



## WOBA 10U Mosquito Specific Rules for Tournament

1. The team finishing with the higher standing during season play will be the “home” team for their first tournament game regardless of the tournament format. A coin flip shall be used for all games thereafter.
2. If official score keeper and pitch counter are not provided, Home will be the official score keeper and Visitors the official pitch counter. These 2 officials should sit near or behind the backstop in proximity to the umpire for communication purposes.
3. Umpires and opposing team coach(s) must be informed of all overage players prior to the start of the game.
4. Games are 6 innings, with no new inning starting after 90 minutes of play. The Convenor may set time limit and/or inning limitations for round robin or double elimination play in the event a schedule requires revision.
5. All Championship final games are 7 innings. No time limits.
6. For the 2020 season and beyond, WOBA Championship tournament will use the 2019 arm care & pitch limitation rules.
7. Players may NOT pitch and catch in the same game.
8. BOD approved overage players may participate, however they are not permitted to pitch.
9. Call-up rookie players may not pitch. A call across player from a sister team, that is playing in the championship tournament, may not pitch
10. Pitcher limited to 3 preparatory warm up pitches and shall not consume more than 1 minute of time. Exception applies when a new pitcher is introduced during an inning without opportunity to warm up. It is at the discretion of the umpire to allow as many warm-up pitches as deemed necessary.
11. **Illegal Pitch (Curve Ball):** Any breaking ball pitch in which the pitcher deliberately breaks his or her wrist or snaps the elbow in order to induce a forward or side-angled spin on the ball shall be prohibited at all levels of 11U Mosquito and below in WOBA play.
12. Once a pitcher has been removed from the pitching position they may not return to pitch in that game.
13. The extra large 20” home plate shall be used.
14. Base runners cannot leave the base until the ball leaves the pitcher's hand. If an infraction occurs, the ball will be declared dead and the runners may not advance. Each team is allowed one warning and with any further infractions thereafter, the runner will be declared out.
15. Batter is automatically “Out” on a called third strike. Batter may not advance on a passed ball (dropped 3<sup>rd</sup> strike).
16. Players are not permitted to advance home on a passed ball.
17. Maximum 6 runs per inning.

18. No open inning in tournament play.
19. 10 run mercy rule after 4 innings or 3.5 innings if home is ahead.
20. The game ends immediately after the deciding run scores.
21. A winner is declared, and the game declared official at any point that the opposing team is unable to win or tie the game. (E.g. After 5th inning either team is ahead by more than 6 runs. The opponent can neither win nor tie the score in the 6th inning.)
22. Coaches have the option to have a courtesy runner for catcher with 2 Out; must be last out. The coach must decide if this option will be exercised at the first opportunity when it arises. Once a coach uses this option, they must continue to use this option thereon in for the remainder of the game. A coach may not elect to use this option later in a game, if not initially elected to do so when the first opportunity arose in the game.
23. In the event of lightning, play is to cease immediately. The Umpires will instruct resumption of game. If the game is rained out, please consult with the Convenor before leaving the park.
24. If a team has not completed and handed in the sign-in sheet prior to the start of the game the offending coach has 20 minutes from the start time of the game to do so, otherwise the game is forfeited.