



recreational and competitive baseball programs  
for boys and girls ages 4 and up

## 2017 RYBL Mosquito-Midget House League Rules

\*\*\* Please note that these rules also apply for Rookie Ball House League,  
except as modified by the Rookie Ball House League Rules. ([goo.gl/rZNCNw](http://goo.gl/rZNCNw)) \*\*\*

### ST 1. OFFICIAL RULES

ST 1.1 The playing rules for all scheduled games shall be the “Official Rules of Baseball” - Except as detailed below.

### ST 2. TEAM ROSTER

ST 2.1 **Age Limitations** - The 2017 levels are as follows:

**2008-2009 - Rookie Ball**

**2002-2003 - Bantam**

**2006-2007 – Mosquito**

**2001-2003 - Bantam Girls**

**2004-2005 - Pee wee**

**1999-2001 - Midget**

**2004-2006 - Pee wee Girls**

ST 2.2 The **home team** will supply the official scorekeeper. Prior to the start of each game, a player line-up with sweater numbers and names listed must be provided to the scorekeeper and exchanged with the other team. PENALTY – Can’t start the game until names are given.

ST 2.3 Any player arriving late may be added to the bottom of the batting order provided their team has not completed one rotation through the batting order or the game has completed two innings.

ST 2.4 All eligible players present at the game shall be listed on the team’s line-up sheet/card as presented to the umpire and must play a minimum of two innings in a defensive position within the first four innings, unless injured during that game. Any exception to this rule must be brought to the attention of the umpire and opposing team attention before the start of the game. Players must be rotated between outfield and infield positions, and at Rookie-Mosquito, may not play the same position twice in any game. Infield positions shall be considered to be: 1B, 2B, 3B, SS and C.

- ST 2.5 No player will be listed on the game line-up if that player is unable to play a defensive position. All players listed on the line-up sheet will bat.
- ST 2.6 All players will bat in the order as presented to the official scorekeeper prior to the start of each game.
- ST 2.7 Clarification of “Injured during that game.” Any player leaving the field due to an injury must remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. A player unable to take their turn at bat, after having been removed from the field due to an injury, will be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of a turn).
- ST 2.8 A batter or runner may not have a pinch runner unless injured during their turn as a batter or runner. The designated pinch runner will be the last recorded out. If this occurs before any outs then it will be the last player in the line up.

**ST 4. PITCHING RULES**

- ST 4.1 In Mosquito games, the number of trips to the mound by manager/coach shall not be limited except where the umpire rules that the purpose of the trip is to delay the game.
- ST 4.2 In Peewee games a third trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher’s automatic removal from the pitching position.
- ST 4.3 In Mosquito-Peewee games, a pitcher once removed from pitching, regardless of the number of trips to the mound by the manager/coach, may continue in the game at another position, but shall not be permitted to return to pitch in that game.
- ST 4.4 For Bantam-Midget, a second trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher’s automatic removal from the pitching position. The pitcher, once removed may continue in the game at another position but shall not be permitted to return to pitch in that game.
- ST 4.5 At the Mosquito division level Balks are not to be called. Should pitchers balk (e.g. double set or not pause) umpires will indicate such infractions to the coach between innings. In the Peewee-Midget divisions, umpires will be advised to call balks on a pitcher only after that pitcher has been warned of an infraction and an explanation has been given to that pitcher by the umpire.
- ST 4.6 If a balk is called but the pitcher throws the ball it will count as a pitch thrown, even if it is not counted as a pitch for ball/strike purposes.

**Note:** It is the responsibility of the manager to remove a pitcher when that pitcher is no longer eligible, even if the official score keeper and/or the umpire fail to notify the manager.

- ST 4.7 Illegal pitching penalty: Failure by the Official score keeper to inform the plate umpire that a pitcher has reached their limit of Batters Faced for the game shall not result in a forfeit. It is still the responsibility of the manager to remove a pitcher when they are no longer eligible.

Mosquito	10 Batters
Peewee and Peewee Girls	12 Batters
Bantam and Bantam Girls	14 Batters
Midget	16 Batters

- ST 4.8 At Mosquito and Peewee, a player may not be a pitcher and a catcher in the same game.
- ST 4.9 In Mosquito-Midget games, a dropped 3<sup>rd</sup> strike is an automatic out. No action is required to complete the out, regardless of how many outs there are in the inning.
- ST 4.10 Mosquito teams are not allowed leadoffs. A base runner will not leave a base until the pitched ball leaves the pitcher's hand. Runners are only allowed to steal 3<sup>rd</sup> base.
- ST 4.11 Mosquito-Midget Base Runners are only allowed to steal 3<sup>rd</sup> base. Pitchers can still try and pick off a runner at any base. Runners may not advance on wild pitches, past balls or dropped third strikes.
- ST 4.12 Substitutions are only allowed at the end of an inning except for an injured player or pitching change.

## **ST 5. CURFEW**

- ST 5.1 The number of innings in a complete game will be 5 for Mosquito-Peewee and 7 for Bantam-Midget. An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning has occurred.
- ST 5.2 All House League Games will terminate at the earlier of (1) the end of 5<sup>th</sup> or 7<sup>th</sup> inning, as applicable, or (2) when the deadball time has been reached.

**Note:** If your game slot is allocated for 2 ½ hours (e.g., 6:00 pm to 8:30 pm) then you have 2 hours & 15 mins to complete your game. If your game slot is allocated for 2 hours (e.g., 9:00 am to 11:00 am) then you have 1 hour & 45 mins to complete your game. The final inning will be called 30 minutes or less, prior the deadball time. If the game is terminated because of the deadball rule, the final score of the game shall be recorded as the score of the game as at the last completed full innings.

- ST 5.3 Tied games will be permitted during preliminary games.
- ST 5.4 Three (3) innings will be considered an official game for Mosquito-Peewee (or 2 ½ if the visiting team is losing after their 3<sup>rd</sup> inning at bats). Four (4) innings will be considered an official game for Bantam-Midget (or 3 ½ if the visiting team is losing after their 4<sup>th</sup> inning at bats).

## **ST 6. MERCY RULE**

- ST 6.1 If the home team is ahead by 10 after 3 ½ or at any time beyond this point, the home team will be declared the winner.
- ST 6.2 If the visiting team is ahead by 10 after 4, the visiting team will be declared the winner.
- ST 6.3 Every inning will have a 4 run mercy except the final inning, which will have no run mercy.
- ST 6.4 A game forfeit will be declared and a score of 7 - 0 will be recorded if a team is unable to field a team of seven players at the scheduled starting time, or at any point during the game.

## ST 7. GENERAL

- ST 7.1 All players and coaches will be dressed in a baseball team uniform as issued by Royal York Baseball, an association issued golf shirt or a T-shirt with a cap. (Association logo or name must be identifiable). No sandals permitted on the diamond. No shorts are permitted, and all players must be wearing baseball pants, track pants or other pants.
- ST 7.2 Metal cleats will be allowed at the Bantam-Midget levels.
- ST 7.3 Mosquito-Midget levels use Aluminum bats strictly.
- ST 7.4 No smoking or use of tobacco products or alcohol is permitted by any player, coach, volunteer, umpire or fan within the vicinity of the playing field. More specifically:
- i) Players, Coaches and Umpires in uniform must refrain from using any tobacco products during all games;
  - ii) Players, Coaches and Umpires in uniform must not be under the influence of alcohol or drugs;
  - iii) Team manager and coaches shall be responsible for enforcing the no tobacco and no alcohol rule for team's fans;
  - iv) Penalty for violation of i) or ii) shall be immediate ejection for players or coaches and may result in loss of accreditation for umpires; and
  - v) Penalty for failure to enforce iii) shall be ejection of a team manager and coaches.
- ST 7.5 The convenor has the ultimate authority relating to any matter that requires a ruling or clarification.
- ST 7.6 **Ejections** - Each manager and head coach is responsible for the behaviour of all players, coaches and spectators with their team. Should all present, roster listed, coaches be ejected the game will be forfeited; if this occurs refer to Rule ST 6.3.
- ST 7.7 In the event a player or coach is ejected from a game, the individual must leave the diamond / park and no longer be involved in that game. The coach or player must remove their team jersey.
- ST 7.8 The umpires, who umpire a game where an ejection occurs, shall file an incident report on RYBL.COM within 2 days.
- ST 7.9 Substitutions are only allowed at the end of an inning except for an injured player or pitching change. Same rule as ST 4.10
- ST 7.10 All catchers are required to wear full catcher's equipment and catcher's mitt during the game and warm-ups in all divisions, except Rookie Ball where the use of a catcher's mitt is optional. See also Rule 7.12 (Mandatory use of Protective Cup or Athletic Supporter for Catchers).
- ST 7.11 Coaches or players warming up pitchers either on the field between innings or in the 'bull pen' must wear a protective mask.

ST 7.12 It is highly recommended that all players wear a protective athletic support. No player shall play as catcher without protective cup/athletic support.

ST 7.13 The batter shall wear a protective helmet while on deck, at bat or running the bases. The helmet may not be removed until the batter is retired, has crossed home plate and left the field of play or the half inning has been completed. Should the batter/runner remove the helmet before leaving the field while the ball is in play, they will be declared out.

ST 7.14 At the Bantam, Midget and Junior levels batting helmet chin straps are optional.

ST 7.15 Diamond dimensions shall be as follows for each Division:

<b><u>Division</u></b>	<b><u>Base Distances</u></b>	<b><u>Pitching Rubber Distances</u></b>
Rookie	65 feet	44 feet
Mosquito	65 feet	44 feet
Pee wee	75 feet	50 feet
Bantam	90 feet	60 feet 6 inches (Mound required)
Midget	90 feet	60 feet 6 inches (Mound required)

ST 7.16 Bat Boys / Bat Girls are not permitted due to safety issues and insurance reasons.