

GREATER VICTORIA MINOR BASEBALL ASSOCIATION

2008 Universal House Rules Governing League Play: Spring Season

MOSQUITO DIVISION BASEBALL

Note: With the exceptions outlined below, The Official Rules of Baseball (Canadian Edition) and the rules of the BC Minor Baseball Association apply to all Mosquito Division baseball played in the Greater Victoria Area. The following Universal House Rules also apply during all Exhibition, League, Inter-League and Playoff games during the Spring season. These House Rules may be amended from time to time by the GVMBA.

1. OFFICIAL GAMES

As per BCMBA Rule 18, Regulation Games shall be six (6) innings in length. When the score is tied at the end of a regulation game, the game is declared a tie. **NO EXTRA INNINGS ARE TO BE PLAYED.** The only exception to this will be the semi-finals and Championship game which are single knockout games where a winner must be determined.

If bad weather, darkness or any other reason prevents completion of a game, the following procedures apply:

- a) If 5 innings have been completed or if the home team is ahead after 4.5 innings, the game is Official and the outcome is recorded. For League games, if the score is tied at the end of the last completed inning when the game is stopped by the umpire, it shall be declared a tie.
- b) If a **League game** is called for any reason before it is an Official Game, the team that is ahead at the end of the last completed inning will be declared the winner and the outcome will be recorded. If the score is tied at the end of the last completed inning when the game is stopped, it shall be declared a tie. **NOTE:** In the event that the game is halted in the first or second inning, an attempt will be made to reschedule the game in its entirety, subject to field and team availability.
- c) If a **Playoff game** is called for any reason before it is an Official Game, or if the score is tied at the end of the last completed inning when the game is stopped by the umpire, it will be considered a suspended game and the re-scheduled game will resume where it was halted. It will not be replayed as a new game. **NOTE:** In this instance, any innings pitched by a pitcher in the first part of this game (see Rule 7) will carry forward to the re-scheduled game, as will all "Fair Play" rules as outlined in Rule 6c.
- d) Decisions on whether to cancel/postpone a game due to inclement weather are made by the home team manager at the playing field at the start time for each game. Teams are expected to show up on time for all scheduled games.

2. FIELDING DEFENSIVE PLAYERS

Subject to both teams having a full contingent of players (See Rule 3 below), all house-league games, including playoffs, will be played with **TEN (10)** defensive players on the field including **FOUR (4)** outfielders. The 4 outfielders must play a normal outfield depth and not act as a "rover" or "short" fielder. **NOTE:** For regular season games, upon agreement of both managers at the beginning of a game, both

teams may use a standard 9 player defense, **HOWEVER**, managers will need to ensure in this case that **ALL** the Fair Play rules and guidelines outlined in Rule 6c are being met. All playoff games including round robin and elimination games will be played with the 10 player rule. Teams not having 10 players available for a game may and should utilize call-up players (as per Rule 3) to fill in the roster for that game.

3. FIELDING EIGHT PLAYERS

Generally, games are not to be postponed or forfeited by Managers or Coaches because of a shortage of players. **If a team cannot field at least eight (8) players** from its regular roster to start the game, the following procedures are to be followed to enable games to go ahead as scheduled:

- a) Pick-up players are to be used to bring the temporary roster for that game to eight (8) or more players (ideally to at least 10 to meet Rule 2 above).
- b) Pick-up players must be registered on other teams in your home association. They must be of the same age level (Mosquito) or from a lower age level (Novice), as long as a pick-up's participation does not interfere with games/practices of his/her regular team. **Pick-up players are not allowed to come from Little League Associations.** **NOTE 1:** Novice (Tadpole) players may NOT play more than three games at the Mosquito level, without exception. Similarly, any Mosquito player that is used as a Pee Wee call-up may NOT play more than three games at the Pee Wee level, without exception, or they will be ineligible for Mosquito tournament (all-star) play. **NOTE 2:** Underage eight-year olds who are “playing up” full time in Mosquito are not considered call-ups. They are considered “first-year” Mosquito players.
- c) Mosquito pick-up players may bat anywhere in the lineup and play any position in the field, however **they may NOT pitch.** Novice pick-up players must bat LAST in the lineup and they can play any position in the field (subject to ability and safety issues), however **they may NOT pitch.** **NOTE:** ALL pick up players are subject to the Fair Play rules in Rule 6c.
- d) Line-ups (with copies going to the Plate Umpire, Score Keeper and opposing Manager) must list absent or injured players and identify the pick-up players. Pick-up players must wear all required safety equipment and the uniform of their regular team. **NOTE:** A player listed as injured on the line-up roster shall not play at any time during the game.
- e) In extreme circumstances and upon agreement of both Managers, a team may play with only 7 players, OR the opposing team may “loan” players to the shorthanded team (such that both teams have no less than 8 players). **If the Managers do not agree, or if a team is not in a position itself to loan players to the other team, then the game will not be played and the shorthanded team will officially forfeit the game.**
- f) In the event that a team fields only seven or eight players as described above, there must be a player stationed at all 6 infield positions. The remaining player(s) shall play in the outfield. **NOTE:** In such a circumstance it is understood that meeting the full obligation of the Fair Play rules (Rule 6c) may be difficult, although managers should try as best as possible to rotate players between the infield and outfield positions as needed to meet this Rule as much as they can.

4. SCHEDULED START TIMES

Teams will be given 15 minutes from the scheduled start time of a game to field at least eight (8) players. After the 15 minute delay, the game will either start (with 7 players or with “loaned” players as per Rule 3.e) or be declared over by forfeit, regardless of the reasons given for the inability to field a team.

5. PRE-GAME RESPONSIBILITIES AND WARM-UPS

- a) 25 minutes before game time, the Visiting team has the infield and outfield for the next 10 minutes.
- b) 15 minutes before game time, the Home team has the infield and outfield for the next 10 minutes.
- c) 5 minutes before game time, the Umpires will call the Managers for the pre-game meeting and exchange of line-ups.
- d) The home team will provide the Umpires with at least 2 new balls and 1 good used ball at the start of each game.

6. PLAYING RULES

- a) **CONTINUOUS BATTING ORDER:** At all parks a continuous batting order is to be used by all teams, as follows:
 - i. All players in attendance and playing defensively are to be listed on the batting line-up in the order that they will bat, and that order will remain constant for the entire game.
 - ii. Coaches must supply a batting line-up (with player names and uniform numbers) to the scorekeeper, umpire and to the opposing manager prior to the commencement of the game.
 - iii. Should a player arrive late to a game, his/her name is added to the bottom of the batting order.
 - iv. In the event of an injury, the following procedures will be followed:
 - **Injury to a runner:** the player last out will replace the injured player
 - **Injury to a batter:** the player last out will complete the turn at bat, assuming the existing count
 - **Injury to a fielder:** any player on the bench may replace the injured playerAn injured player that recovers may return to the game at any time.
 - v. If a player must leave the park for any reason, is injured, or is ejected by an umpire, he is simply skipped in the batting order. **He is not an automatic out.**
 - vi. A player listed as injured on the line-up roster shall not play at any time during the game.
- b) **UNLIMITED SUBSTITUTION:** Defensive changes may be made at any time (subject to the Fair Play and Pitching Rules, below) and to the limitation that a pitcher, once removed from the mound, may not pitch again in the same game.
- c) **FAIR PLAY RULES:** All players in attendance at a game, **must play at least 2 innings in the infield AND 2 innings in the outfield each game**, except for injury or disciplinary reasons (which must be communicated to the Plate Umpire and the Score Keeper), or except in games where a full contingent of players is not present (see Rule 3) or where a game is terminated early pursuant to weather, darkness or the 10-Run Rule. Additionally **players may NOT sit out for more than 1 consecutive inning**. Failure to comply with these rules may result in forfeiture of the game. For developmental purposes, over the course of the season, Managers should also attempt to rotate players through as many different infield and outfield positions as possible (subject to ability and safety issues), including pitcher.
- d) **COURTESY RUNNER:** Use of a **COURTESY RUNNER** for the catcher on base is **mandatory after two outs**. The substitute runner is the player last out.
- e) **TIME LIMIT:** It is hoped that all games will be scheduled so as not to conflict with games that follow, however should this be the case:
 - i. In all Exhibition and League games, when there is a game following, **no new inning is to be started after ½ hour before the scheduled start time of the following game**. Games

- called because of the time limit will be considered Regulation Games regardless of the number of innings played.
- ii. Playoff games are not subject to a time limit.
 - f) **LEADOFFS.** Runners may not lead off until the ball has crossed the plate. The player will be sent back if he leads off and the pitch declared a “NO PITCH”. No out shall be called. Any runner leading off a base after a pitch, that has not attempted a steal, must return to the base once the ball has been returned to, and is in control of the pitcher. **NOTE:** For the purposes of this rule, “**in control of the pitcher**” shall mean that the ball is in either the glove or bare hand of the pitcher AND that the pitcher is on the infield portion of the field (i.e., inside the baselines). He does not have to be on the mound or the rubber to be “in control.”
 - g) **BASE STEALING:** Base stealing is allowed in this Division. Runners attempting to steal may not leadoff the base until the ball has crossed the plate as per Rule 6f above.
 - h) **DROPPED THIRD STRIKE.** Batters may **NOT** run on a dropped third strike. **The batter is OUT.** In the event that the third strike is a wild pitch or passed ball, and there are less than 2 outs, any runners on base **MAY** advance at their own risk.
 - i) **INFIELD FLY RULE:** The infield fly rule does apply.
 - j) **OVERTHROWS:** For overthrows to any base that go out of the field of play or into a dugout, all runners will be awarded **ONE** extra base from that which they already acquired. All overthrows to any base remaining within the field of play will be considered “live” and runners may advance at their own risk subject to the following restrictions and clarifications (**NOTE:** For the purposes of the rules below, “**in control of the pitcher**” shall mean that the ball is in either the glove or bare hand of the pitcher AND that the pitcher is on the infield portion of the field (i.e., inside the baselines). He does not have to be on the mound or the rubber to be “in control”):
 - i. Once the ball has been returned to, and is in control of the pitcher, runners must return to the last base they acquired;
 - ii. A runner on first who is attempting to steal second, may, on an overthrow by the catcher, advance at their own risk to third base, **but no further**, even if there is a subsequent overthrow while attempting a play on them at third base, or even if the ball is not yet in control of the pitcher. If there is a runner on third during the initial steal attempt and overthrow, that runner may advance and score on the play at their own risk.
 - iii. Runners on any base, including third may advance at their own risk to the next base or further on a wild pitch or a passed ball. Once the ball has been returned to, and is in control of the pitcher, runners must return to the last base they acquired.
 - iv. Runners on any base, including third, may advance at their own risk on any overthrows to the pitcher from the catcher on a simple return throw of a pitch. Runners on any base may also advance at their own risk on a “delayed steal” or on the catcher’s throwback to the mound, as long as the ball is not yet in control of the pitcher.
 - v. A batter that is walked may advance at their own risk to second base, or further, if the ball is **NOT** caught by the catcher (wild pitch or passed ball) AND the batter acquires first base prior to the ball being returned to and in control of the pitcher. The batter may not advance to second base if the ball has been returned to and is in control of the pitcher, prior to the batter acquiring first base.
 - k) **BUNTING:** Bunting will be permitted for the entire season of play, including playoffs.
 - l) **4 RUN LIMIT:** There shall be a limit of no more than **4 runs** scored per team per inning. In the last inning (the 6th inning or otherwise as determined by the umpires) the visiting team (if already leading) can score only 4 runs, or (if trailing) can score as many runs as it takes to reach a 4 run lead. The home team can score as many runs as it takes to win the game. If the umpires declare that a game’s last inning will be before the 6th inning, then regardless of how many runs that are scored, the game will be stopped after that complete inning.

- m) **MERCY (10 – RUN) RULE:** If the visiting team is ahead by 10 runs after at least 5 complete innings, or if the home team is ahead by 10 runs after at least 4.5 complete innings, or if the home team goes ahead by 10 runs or more before completing its at bat in the bottom of the 5th inning, the game is terminated and the team ahead is declared the winner.
- n) **SLIDE OR AVOID RULE:** Refer to BCMBA Rule 24.02. If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide OR make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'. The ball is dead and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure.
- o) **HEAD FIRST SLIDES:** as per BCMBA Rule 24.04, **no head first slides** to a base or home plate are permitted in this Division. Offending players will be automatically called out. (Diving head first BACK to a base already legally acquired is allowed.)
- p) **BLOOD RULE:** Refer to BCMBA Rule 24.05.

Bodily Fluids Rule (Blood) ALL DIVISIONS

- i. Any player during a game who is bleeding or who has an open wound shall be removed from the field of play by the umpires. The player may return to the game only after the bleeding has stopped and the affected or open wound has been completely and securely covered to the satisfaction of the umpires.
 - ii. Should the same player start bleeding again or the affected area shows signs of bleeding, the umpires may remove the player for the duration of the game.
 - iii. Should any blood be on the player's uniform, it must be washed out completely to the satisfaction of the umpire prior to the player returning to the game.
 - iv. The substitute player is only a courtesy player until the original player returns.
 - v. If a pitcher, while pitching, suffers an injury referred to in paragraph (i) above, the umpire will call a courtesy time for no longer than fifteen (15) minutes. If the pitcher can not return in this time a pitching change must be made.
 - vi. Should a team only have eight (8) players available at the time of an injury referred to in paragraph (i) above a courtesy time will be called for no longer than fifteen (15) minutes. If the affected player is unable to return after this time then Rule 3e (playing with 7 players or loaning players) will need to be implemented, or alternatively, the game will be forfeited.
- q) **EQUIPMENT.** Refer to BCMBA Rules 20. Note: All players, including players used as coaches, must wear double ear-flap CSA approved helmets equipped with chin straps (and these must be fastened). All catchers must wear a full helmet (or face mask with throat protector and skull cap) while catching at all times, including in all practice and warm-up situations such as in the bullpen or between innings. Shoes with **metal cleats are prohibited**. Bats may not be more than 32" in length or 2 ¼" in diameter.

7. PITCHING RULES

- a) For general pitching rules, refer to BCMBA Rule 23. In summary, Mosquito pitchers are restricted to **6 innings per calendar week (Monday to Sunday)**, with the following modification for House League play:
 - i. **No pitcher may pitch more than TWO (2) innings in any pre-season, exhibition, regular season or playoff game, WITHOUT EXCEPTION.**
- b) NO additional innings are permitted for pitchers in the event of tie games.
- c) A pitcher's delivery of one pitch to a batter shall be recorded as pitching one inning.
- d) Innings pitched in a shortened game, or in any exhibition or "Prospects" games will count toward a pitcher's weekly total and are subject to the rules herein.
- e) Pitchers once withdrawn from the mound during a game are not permitted to pitch again in the same game. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties outlined in BCMBA Rule 18.
- f) **BALKS:** No Balks are called at the Mosquito level. **NOTE:** In some instances during a bunt situation, a pitcher may be surprised and may stop his delivery. In this case, he will be provided with a warning from the umpire. Should it happen again, the umpire shall declare the pitch a "ball." Any runners on base will NOT be awarded an extra base in this situation.
- g) The pitcher's glove may not be white or light gray and should be uniform in colour. Pitchers must not wear a light-coloured long-sleeved shirt while pitching. Pitchers must not wear batting gloves, wrist bands or bracelets on either hand.

8. CODE OF CONDUCT

All players, managers, and coaches in the GVMBA must follow the BC Minor Code of Conduct as defined in the BC Minor Rule Book:

BC MINOR CODE OF CONDUCT

BC Minor is committed to providing an environment in which all individuals are treated with respect. Furthermore, BC Minor Baseball supports equal opportunity and prohibits discriminatory practices. Members are expected to conduct themselves at all times in a manner consistent with the values of BC Minor Baseball. Members may be subject to sanctions according to BC Minor Baseball Discipline Policy for engaging in any of the following behavior.

- a) not complying with the rules, regulations or policies of BC Minor Baseball, as adopted and amended from time to time;
- b) Deliberately disregarding the Rules of Baseball as amended from time to time;
- c) Verbally or physically abusing an opponent, officials, umpires, spectators, or sponsors;
- d) showing disrespect to officials, including the use of foul language and obscene or offensive gestures;
- e) abusing playing equipment or playing area;
- f) failing to comply with the conditions of entry of an event including any rules with regard to eligibility or advertising;
- g) using tobacco products on-field at any BC Minor baseball sanctioned competition;
- h) any other unreasonable conduct which brings the game into disrepute, including but not limited to, abusive use of alcohol, non-medical use of drugs, use of alcohol by minors.

9. EJECTIONS

In the event of an ejection of a player, coach, or manager, the following will occur:

1. The ejected player, coach, or manager will leave the field of play immediately. A player may remain on the bench however a coach or manager must remove him/her self from the vicinity of the ball park.
2. The ejected player, coach, or manager will automatically serve a one game suspension following the game he/she was ejected from. No appeal will be allowed for this suspension.
3. Within 48 hours, the umpire that performed the ejection will submit a BC Baseball Umpires Association Ejection Report to a local park Umpire in Chief (preferably from the home team park).
4. If the ejection is deemed by the umpire or Umpire in Chief to be considered “offensive” or “very offensive”, as defined by the BC Baseball Umpires Association, copies of the ejection report must be forwarded onto the GVMBA Discipline Committee for review within 24 hours of receiving it. The Discipline Committee will review the ejection report and will decide if further disciplinary action beyond the one game suspension is warranted within 72 hours of all members receiving it. After the automatic one game suspension is satisfied, the player coach or manager may resume play pending the decision of the Discipline Committee. If further suspension is required, the player coach or manager must begin the suspension immediately.
5. A suspension greater than one game may be appealed in writing to the GVMBA Discipline Committee Chair, within 48 hours of the Discipline Committee submitting its decision. The player coach or manager is still under suspension until the appeal is heard by a GVMBA Special Board Meeting which will occur within 72 hours of the appeal submission.
6. Within 24 hours of an ejection, the local park Umpire in Chief will forward the ejection report to the GVMBA Umpire in Chief. The GVMBA Umpire in Chief will then forward copies to BC Baseball Umpires Association, BC Minor and Baseball BC. The Umpire in Chief will also notify all League UICs and Presidents of any ejection.

10. INCIDENT REPORTS

Incident reports can be submitted by anyone involved in a baseball game (on or off the field) that involves a GVMBA team. An Incident Report is used to report **behavior** from any player, coach, manager, or umpire involved in a game that is felt not to be in accordance with the BC Minor Code of Conduct. Incident Reports should not include complaints of an umpire’s judgment calls or rule interpretations. Incident Reports can be submitted to any GVMBA Board Member and may be reviewed by the Discipline Committee. It is at the discretion of the Discipline Committee Chair to decide on the appropriate course of action to deal with the situation.