

TOURNAMENT RULES

2012 Vancouver Island MOSQUITO “AAA” ZONES

JULY 28-29 @ Allenby Park

(For complete rules refer to the BC Minor Baseball Association 2012 Rule Book)

· **Home teams:** refer to the schedule of games.

· **Ground Rules at Allenby Park:**

- Automatic ground rule double if a FAIR ball rolls through the “gate” gap in the outfield fence near the right field foul line;
- Two bull pens are available in right and left field foul territory area for warming up pitchers (reminder: catchers must wear masks).
- Pitchers warming up in the bull pen must have a spotter to watch out for foul balls.

· **Line-ups:** First & last names and uniform numbers to be indicated for all players and coaches.

· **First Aid Equipment:**

- In the concession.
- **Emergency Procedure at Allenby:** Ambulance access is off Townley St through the gates by the batting cage . **The gate must be unlocked (key in the concession).**

GEAR

1. Batters, on-deck batters, base runners, players used as base coaches or bat boys shall wear **double ear flap helmets** which give protection to the temple, ears, base of skull and top of head. (BCM 20.02) **Chin straps are mandatory and must be fastened.**
2. **Catchers must wear a protective helmet and mask while catching in practice and all warm-up situations** such as in a bull pen or between innings. **Coaches must wear at least a mask** catching in all practice and warm up situations. (BCM 20.03)
3. **Conventional baseball uniforms** including shirt, pants, cap and socks are mandatory. (BCM 20.06)

4. **Managers or coaches occupying a coach's box must be dressed in full uniform** except that they will be allowed to wear matching colour coordinated long pants which differ from their players. **Coaches and Managers not complying with this rule will not be allowed on the field during the game.** (BCM 20.06)
5. **Metal cleats are not permitted.** (BCM 20.07)

PLAYING RULES

1. **Line-up and Substitutions. Continuous batting orders** are used. All players bat in the order they are placed in the line-up, whether they are on the playing field or the bench in any given inning. (BCM 27.02)
 - (a) Should a player arrive late his name may be added to the bottom of the batting order.
 - (b) **In the event of an injury, the following shall apply:**
 - to a runner - **the last out** will be allowed to replace the injured player
 - to a batter - **the last out** will be allowed to complete the turn at bat (assumes the count)
 - to a fielder - any replacement from the bench
 - (c) **Once an injured player misses part of or his entire turn at bat, he may not return to the game.**
 - (d) Defensive changes may be made at any time.
2. **Minimum Play Rule.** No player shall sit off for 2 consecutive innings. With the exception of the pitcher, upon re-entering the game defensively, the player **MUST** play 1 full defensive inning comprised of 3 outs or the opposing team scoring the run maximum. (BCM 26.02)
3. **Minimum Number of Players.** A team failing to field 9 uniformed players within 15 minutes of the scheduled start time of the game shall forfeit the game. (BCM 24.07). Teams may not play with 8 players.
4. **Tie games are permitted.** If the score is tied after 6 innings one extra inning shall be played. If the game is still tied the game shall be over and declared a tie. This rule does not apply to a semi-final or a final game. (BCM 18.02B)
5. **Run Limits.** 3 outs or 4 runs will constitute an inning (except that a team may score unlimited runs in its last at bat in the 6th inning, (plus in all extra innings in the event of a tie game). A 10 run mercy rule will apply after 5 innings. If, in

the top of the sixth inning (or the top of the fifth if declared open), the visiting team goes ahead by ten or more runs, the coach of the home team will have the option of declaring the game over and concede the win to the visiting team.

6. The **10 run (Mercy) rule** shall apply. (BCM 18.08)
7. **No Leadoffs.** In the event of a leadoff ball is dead and a no pitch declared and the runner is declared out. (BCM 24.09A)
8. **Slide or Avoid.** If a play is being made, or is about to be made, it is **MANDATORY for players 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. Contact may occur. However, was there intent to injure or to dislodge the ball? (BCM 24.01)
9. **Force Play Slide Rule.** On any force play, the runner must slide directly into the base. The runner may not slide to either side of the base and reach in and touch the base with his hand or foot. When a runner does not slide directly into the base, the umpire shall rule interference when (a) any contact occurs between the runner and fielder, or (b) the fielder is forced to avoid contact by jumping out of the way. Contact with the fielder is permitted only on a direct slide into the base.

Exception: A runner may slide away from a base only if the runner slides in a direction away from the fielder in order to avoid making contact or altering the play of the fielder.

Penalty: with less than 2 outs, the batter-runner as well as the interfering runner shall be declared out and no other runners may advance. With two outs, the interfering runner shall be declared out and no other runners may advance. (BCM 24.02)

10. **No Head First Slides.** All offending players will be automatically called out. (**Diving head first back to a base already legally acquired is allowed.**) (BCM 24.03)
11. **Bodily Fluids (Blood) Rule.** (BCM 24.04)

(a) Any player who is bleeding or who has an open wound shall be removed from the field 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.

(b) 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.

(c) 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.

(d) The substitute player is only a courtesy player until the original player returns.

(e) **If a pitcher, while pitching, suffers an injury** referred to in paragraph (a) 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.

(f) Should a team only have nine players available at the time of an injury referred to in paragraph (a) 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 the game will be forfeited.

12. All offensive players except the batter and the on-deck batter **must remain in the dugout at all times**. All **defensive players not currently playing must remain in the dugout at all times**. Exception: pitcher and catcher warming up in the bullpen. (BCM 14.02)

13. Only one on-deck batter.

14. NO Courtesy Runner for the catcher.

15. Round Robin Tie Breaker Rule. Refer to BCM 28.

16. Protests. Protests shall not be permitted at the Mosquito level during summer league play and zones except for the use of ineligible or illegal players. (BCM 21.01)

17. Penalties for the use of illegal and illegible players. Refer to BCM 22.02 and 22.04.

18. Forfeit Fine. All teams are obligated to play all games as scheduled and to participate in all scheduled events. Failure to participate in a scheduled game or event will result in the offending team's Association being fined \$500 per game or may result in a \$500 fine per event. (BCM 29.02)

PITCHING RULES:

1. **A pitcher may throw a maximum of 70 pitches in a calendar day.** (BCM 23.01)
 - Note: a pitcher may exceed the maximum daily limit to complete pitching to a batter (BCM 23.02)
 - Note: pitches thrown in warm-up or ruled “no-pitch” by the umpire (including balks) do not count towards the pitch count. (BCM 23.01)

2. **Rest requirements.** Pitchers shall not be allowed to pitch unless they have had **2 nights rest** after throwing 31-50 pitches in the same calendar day. **Three nights rest** are required after throwing 51-70 pitches in the same calendar day. (BCM 23.01)
 - (a) A pitcher who requires rest after the first game of the day cannot pitch in the second game of the day.

 - (b) If a pitcher has two appearances in the same day, his total pitch count for the day is combined for the purpose of determining the required rest.

3. Pitchers may not pitch on **three consecutive days.** (BCM 23.03)

4. **A pitcher who is removed from the mound shall not be permitted to return to pitch again in the same game.** A pitcher who is removed for a pinch hitter or pinch runner during an offensive inning is considered to have been removed from the game as a pitcher for the purpose of this rule. (BCM 23.06)

5. **Pitching Count Logs.** (BCM 23.09)
 - Managers are responsible for tracking the pitch counts of their pitchers and for maintaining a log of pitches thrown by their pitchers on the form provided by BC Minor;
 - A team may request to view their opposition’s pitch count log prior to a game;
 - Pitch count logs must be made available to all teams upon request;
 - The logs will be posted on the bulletin board near the park concessions.

6. **Penalties for Pitching Violations** (exceeding the daily pitch limits or pitching without the required rest).
 - As per BCM 23.08 (A), it is everyone’s responsibility to inform a coach that his pitcher is approaching the daily pitch limit. **If a pitch count violation is discovered after the fact, then it is corrected by removing the pitcher from the mound with no additional penalty.** If a coach refuses to remove the pitcher after being informed of a pitch count violation, **then the game is**

forfeited to the opposition (July 21, 2009, communication from BCM's Kyle Williams).

• As per BCM 23.08 (B), if a pitcher pitches without proper rest the game is forfeited to the opposing team. Such a violation may be protested by the opposing team up to 48 hours after the game upon discovery of the violation.

GOOD SPORTSMANSHIP AND FIELD DECORUM

1. The actions of players, managers, coaches, umpires and League officials must be above reproach. Managers and coaches must display leadership and sportsmanlike conduct at all times. (BCM 14.03)
2. Players, managers and coaches are not permitted to use profanity or gestures which may be considered profane, or to deliberately harass or direct any discourteous remarks at the officials or any member of the opposing team. **Offenders will be removed from the game.**
3. Refer to BCM 15.01 for the full **BC Minor Code of Conduct**.
4. **Artificial noise makers**, including but not limited to air horns, cow bells, thunder sticks, and bottles filled with rocks, are no longer permitted to be used by players, coaches or spectators. (BCM 15.10)

Prepared by Carol Ogborne, Tournament Umpire Allocator, July 17, 2012