

RMMBA 2023 Mosquito Rules

Game Length:

Rec (A) – 4 innings (light permitting), no time limit

Competitive (AAA) – no new inning after 2 hours; weekend double-headers are 5 innings each, and if tied a 6th inning can be played if within the 2 hour time limit

*Open inning is to be called within 20 minutes of the time limit. If it is completed within the time limit, then a 2nd open inning will be played

Run Limits:

Rec – 2 in innings 1 & 2, with no stealing home; 5 in inning 3; open (10 max) in inning 4 (stealing home permitted in 3rd & 4th innings)

Competitive – 4 runs (stealing home is allowed); 10 run max in open inning

Mercy Rule:

Rec – if the visiting team is up by 11 in the top of inning 4, the game is called (this is because there is a 10 run max in the 4th/open inning, so it is mathematically impossible for the home team to catch up)

Competitive – regular mercy rule of a lead of 10 or more runs after 5 innings (or 4.5 if the home team is ahead)

Equipment:

All batters, on deck batters, base runners, and bat boys must wear double ear flap helmets. Chin straps are mandatory and must be done up properly (exception: helmets manufactured with a C-flap and without chin strap snaps are permitted). **Please make sure this rule is enforced!**

Coaches must wear a mask when warming up the pitcher.

Catchers must wear a full helmet (or skull cap and face mask with throat protector) while catching at all times, including in all practice and warm-up situations.

Batting:

All players bat.

Any player arriving late will have their name added to the end of the batting order.

If a player must leave the park for any reason, is injured, or is ejected by an umpire, s/he is simply skipped in the batting order. It is not an automatic out.

If a batter is injured during an at bat, the batter may be replaced by the last player out (who assumes the count). An injured player that recovers may return to the game at any time.

On deck batters must be in the batting circle with the batter's back to them. On their way to the circle, they must cross behind the batter, catcher, and umpire.

Throwing the bat is not permitted. A batter will get one warning; a 2nd thrown bat in the same game constitutes an out.

Bunting is permitted; once a batter squares to bunt, the batter may not return to a normal stance and then swing fully at the ball. This is for safety reasons for any fielders who may be charging to field the bunt.

A batter may not attempt to reach first base on a dropped 3rd strike by the catcher. The batter is out.

Base Running:

Leadoffs – not allowed. Runners may not leave their base until the ball has crossed the plate. Each team will receive one warning; further infractions will result in an out. Any runner leading off a base after a pitch, that has not attempted a steal, must return to the base once the ball has been returned to, and is in control of (ball in either hand or glove AND in the infield) the pitcher.

Delayed steals (when the catcher is throwing the ball back to the pitcher) are not permitted.

Rec – Base runners cannot steal on the 1st pitch to the next batter.

When the catcher has the ball in his control, a runner at 3rd base may not “tease” the catcher into throwing the ball to 3rd. Once the runner's forward progress to home has stopped and any motion back to 3rd is made, the player must return to 3rd base.

Slide or Avoid – if a play is being made, or is about to be made, it is MANDATORY for the base runner to slide, or make an effort to avoid a collision at all bases and home plate. All violators will be called out.

Head-first slides are not permitted; offenders will be automatically called out. Diving head first

BACK to a base already legally acquired is allowed.

With 2 outs, the last player out may pinch run for the catcher.

Fielding:

Defensive substitutions shall be unlimited but shall be made at the start of a ½ inning only. Exceptions are illness or injury, or if relieving a pitcher, or for disciplinary reasons (must be communicated to umpire and opposing coach).

An injured fielder may be replaced by any player on the bench. An injured player that recovers may return to the game at any time.

Infield fly rule is not in effect.

Pitching:

Pitchers are permitted 6 warm-up pitches at the start of a ½ inning or after a change of pitcher.

A pitcher must be relieved after hitting 2 batters in one inning, or 3 batters in one game.

A pitcher must be removed on the 2nd mound visit in one inning (exemption is a visit for an injury; the plate umpire should be present for an injury visit to make sure nothing else is discussed).

Balks/Failure to deliver the pitch – when with runners on base the pitcher fails to deliver the pitch after beginning his pitching motion, the umpire shall call, “Time...no pitch.” The umpire shall inform the pitcher that they must deliver the ball without stopping their motion or they will be charged with a Ball. No runner may advance on the call. Any further infractions of this rule will result in a Ball being added to the batter’s count (**this is a rule that we are implementing for the first time this year, and as such we will only issue warning all season for Rec teams, and the rule will be called as written for Competitive teams**).

Intentional walks are not permitted.