

Mosquito House League Rules

Peterborough Baseball Association

Visiting Team

1. Supplies a good quality used ball.
2. Provides one base.

Home Team

1. Supplies a new ball.
2. Provides two bases. Bases are 60 ft apart (18.3 m).

Uniform

1. Cleats may be worn but must be rubber.
2. PBA uniforms must be worn.
3. No shorts allowed.

General Rules

1. Pitching rubber is approximately 44 ft (13.4 m).
2. Teams should be at the ball park by 6 PM to allow for warming up. Teams should be ready 5 minutes before the game to allow for the ground rules meeting.
3. A team must have seven (7) players to play a game (six (6) players or less is considered to be a default). If a team has less than nine (9) players, the opposing team is encouraged to provide players to the other team in the field (hitting will include players on their team only). If a default occurs, teams are still encouraged to play a "fun" game with the remaining players.
4. Games begin at 6:15 PM and no new inning will begin after 7:50 PM. Innings begun prior to 7:50 PM will be completed.
5. Three outs per inning unless a "bat around" inning occurs and the "last batter" rule will come into effect.

Pitching

1. Pitchers may only pitch two (2) innings. If a pitcher is inserted into the game with two (2) outs in an inning, then the one (1) out that the player pitches constitutes pitching one (1) full inning.
2. No walks. If a batter walks, the hitter will bat from the tee.
3. Strike three is an automatic out (i.e. the catcher does NOT have to catch the ball).
4. Balks will not be called at this level. The umpire may choose to discuss balks with the pitcher and coach after the inning is complete.

The Batting Tee

1. If a batter walks, then they will be allowed one swing (only) off the tee.
2. No bunting off the tee.
3. Unless the batter hits a fair ball on their one swing, they are out.
4. To be considered fair, a hit ball must meet the regular definition of fair, and must also cross through **Dead Ball Area** in fair territory.
5. The Dead Ball Area is a square formed by home plate, a point 31 feet down the first line from home plate, the pitching mound, and a point 31 feet down the third base line.

6. If a defensive play is made within the Dead Ball Area, the ball is live only if it is a fly ball fielded in the air, or a ground ball that in the opinion of the umpire would have made it through the Dead Ball Area if left alone.
7. Defensive players are not allowed to cross into the Dead Ball Area until the ball is hit.
8. When hitting off the Tee, the batter may only advance to first base on a hit. However, runners on the bases may advance as far as possible.

Last Batter

1. Last batter rule applies. If there is a walk to the "last batter", they will hit off the tee under regular baseball rules (i.e. both the batter and runners may continue to run until the play is dead). If the teams do not have equal players, the team with the least number of players will be allowed to send to the plate a number equal to the opposing team. For example, Team A has 12 players and Team B has 10 players. Team B will be allowed to bat 12 players with the 12th being the "last batter".

Base Running

1. With two (2) out and the catcher on base, it is recommended that a pinch runner (the last out) be used to speed up the game.
2. No leadoffs.
3. Stealing may only occur after the ball has been pitched. As the ball crosses home plate, the base runner may steal. Base runners may only steal ONE base each time they are on base (does not include HOME). If hitter #1 gets on base four times, he may steal one base each time they are on base. The runners may NOT advance if the ball is overthrown while a steal attempt is occurring. No stealing on throw backs from the catcher to the pitcher or any other time except when the ball is pitched. If a base runner does not steal, they are not entitled to carry over the steal to the next time they are on base - ONE STEAL per player each time they are on base. If a base runner is accidentally stealing a SECOND base and a hit occurs, the play will be dead and the runner returned to the base (if no hit, the ball or strike will count and the runner returns to the base).
4. Advancing on a passed ball or wild pitch will be counted as a STEAL.
5. No stealing of HOME at any time (pass ball, wild pitch, over throw or otherwise).
6. Base runners may advance on over throws when the ball is hit into play and there is a play at a base (i.e. an overthrow of first base would allow the base runners to advance, including home as this not a steal).
7. Runners MAY advance on strike three but NOT on ball four as the tee will be used at this time.
8. Contact with players is to be avoided, including contact at home plate with the catcher. The umpire is to use their discretion regarding contact.

Coaches

1. Coaches will be supportive of the umpires. Coaches may question an umpire on an interpretation of the rules but must be supportive and provide leadership towards the umpires. Parents are asked to assume leadership in this area also and be supportive of the umpires. Coaches are asked to keep parents and players from questioning the umpires.
2. Relax and have fun.