

# Mosquito Community Division House Rules



## 1. Pitch Count - Maximum 70 pitches.

**Tournament** - Pitchers can make 2 appearances in the day if the pitcher throws 0-20 pitches in the first appearance. If the pitcher throws 20-54 pitches the pitcher is finished for the weekend.

### Baseball Alberta Provincial League Pitch Count Applies:

Low	1-20 pitches	No Rest Required
Medium Low	21-30 pitches	1 day rest
Medium	31-44 pitches	2 days rest
Medium High	45-54 pitches	3 days rest
High	55-70 pitches	4 days rest

## 2. Pitching and Catching - A pitcher can catch and then pitch in the same game. Coaches can substitute the last out as a runner for the catcher in order to speed up play.

**Tournament** - A pitcher can catch and then pitch in the same day. Once a pitcher pitches they cannot catch for the remainder of the day. Coaches can substitute the last out as a runner for the catcher in order to speed up play.

## 3. Overage Players - First year "overage" players are allowed, however, they must be marked with an asterisk on the score sheet, cannot play infield, or hit back to back. No more than 2 overage players may play at the same time. Opposing coaches **MUST** be notified of all overage players attending the game.

## 4. Batting - All players in the batting order must take their turn at bat. Unlimited substitution. No player shall sit out more than 2 consecutive innings.

**No bunts are allowed.** If there is a violation, the ball is dead and a strike is called on the batter.

## 5. Maximum Runs/Innings - Maximum of 5 runs per inning. Maximum of 4 innings per game.

**Tournament** - Maximum of 5 runs per inning. Maximum of 4 innings per game. In the event of a tie, play will continue until it is not a tie.

## 6. Length of Games - There is a time limit of 1.5 hours. A new inning will not be started with less than 10 minutes remaining in the allowable time, unless the game is tied. (extra innings – tournament play only)

## 7. Passed Balls - A player must be hit, or on loaded bases walk, home.

## 8. Mercy Rule - If a team is ahead by 5 runs, runners of this team can only advance if the ball is hit or if he is forced to advance through walk. If the runner advances beyond the following base, he is returned to his base and the ball is dead. Players are encouraged to hit. Umpires will expand the strike zone so that players will have to hit.

## 9. Number of Players Needed to Play a Game - Seven

## 10. Infield Fly Rule - No infield fly rule.

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**11. Stealing** – No runner can leave his base before the ball crossed home plate or is hit. If there is a violation, the runner is out and the ball is dead. When the pitcher receives the ball and takes place on the rubber and the catcher is in his position, all runners must return to the base they were occupying. Runners can STEAL 2<sup>nd</sup> and 3<sup>rd</sup> base after the ball has crossed home plate or is hit. No running on 3<sup>rd</sup> strike if the catcher misses/drops the ball.

**12. Coaches** - Please do not adjust, amend or modify any of the Rules.

Score keepers, pitch counters, and umpires will be provided by the home team for each game. Please respect our umpires and ensure fair play and sportsmanship.