

AYLMER PIRATES



11U - Mosquito Parent Guide

Rev: April 25, 2024

Schedule

Date	Diamond & Time	Home	Visitors
Practise 1	Steen 6:00pm	Phillies	Rays
23-May	Steen 7:30pm	Rockies	Pirates
Practise 2	Steen 6:00pm	Rays	Pirates
30-May	Steen 7:30pm	Rockies	Phillies
Game 1	Steen 6:00pm	Pirates	Phillies
6-Jun	Steen 7:30pm	Rays	Rockies
Game 2	Steen 6:00pm	Pirates	Rays
13-Jun	Steen 7:30pm	Phillies	Rockies
Game 3	Steen 6:00pm	Rays	Phillies
20-Jun	Steen 7:30pm	Rockies	Pirates
Game 4	Steen 6:00pm	Phillies	Pirates
27-Jun	Steen 7:30pm	Rays	Rockies
Game 5	Steen 6:00pm	Phillies	Rays
4-Jul	Steen 7:30pm	Rockies	Pirates
Game 6	Steen 6:00pm	Rays	Pirates
11-Jul	Steen 7:30pm	Rockies	Phillies
Semi-Finals	Steen 6:00pm	2nd Place	3rd Place
18-Jul	Steen 7:30pm	1st Place	4th Place
Championships	Steen 6:00pm	Bronze Medal Game	
25-Jul	Steen 7:30pm	Gold Medal Game	

Team Lists

Remax City Centre - Lisa Chipchase - Rays (Red)		Absolute Health & Wellness - Rockies (Green)	
Coach: Jill Laur		Coach: Mike Nolan	
Player First Name	Player Last Name	Player First Name	Player Last Name
Cohen	Howe	Cal	Olver
Anthony	Arce White	Oakley	Casimir
Audrey	Chipchase	Tristan	McQuinn
Cale	Ingram	Benji	Nolan
Savanna	Robilliard	Sadie	Triebl
Finn	Southwick	Amelia	Siemens
Jackson	Thompson	Evan	Thiessen
Lucas	Hepburn	Jaxxon	Helmer
Wyatt	Laur	Mossimo	Geraci
Jack	Durand	Myles	Gonder
Grayson	Sessions	Owen	Israel
		Jordan	Benner
Edward Jones - Edward Wiebe - Pirates (Graphite)		North End Auto Sales & Service - Phillies (Royal)	
Coach: Tom Van Kasteren		Coach: Dave Richards	
Player First Name	Player Last Name	Player First Name	Player Last Name
Leah	Peters	Maddie	Kent
Oli	Stockford	Judah	Zukowski
Santiago	Centeno	Luke	Harder
Kash	Van Kasteren	Troy	Gordon
Seth	Peters	Owen	Klassen
Charlie	McNeil	Alex	Vandermaarel
Sean	Shaver	Cohen	Carter
Logan	Tracey	Lachlan	MacArthur
Hannah	Gregory	Kayden	Richards
Derek	From	Evan	Been
Beckett	Boak	Asher	Rutledge
Jase	Heath	Lennon	MacIntyre

Introduction

Welcome to Aylmer Minor Baseball's 11U Mosquito program. This is an instructional program with an emphasis on teaching the fundamentals of baseball, having fun and stressing good sportsmanship. Each session will be approximately 90 minutes.

Players Equipment

Players require running shoes or cleats. Baseball pants are recommended. Shared bats and helmets are available, but players are free to bring their own. Only baseball approved bats are allowed, no softball bats. Players that plan on playing in the catching position should also wear an athletic cup.

Equipment

11U is played on a regular diamond with regular baseball equipment. Balls are pitched via a pitching machine in order to allow the players to learn how to hit pitched balls in a safe and controlled environment.

The following equipment will be given to each team or made available at each session:

- Bats (not exceeding 2 ¾ diameter)
- Bases
- Hitting tee's
- Helmets
- Baseballs
- Catchers equipment
- Assorted training equipment
- Pitching machine
- Electrical cord

The Game

Most of the standard 11U Rules published in the 2023 Baseball Ontario Constitution and By-Laws manual shall apply with some exceptions. The main rules and exceptions are as follows.

Pitching Machine

- Pitching machine is placed a distance of 44 feet from home plate.

- An 8ft diameter safety circle shall be marked off around the pitching machine. No player shall enter this safety circle. Any ball that lands inside the safety circle shall be declared a dead ball and will be retrieved by a coach.
- The pitching machine can be altered only at the end an inning. Machine speed should be set to a maximum of 45mph and a minimum of 35mph. Height can be adjusted at any time.
- A ball that contacts the pitching machine will be called dead. The hitter will be given first base and each base runner will advance to the next base.
- One offensive coach will be required to feed balls into the pitching machine. This coach must avoid the live play and must not make contact with a hit ball or any defensive player.

Hitting

- The batting order will be determined prior to the start of the game and will not change during the game. The batting order should be rotated each game to ensure each player gets to hit at the top of the batting order.
- Regular baseball pitch count of 4 balls and 3 strikes applies. A player cannot run on the third strike if it is dropped by the catcher. A foul ball does not count as a third strike.
- Batters must not throw the bat (intentional or unintentional) upon hitting the ball. After a thrown bat the play will be called dead. Players will receive one warning and a chance to hit again from the same strike count. Any further instances by the same player will result in the player being called out. All base runners will return to their starting base.
- No bunts or walks.
- Infield fly rule does not apply.
- Bats shall not exceed 2 ¾ diameter. Players may use their own bats if they are baseball approved. No softball bats will be used.

Fielding

- One defensive coach will be allowed on the field to assist players. The coach must stand in a position to avoid being in the play.
- Defensive player in the pitching position at the pitching machine must be positioned behind the release point of the pitching machine.
- Defensive player in the catcher's position must wear catcher's equipment.
- There will be a maximum of 10 defensive positions consisting of 6 infielders and 4 outfielders.
- All players must play a different position from game to game. A player does not have to play certain positions such as catcher, pitcher or first base if they are not comfortable or not able to safely play the position.

Base Running

- Runners cannot leave the base until the batter makes contact with the ball. Infractions will result in a dead ball and one warning. If player continues to lead off they will be called out. No stealing.

- In the case of a passed ball the base runner may only proceed to the base they are heading to. No extra base shall be awarded.
- Once a defensive player has gained control of the ball in the infield the base runners may only proceed to the base they were on path to.
- If the ball is hit into the outfield the base runners may advance until the ball is brought back into the infield.
- No pinch running.

General

- If a team has less than 5 players they may bring players up from a 9U house league team in order to field 9 players.
- Each half inning will end after either 3 outs or once the batting team has scored 5 runs.
- A regulation baseball or any ball approved by the AMBA board will be provided for all games.
- No new inning shall be started after 8:45pm.
- Maximum number of innings to be played is 7 with a full game being 5 innings.
- No smoking or inappropriate language shall be used on the baseball grounds.
- The home team shall help setup the field and the visiting team shall help take down the field.
- Home teams use the first base dugout and visitor teams use the third base dugout.
- Infield practice can be held prior to the start of the game. Coaches should coordinate to share the field. Teams can practice together.
- A copy of the lineup should be shared with the other teams score keeper prior to the game.

Field Setup

- Pitching machine and pitcher are setup 44 feet from the back of home plate.
- Bases are 65 feet apart.
- An 8 foot diameter circle will be drawn around the pitching machine.
- Standard batters boxes and foul line marking.

Tips and Fundamentals

The below tips and fundamentals are to be used as a guide and should not be considered absolute.

Hitting Fundamentals

- Batters should stand adjacent to plate in an athletic position (feet shoulder width apart, back straight, and bent slightly at waist with butt out). Hands holding the bat should be together (not spaced) and above shoulder. Be sure to have players stand back far enough to be able to extend arms as the tendency at this age is to stand too close to the tee or plate.
- Beginners should swing in balance without spinning around, starting with the weight back. Follow through over opposite shoulder. Do not let the bat go.

- Advanced players can be taught the use of a timing step. Transferring power from the back leg forward.
- Bat selection – see chart below

Catching and Fielding Fundamentals

- Be prepared - knees slightly bent and weight on the balls of their feet
- Balls thrown above the waist should be caught with thumbs together.
- Balls thrown below the waist should be caught with pinkies together.
- Ground balls should be fielded with 2 hands either in the “alligator” position or with pinkies together with palms up starting with hand(s) on the ground.
- Move to catch the ball.

Throwing Fundamentals

- Grip ball along the seam with two or three fingers along with the thumb.
- Point shoulder to target when setting up to throw.
- Throwing arm should be even or above the height of the shoulder.
- Step with opposite leg toward target when throwing.
- Follow-through to opposite pocket when throwing.

Base Running Fundamentals

- After hitting the ball, lay bat down – do not throw bat!
- Run directly to the base.
- Run through first base – teach player to not stop at the base.
- Tail towards foul territory on base hit (first base).

Remember to keep the fundamentals fun, basic and simple after all, the key to learning is by doing!

Thank you for choosing Aylmer Minor Baseball. If you have any questions or comments please do not hesitate to contact us. / www.aylmerminorball.com