

# **2009 - Official B League Rules For Atom B, Mosquito B, and Peewee B**

## **General Rules**

Minimum number of players required for Regular Season Game: **6 players**  
(One less player for Atom B)

Minimum number of players required for Playoff Game: **7 players**  
In the playoffs, they can play with 6 players. However, every time the 7th batter should have been up, the team is charged 1 out.  
(One less player for Atom B)

If after 15 minutes a team has less than 6 players, that team loses the game by default. However, the teams play a fun game and the umpires **must** stay and ump.  
(One less player for Atom B)

**Table 1**

<b>Division</b>	<b>Full Game</b>	<b>Official Game After</b>	<b>No Inning May Start After</b>
Atom	5 innings	3 innings	1 hour 30 minutes
Mosquito	6 innings	3 innings	1 hour 50 minutes
Peewee	6 innings	3 innings	1 hour 50 minutes

The times in Table 1 are calculated using the **scheduled time** of the game, NOT the actual start time. So, if the coaches or players are late, too bad.

Extra innings are permitted if the score is tied and the time has not run out.

You must announce the curfew or time limit in the pre-game meeting with the coaches. Teams are allowed to score a maximum of 5 runs per inning, unless you are in an open inning. The following times in Table 2 are used to know when to start an open inning.

**Table 2**

<b>Division</b>	<b>Time After Scheduled Start</b>
Atom	<b>No open inning</b>
Mosquito	1 hour 30 minutes
Peewee	1 hour 30 minutes

If you are past the times indicated in this table, you must go see both coaches and let them know that the inning will be an open inning with no run limit.

An open inning does NOT mean that it is the last inning. If you have time (check Table1), you may finish an open inning and play another open inning.

A pitcher who hits 3 batters in one inning or 5 in a game does not have to be removed, but you must recommend to the coach that he be switched out. If the coach refuses and you give the pitcher a final warning, you may remove him from the game if he hits one more batter.

On a close play, a base runner must always slide or try to avoid contact. If he makes no effort to slide or avoid contact, he is called out and, if you believe it was intentional, you should eject him.

Any player seen throwing equipment intentionally will be removed from the game. Losing control of your bat is permitted as long as it was not intentional.

A pitcher cannot play as the catcher in the same game.

If the catcher is on base with 2 outs, he must be removed and replaced by the 2<sup>nd</sup> out.

NO bunting is allowed in B level leagues. If the batter attempts to bunt, a strike is called.

**IF YOU START AN INNING BEFORE THE TIME LIMIT IN TABLE 1, YOU MUST FINISH THE INNING, NO MATTER HOW LONG IT TAKES.**

### **Atom B Specific Rules**

Both teams must use a pitching machine.

**No strikeouts, no walks and no hit by pitches in Atom.**

Each batter is given 5 pitches from the machine. If, in the plate umpire's judgment, the machine throws a bad pitch, you call "No Pitch" and the batter gets another chance.

After 5 pitches, the batter hits the ball off the tee, with a limit of three swings.

A ball hit off the tee must cross the 12 foot arc that is drawn at the beginning of the game (discuss the arc with the coaches and get them to agree on its position and draw it about 12 feet out from home plate). If the ball does not clear the arc, it is a foul ball.

**A player can only get a single hitting off the tee, nothing more. All other runners can only advance 1 base.**

On a ball hit to the infield, the runners are only allowed a 1 base penalty for an error made by the defense. Therefore, runners can advance a maximum of 2 bases when the ball is hit in the infield and an error is committed. If no error is committed, they can only advance 1 base.

On a ball hit to the outfield, the runners can run as long as the ball has not been thrown in and picked up by an infielder. Once the ball is thrown in and picked up, the runners are only allowed the base that they are running towards.

There is no stealing or leading. If a player does, he is sent back.

The modified infield fly rule is applied in Atom. The batter is NOT automatically out, therefore the fielder must catch the ball. If the ball is dropped, the play goes on as usual, but the defense is only allowed to make 1 out on the play (NO double plays). After 1 out is made, the play ends.

The defense is only allowed 6 players on the field. If both teams have more than 6 players, then the coaches can agree to play more than 6 players on the field as long as both teams put equal number of fielders in each inning.

### **Mosquito B Specific Rules**

There is no leading until the ball crosses the plate. If a runner leaves early, he is returned to his previous base.

#### **Runners are NOT allowed to steal.**

On a ball hit to the infield, the runners are only allowed a 1 base penalty for an error made by the defense. Therefore, runners can advance a maximum of 2 bases when the ball is hit in the infield and an error is committed. If no error is committed, they can only advance 1 base.

On a ball hit to the outfield, the runners can run as long as the ball has not been thrown in and picked up by an infielder. Once the ball is thrown in and picked up, the runners are only allowed the base that they are running towards.

The modified infield fly rule is applied in Mosquito. The batter is NOT automatically out, therefore the fielder must catch the ball. If the ball is dropped, the play goes on as usual, but the defense is only allowed to make 1 out on the play (NO double plays). After 1 out is made, the play ends.

#### **Batters cannot run on dropped third strikes.**

#### **No walks in Mosquito.**

If you reach ball four, a coach will come out and pitch. The batter is allowed a maximum of three pitches, but the strikes he had still count. A new strike will be called only if the batter swings. If on the third pitch from the coach, with a two strikes count, the batter hits a foul ball, he gets another pitch.

The umpire may call a wild pitch from the coach and the batter gets another pitch. If the batter is hit by the coach's pitch, it will be called a wild pitch.

If the ball is batted at the coach and it hits him, the batter is given 1<sup>st</sup> base and all other runners advance only if forced by the batter-runner.

#### **A hit by pitch is called normally in Mosquito from the regular pitcher.**

## Pitch count for Mosquito A, B and Atom A

0 – 25 pitches	0 days rest	<b>At each milestone pitch (25, 40, 55, 65, and 75), you must warn the coach that you have reached that number of pitches. After 75 pitches, the pitcher can finish the hitter, but must be removed after that hitter. All pitches count!!!</b>
26 – 40 pitches	1 day rest	
41 – 55 pitches	2 days rest	
56 – 65 pitches	3 days rest	
66 – 75 pitches	4 days rest	

## Peewee B Specific Rules

There is no leading until the ball crosses the plate. If a runner leaves early, he is returned to his previous base.

Runners are allowed to steal 2nd and 3rd, but not home, once the ball has crossed the plate. He can only steal 1 base on the same play (cannot advance on a catcher throwing error).

The infield field fly rule is applied fully in Peewee.

No balks and batters cannot run on dropped third strikes.