

Martensville Minor Baseball Rules Governing League Play for the Rookie Division - 2011

1. Game Time and Place:

- a. Scheduled games will take place in Martensville and Dalmeny. Practices will be established within your own minor ball system.
- b. Games are to be played in 1 hour and 15 minutes **maximum**.
- c. Game times will have start times of 6:30 pm in Dalmeny; 5:15pm and 6:45pm for the first two weeks in Martensville and then 5:30 pm and 7:00 pm for the remainder of the schedule.
- d. All players and equipment must be off the field and out of the dugouts at least 15 minutes before the start time for the later game. No new innings can begin more than 1 hour after start time of your game. Games will be on Monday nights in Martensville and Dalmeny throughout the season.
- e. Teams shall consist of 6 – 8 players (preferably) in order that games may progress at a pace which can hold the interest of the young players. We are not interested in having players standing around for extended lengths of time waiting.

2. Game Rules:

- a. Games shall consist of as many innings that can be played in 1 hour.
- b. An inning is completed when the entire line up has batted, regardless of the number of outs.
- c. No called strikes, no walks, no stealing bases.
- d. No strike outs, every batter runs the bases. However, a runner can be put out on a fielding play.
- e. Coaches are allowed and encouraged to be on the field with their teams.
- f. All pitching will be done by a pitching machine. One coach or parent of the team batting is to operate the pitching machine. Utilize only the manual, spring loaded pitching machines for Rookie ball.
- g. Every batter gets 6 decent pitches (or until the ball is hit fair). If a pitch is not decent the **coach** operating the pitching machine declares “NO PITCH”. There are no strikes, strike outs, walks or bunting. If the sixth pitch is fouled, the batter gets another pitch. Following the 6th pitch, if the hitter has not hit the ball, they will use the available T-stand to hit **(maximum four attempts with the batting tee)**. The player runs to first base when the ball is hit. When the ball is hit the defense tries to make an out and the batter tries to advance as far as possible, just as played in normal baseball, except:
 - Where the fielding team makes an out the batter or runner is declared out (this does not happen often). They may continue to run the bases.
 - The batter gets to run the bases even if they do not hit fair in 6 hittable pitches.
 - The game is played without outfielders
 - Runners do not advance on a wild pitch or passed ball.

- The infield fly rule does not apply
- Runners may tag up on a fly ball and advance at their own risk
- An overthrow at 1st base is when the ball hits the fence or goes past the fence/out of bounds line. The ball is out of play, declared dead and the runner advances to 2nd. Runners on other bases DO NOT ADVANCE unless forced by the advancing batter-runner.
- When a batted ball hits the pitching machine, ball bucket or coach the ball will be declared dead and the batter awarded a single.
- If the ball is hit into the outfield the runners can't advance past the base they were heading to when the ball is returned back into the infield. FOR THIS PUPOSE THE INFIELD MEANS ANY PART OF THE DIRT AREA.

3. General Rules:

- a. All safety equipment must be worn, including full catcher's equipment. Batters, base runners, on deck batter and pitcher (player beside coach at pitching machine) must wear double ear flap helmets with chin straps securely fastened.
- b. In all cases when there is a play at home plate the runner MUST slide.
- c. Teams supply their own umpires when batting and look after their own batting line up. There is no scorekeeper.

4. Team Responsibilities:

- a. All coaches should have keys for storage area containing equipment.
- b. The diamonds may be set up prior to the game, but after the last game; the coaches will be responsible for putting the bases away.
- c. Coaches are to work co-operatively in setting up the pitching machine. Please remember to take your keys and lock the shed once all equipment has been returned.
- d. In the event of double headers the first teams shall set up the diamond and pitching machine is ready and the last set of teams shall put everything away and lock shed.

Junior Mosquito Rules

- First 2 games same rules as Rookies
- Third game teams will following Jr Mos Rules
- 6 pitches or 3 strikes and player is out unless they foul the ball on third strike or 6 pitches. Players keeps hitting until they strike out or the 6 pitches are up without fouling the ball
- Max hitters per inning is up to 10 players.
- 3 outs the inning is done
- No stealing
- If there is a over throw and does go out of bounce – runner will get 1 advance to the next base

