



BASEBALL MOSQUITO LEAGUE RULES

Coaches must meet with the umpire before the game and determine if any of these rules will be modified or not enforced during a game.

FIELD DIMENSIONS:

1. The distance between all bases is 60 feet.
2. The pitching distance can vary based on coach's pitching style and batter's ability.

REGULATION GAME:

1. A regulation game is 5 innings.
2. A completed inning consists of three outs or one completion of the batting order unless injuries prevent completion of the order. Since scores aren't kept in this league, unequal team sizes still just bat one batting order per inning, unless there are 3 outs.
3. A game called for rain or curfew is also a regulation game if 3 complete innings.

GAME TIME LIMIT:

1. All games end at 1 hour, 30 minutes regardless of where the game is.

EQUIPMENT:

1. All bats used for Mosquito baseball must be marked with "USA Baseball".
2. Steel-spiked shoes are not permitted.

PLAYERS & COACHES:

1. Each team consists of at least 9 players and a coach or an adult designated by the coach.
2. A team unable to field 9 players for a game may use no more than three players from other teams in the league to fill out a starting line-up.
3. COACHES ON THE FIELD: A defensive coach may be in the field for the purpose of instruction only.
4. NON-PLAYERS: Non-players are not permitted on the playing field. Aside from coaches, non-players are not permitted to be in the dugout or on the bench.

Playing Time:

1. Each player must play two complete innings in the field (per three inning game). No player may sit-out more than two innings no matter the length of the game.
2. Players' positions in the field may be switched or substituted at any time.
3. Each player must play more than one position during the first 3 innings of the game.
4. Each player must play at least 2 innings in the infield and no more than 2 innings in the same position.

Substitute Players:

1. If the team is unable to field 9 of their own players, they may use 3 substitute players to bring their total to 9 players. Subs must come from other teams in GBSA and no more than two subs may be used to fill out a starting line-up.
2. Subs must be grade level or lower than the absent players and must be agreed upon by both head coaches and the league representative prior to the game.
3. Subs must play in the outfield.
4. Subs bat at the bottom of the order.
5. Players can sub multiple times per team per season.

BATTING:

1. The batting order for each team will consist of all players present, or three outs (whichever comes first).
2. Players arriving after the start of the game are put at the bottom of the order.
3. The batting order should be rotated from game to game.
4. BUNTING: Bunting is NOT allowed.

FIELDING:

1. Each player plays at least 3 complete innings or half the game in the field with free substitution. (Catcher can only count as an infield position one time per player per game).
2. TEAM DEFENSE: Team Defense consists of 10 players with four outfielders. Players should remain in their normal defensive positions until the ball is batted. Normal infield positions are considered behind base path unless there is a play at home (runner on third base). Normal outfield positions are considered in the outfield grass area. Players may not “creep” up in anticipation of a weak hitter. One warning will be given by the umpire; subsequent “creep” calls will result in an all safe call.
3. The center fielder cannot field the ball and step on a base for an out. He MUST throw the ball to the person covering the base.
4. THERE IS NO INFIELD FLY RULE
5. DOUBLE FIRST BASE: A runner must use the orange base on initial play at first base. If the fielder is drawn to the side of the orange base, the runner may go to the white base and the fielder to the orange. A runner is never out for touching the white base rather than the orange base. Once a runner safely reaches first base, the runner must use the white base.
6. OVERTHROWS: An overthrow in fair territory or within the boundaries of the field entitles the runner to as many bases the runner can make safely. A ball thrown out of bounds is dead and bases are awarded to each runner in accordance with the Ohio High School Rules (you get the base you were headed to and 1 more).

PITCHING:

1. The offensive team’s coach will run the pitching. Each batter may receive a maximum of 7 pitches with no balls or strikes.
2. If the 7th pitch is fouled off, the batter is allotted one last pitch. Even if this 8th pitch is fouled off, the batter is considered out.

3. DEAD BALL: A ball hitting the coach who is pitching is considered a dead ball, the batter and each runner will be awarded 1 base.

BASE RUNNING:

1. On any batted ball, runners and the batter may advance until the ball is heading into the infield or under control by an infielder including the catcher.
2. STEALING: Stealing is NOT allowed.
3. SLIDING: Sliding is not required. A runner will not be called out for sliding.

UMPIRE'S DECISIONS:

1. Judgment calls by the umpire (such as whether a pitch is a strike or a ball, a hit is fair or foul, or a runner is safe or out) are FINAL.
2. If there is reasonable doubt about a decision being consistent with the rules, the coach may ask that the ruling be reviewed.
3. The umpire making the decision may ask the other umpire, or league commissioner, if present, for more information before making a final decision.
4. Once a game has started, the umpire, league representative or commissioner may stop play in the event of curfew, rain, or lightning which is thought to be dangerous.
5. If lightning does occur there will be a mandatory 15-minute wait period from the time of the last visible lightning strike. Only the umpire or league commissioner can allow a game to continue after this guideline has been met.
6. If a tornado siren is sounded play will be halted immediately, and all persons must leave the field and seek shelter. Play will not be resumed after a tornado warning.