umpire and opposition coach of a disciplined player(s). If you do have a disciplined player you must also speak to the Player Agent and or Vice President of Baseball.
- All players must play both an infield and outfield position in a game. No player may play more than 2 innings in the same position with the exception of the catcher, who may play a maximum of 3 innings per game as catcher and pitcher(s) to coaches' discretion while following BC Baseballs Pitching Rules.
- The 'on deck' batter must be in the 'on deck' circle behind the batter up to bat.
- If a player must leave the park, is injured, or is ejected by an umpire, he is simply skipped in the batting order. He/she is **NOT** an automatic out. Once an injured player misses part of his/her turn at bat, he/she may **NOT** return to the game.
- Any pitcher that hits 2 batters while pitching must be removed from the pitching mound.
- Runs per inning;
 - 2 runs max for the 1st and 2nd innings
 - 4 runs max for the 3rd, 4th, 5th and 6th innings
 - Open innings (determined by Umpire) as noted in **Game Procedures** section

- Slide OR Avoid, This is mandatory when a play is being played at that base. Head first slides are only permitted when sliding back into the base the player just left.
- **Mercy Rule** – If a team is leading its opponent by at least ten (10) runs after five or more equal innings have been played, or after four and one-half innings if the team second at bat should have a ten run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner. Should a team hit a “walk off” out of the park home run to end a game under the mercy rule all runners including the batter shall be permitted to score (as per the Official Rules of Baseball).
- Pitching Count (as per BC Baseball) is as follows:
 - 10U & 11U**
 - 1-25 Pitches = No Rest**
 - 26-40 Pitches = 2 Night Rest**
 - 41-55 Pitches = 3 Nights Rest**
 - 56-65 Pitches = 4 Nights Rest**
 - 66-75 Pitches = 5 Nights Rest**
 - 75 Pitches Maximum in a Day**

****If attending a tournament please contact DJBA Vice President regarding Rule 24.01**

**These rules are for Regular Spring Season Play.
Rule adjustments will be made for play-offs**

REMINDER

**This is a development league for ALL players to gain techniques in all areas of the game
The expectation of the Coaches is to develop ALL players fairly while maintaining team
building skills and positive confidence building techniques!**