

South Simcoe

MINOR BASEBALL ASSOCIATION



2011

Official Rules & Regulations

DRAFT REVISION 6.5

www.southsimcoebaseball.com

South Simcoe 2011 Executive Members

President	Dave Cassels
1st Vice President	Dave Arbon
2nd Vice President	Grant Casbourne
Umpire In Chief (UIC)	Trevor Harris
Treasurer	Tricia Bloomfield
Secretary	Brian Constable
Registrar	Deanna Hunter
Past President	Wayne Orser
Scheduling Committee	Grant Casbourne Ron Lennox Doug Beckett

~ Mission Statement ~

The mission of the South Simcoe Minor Baseball Association (SSMBA) shall be to:

- Foster and improve baseball within the Association's boundaries
- To protect and promote the mutual interests of the members
- To improve and promote umpire development throughout SSMBA
- SSMBA is intended for all players with varying level of skills and therefore is a "House League". Teams that are entered in the SSMBA league play will not be a team formed through try-outs, or a select process deriving at one team from several teams within a centre.

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A. SSMBA Divisional Governance¹

- 1) All South Simcoe Minor Baseball Association (SSMBA) games will be governed by the SSMBA Constitution and guided by the Baseball Canada "Official Rules of Baseball" (exclusive of the Baseball Canada "Divisional" guidelines) as modified and directed by the SSMBA "Regulations" and as specifically stated in the following SSMBA Divisional Playing rules. No Convenor, Coach, Umpire, Player or Official will cite, enforce or utilize any OBA Playing Rules or Regulation that is contrary to those as laid out by the SSMBA. The SSMBA Constitution will take precedence over the Official Rules of Baseball.

Equality

- 2) All rules and regulations are to be followed by all members, team officials, parents, and players. If violated the appropriate penalties are to be applied by the appropriate SSMBA executive member/committee without prejudice and/or favoritism.

Harassment²

- 1) If Abuse of a child is suspected or disclosed, reporting to the appropriate authorities is mandatory and shall be reported to the police and/or the Child Protection Services immediately.
- 2) SSMBA is committed and dedicated to providing an environment free of harassment. Therefore, all forms of harassment are prohibited.
- 3) SSMBA is committed to providing a sport environment in which all individuals are treated with respect and dignity. Each individual has the right to participate in an environment which promotes equal opportunities and prohibits discriminatory practices.
- 4) Harassment is a form of discrimination. Harassment is prohibited by Human Rights legislation in each province of Canada.
- 5) Harassment is offensive, degrading and threatening. In its most extreme forms, harassment can be an offence under Canada's Criminal Code.
- 6) This policy applies to all categories of members in SSMBA, as well as to all individuals engaged in activities with SSMBA, including, but not limited to, athletes, coaches, umpires, volunteers, parents, directors or officers of all member centers, and team managers.
- 7) This policy applies to harassment which may occur during the course of all SSMBA business, activities and events, including but not limited to, tournaments, training camps, meetings, correspondence, and travel associated with these activities. It also applies to harassment between individuals associated with SSMBA but outside SSMBA's business, activities, and events when such harassment adversely affects relationships within SSMBA's sport environment.
- 8) Harassment matters arising within the business, activities or events of an SSMBA member Baseball Associations, teams, leagues or affiliated organizations of SSMBA shall be dealt with using the harassment policies and mechanisms of such organizations.
- 9) Any incidence of Harassment shall be reported to any Executive member of the SSMBA. For complete information, refer to the full SSMBA harassment policy at www.southsimcoebaseball.com/harrassment_policy.pdf

¹ This combines the old "Divisional Playing Rules" and the old section 7 under Playing Regulations. These should be near the beginning of any governing document.

² New Section.

Umpire Abuse

- 1) No abuse of SSMBA Umpires will be tolerated (as described in Baseball Canada rule 4.06 and 9.01(a) & (e)) and must be reported to an SSMBA executive member within 24 hours. ANY reported abuse of Umpires will result in a case review by the SSMBA Disciplinary Committee.
- 2) The 1st Vice President (or authorized delegate executive member) upon recommendation of the SSMBA Umpire-in-Chief, (or authorized delegate Convenor and/or Centre Chief Umpire) may immediately suspend any person suspected of Umpire Abuse until such time as the Disciplinary Committee can review the case.

B. Registrar Duties³

The SSMBA Registrar shall,

- 1) maintain a complete register of all member centres in good standing;
- 2) maintain a proper record of all registered players, teams, leagues where the teams are members, and prepare a report on such registration for the Annual General Meeting;
- 3) review the previous season and recommend the placement of House League Teams for next season;
- 4) with the cooperation of the Treasurer, ensure timely billing and collection of registration dues or fees;
- 5) carry out other duties as assigned from time to time by the President, the Executive or as defined in the SSMBA rulebook;

C. Divisional Convenor Duties⁴

There shall be one Convenor for each division of the SSMBA, including, Tee-Ball, Junior Rookie, Senior Rookie, Tyke, PeeWee, Bantam, Midget & Junior Divisions.

The Convenor of a division shall,

- 1) enforce and uphold the rules and regulations of the SSMBA among member centres;
- 2) accept and maintain records of all seasonal, tournament, playoff and championship games;
- 3) accept communication of game scores, incidents and general issues from respective divisional coaches;
- 4) maintain and submit a chart of standings of seasonal games for the respective division to any executive member;
- 5) oversee the running of all seasonal games as directed by the executive;
- 6) provide oversight of divisional conflicts and communicate issues to the executive or SSMBA Umpire-In-Chief (UIC);
- 7) ensure seasonal games and playoff games are played on time and within schedule;
- 8) communicate between a Centre and/or Executive Member including the UIC, this includes,
 - a) coordinate with the 2nd Vice President to ensure trophies are handed out to the teams for mid-season and year end playoffs.

³ New Section

⁴ New Section

- b) coordinate respective division player names from member centres and forward to the host centre and head coaches for the year end "All-Star" Tournament 2 weeks or more prior to event.

D. SSMBA Player Registrations

Player Registration / Divisional Age Group Guideline⁵

- 1) All players will be registered under the following Divisional Age group guidelines. All ages are considered during the current season calendar year.
 - a) **Tee ball** 4 to 6 years of age, who do not reach their 7th birthday
 - b) **Jr. Rookie** 6 to 8 years of age, who do not reach their 9th birthday
 - c) **Sr. Rookie** 7 to 9 years of age, who do not reach their 10th birthday
 - d) **Tyke** 10 and 11 years of age, who do not reach their 12th birthday
 - e) **Pee Wee** 12 and 13 years of age, who do not reach their 14th birthday
 - f) **Bantam** 14 and 15 years of age, who do not reach their 16th birthday
 - g) **Midget** 16 to 18 years of age, who do not reach their 19th birthday.
 - h) **Junior** 19 and 21 years of age, who do not reach their 22nd birthday

Registration Age Related Exceptions

- i) In Midget division, there is an allowance for 2 over aged players who do not reach their 20th birthday in the calendar year. These players CANNOT pitch or catch.
- ii) The SSMBA Executive may give approval, in special circumstances, for an over age (OA) player to play down one age division. Requests must be submitted in writing with reasons for request, and a written ruling will be returned to the Member Centre and Divisional Convenor, including any playing restrictions imposed.
- iii) Players in their year "immediately preceding" age division are permitted to be rostered to play up one age division. Approval is not required, but the SSMBA Registrar must be notified, and team roster annotated of all underage players rostered up. Underage players rostered up to the next age group ARE NOT permitted to play up as a borrowed or augmented player to the next higher age division. (Example, an 11 year old tyke rostered to play as a Pee wee, CAN NOT be borrowed or augmented to play Bantam).

Team Roster Registration

- 2) Player Registration should be carefully understood before being completed. When completing these forms, all information must be entirely filled (PRINTED) and sanctioned by a Member Centre Executive guided by the following rules:
 - a) Number of Players on a team must be a minimum of nine (9) with a maximum of eighteen (18) signed players. Each team must have at least one signed Manager, and/or one or more Coaches who shall be responsible for that team.
 - b) Team "try-outs" or team selection trials are not permitted for SSMBA house league teams.

⁵ Reconstructed

- c) No Player may play in any SSMBA sanctioned game until they are properly registered on a valid team roster, submitted to the SSMBA Registrar.
 - i) A valid SSMBA roster must be submitted to the SSMBA registrar before the commencement of regular season play. If a valid roster is not completed and submitted on time, the offending team will not be eligible for regular season play, tournaments and/or playoffs and will be subject to the applicable SSMBA fine.
 - ii) Changes and amendments to the team rosters may be made up to June 30th through the SSMBA registrar.
 - iii) Any changes to the team rosters after June 30th must be made through the SSMBA Executive Council and will be entertained ONLY when a bona fide move of a family takes place.
 - iv) All rosters shall be copied to the 1st and 2nd Vice President by the SSMBA Registrar⁶
- d) No player can play minor baseball simultaneously with any Ontario Baseball Association (OBA) elite and with any other team registered in SSMBA excluding high school baseball teams.
- e) A member centre with an Ontario Baseball Association (OBA) affiliated Rep Team may call up a player to play OBA events to a maximum of three games after which time the player must stay playing at the OBA level.
- f) No SSMBA player may play baseball simultaneously with a dedicated select team and any SSMBA registered house league.
- g) A player may be called up to play with an elite or dedicated "Select" team to a maximum of three games after which time the player must stay playing at that level.
- h) Any Centre or Coach/Manager attempting to create a team made up of "exceptionally skilled players" and are not "Select Team" players, will have their rosters reviewed by the 1st & 2nd Vice Presidents of SSMBA and possibly have their questionable team roster revoked at the discretion of the SSMBA Executive. Any Centre or Coach/Manager attempting to create a team of this type will be subject severe penalties as decided by the SSMBA Executive.⁷

E. SSMBA Playing Regulations

Team Roster Borrowing

- 1) Teams are allowed to play with less than 9 players but must have a minimum of 7 players on the field.
- 2) Teams A & B in a given community may borrow players back and forth during regular season if 10 players cannot be fielded from one team. Borrowed players cannot pitch or catch and shall not exceed three. A maximum 10 players may be fielded.
- 3) During playoffs and/or tournament play, a Member Centre may borrow from a lower division but not across.

⁶ New section but who will copy the 1st and 2nd VP's?? The registrar? Or Centres?

⁷ New section

- 4) If less than 10 players from your centre can be fielded, you can borrow (augment) up to three additional players from a lower division in your centre, however these players must play. If these players pitch, the pitching/rest requirements of their division applies.
- 5) To be borrowed (or augmented) up to a higher division team, the player must be in their last year of the lower division and may only play up one division.
- 6) For centres that maintain internal house leagues, they may designate a list of internal house league players eligible to be borrowed up to their SSMBA teams. Borrow list players may only play with one team for the duration of any specific tournament or playoff series.
- 7) To be borrowed (augmented) up to a higher division team, the player must be age eligible for the lower division and may only play up one age division.
- 8) Member centres with without a lower division team or internal house league, may borrow any eligible SSMBA registered player from any team in the lower division regardless of the centre. A borrowed player may only play one higher division team for the duration of any specific tournament or playoff series.
- 9) All borrowed players must be noted on the game sheet and in their originally assigned uniform.

Substitutions

- 10) All divisions, from Tyke through to and including Midget, will place all players' names on the batting order to be followed throughout the game. Designated hitters are not permitted.
- 11) A player not present at the start of a game will be added to the bottom of the batting order. Additions must be done before returning to the top of the batting order, unless the opposing coach agrees. Late arrivals/early departures should be discussed prior to the game if possible.
- 12) A team with less than 9 players will not be penalized with outs.
- 13) Teams may make unlimited substitution to the field at any time. The only exception shall be a Pitching substitution where rules are already in place.
- 14) When a player is removed during a game, regardless of the reason, his/her turn in the batting order will NOT constitute an out for the remainder of the game.

Coaches and Managers

- 15) All coaches and managers come under the jurisdiction of the Umpires and are subject to penalties. The Umpires shall ensure rules governing coaches in all games are strictly enforced.
 - a) All Head Coaches must be 18 years of age or older.
 - b) For Tee-ball to Midget, community level coach required on bench with Coach Certificate number.
 - c) Both Coaches & Umpires must sign the game sheet upon completion of a game. Last name, initials and at least one valid Coaching Certificate number must be visible on the game sheet. Umpires must also indicate their SSMBA or OBA umpire card number on the completed game sheet.⁸
 - d) It shall be the duty of both Head coaches to inform their respective Convenor (and/or League Executive member, as applicable) of all game details (teams, scores, pitching records, ejections and/or significant events, etc.) via whichever method of communication (telephone, email, website form, official game sheets, etc.) as set and directed by the 1st Vice

⁸ Added further information and reworded.

President for the League. Failure to report may result in disciplinary review and suspension of team officials.

Official Scorekeeper⁹

- 16) The home scorekeeper shall be the "Official Scorekeeper" for each game. The visiting scorekeeper will also maintain a running score that should be verified at each completed inning with the home scorekeeper. Once verified after each completed inning that score cannot be changed. Unless otherwise delegated, the Official Scorekeeper shall also maintain a "pitch count" if applicable for the division played.

Suspensions & Expulsions

- 17) Any affiliated Association or member of SSMBA violating the Articles, By-Laws and Regulations or refusing to abide by the decision of the SSMBA Disciplinary Committee will be suspended or expelled for at least the remaining current season or longer. The following rules shall also apply:
- a) Clubs, Officers, or Players may be suspended or expelled by the SSMBA Disciplinary Committee for knowingly:
 - i) Permitting betting or improper conduct by players or Officers at Association games;
 - ii) Offering, agreeing or attempting to lose any Association game or being interested in any pool or wage thereon;
 - iii) Playing with a club or Association that has been suspended or expelled;
 - iv) Including disqualified players on their official roster; and
 - v) Permitting Officers to conduct business of SSMBA affiliate Clubs or Associations not favourable to the best interest of organized sports.
 - b) Any Club or Player who plays or attempts to play in an Association game, under an assumed name shall be expelled from the Association for a period of time as set by the Disciplinary Committee.
 - c) Any Player or Team, found guilty of playing or attempting to play over the age limit, as set by SSMBA, in which they are participating, shall be automatically suspended along with the Coach/Manager of the team for a period set by the Disciplinary Committee.
 - d) The SSMBA Executive shall automatically suspend any Coach/Manager using or attempting to use an ineligible player pending further Disciplinary Committee review.
 - e) The SSMBA Executive Council shall rule on the eligibility of overage players (OA) in all circumstances.
 - f) The length of time of each of the following infractions may be reviewed and increased by the Disciplinary Committee on a case by case basis;
 - i. Team members ejected for obvious malicious contact, language or un-sportsman like conduct in a regular season or playoff game shall sit the remainder of that game, as well as their next scheduled game. In tournament play, the player shall be suspended for the remainder of the tournament.
 - ii. Any player, coach or manager ejected for a second offence at any time throughout the season shall be suspended for at least 3 games.
 - iii. Any player, coach or manager ejected for a third offence at any time throughout the season shall be suspended indefinitely pending a Disciplinary Committee hearing.

⁹ New section

- iv. Umpires MUST fill out an ejection form and immediately submit it to the SSMBA Umpire-in-Chief as well as the Convenor within 48 hours.¹⁰
- v. All ejections shall be reported to the Convenor of that division immediately following the game who will notify all affected Member Centres of player suspensions and expulsions.
- vi. All players and coaches ejected twice or more shall automatically be ineligible for All Star participation in the current season.

Smoking and Intoxicants Forbidden

- 18) Players, Coaches and Umpires must refrain from using any tobacco product during all games. Penalty for this would be immediate ejection for Players and Coaches and may result in the loss of accreditation for Umpires or other disciplinary action against offending Umpire and or Member Centre.
- 19) No coach, player, Umpire or related official will be allowed to partake of alcohol or any other intoxicants during an SSMBA game. Penalty for such an infraction is expulsion from SSMBA.

Removal/Ejection

- 20) The Convenor, a member of the Executive Council and Umpires will have the right to have a coach, assistant coach, player or parent removed from the ballpark if deemed necessary. Failure to leave will result in forfeiture of the game, penalizing the offending team. An ejection report shall be made and reported to the SSMBA UIC.¹¹

Contact Rules

- 21) Runners are instructed to slide or attempt to avoid making contact with a fielder.
- 22) A fielder who is blocking the baseline or home plate when contact is made does not constitute malicious contact if the runner has made an attempt to avoid contact or is sliding when contact is made.
- 23) A catcher may not block the plate along the third base line in order to force the runner to slide well before it is possible to touch the plate. If this is the case, it does not constitute malicious contact.
- 24) A player who maliciously makes contact with a defensive player is to be declared out unless he/she has scored prior to committing the offence.
- 25) In either case, all malicious contact will result in the automatic ejection of the offending defensive or offensive player as the case may be.
- 26) Contact shall be considered malicious if the contact is the result of intentional excessive force, and or there is an obvious intent to injure.
- 27) The umpire shall determine if the contact was malicious by determining whether the runner was trying to reach the base or plate or attempting to dislodge the ball.
- 28) If the runner could have avoided the fielder and reached base the runner is out even if the fielder loses possession of the ball. The ball is dead and all runners shall return to the last base legally occupied by them at the time of contact.
- 29) If the fielder blocks the base path or plate clearly without possession of the ball the runner may make contact as long as he/she is making a legitimate attempt to reach the base or plate, obstruction shall be called and the runner declared safe.

¹⁰ Clarity, Allows due process to happen before the subject team's next game and to prevent chasing the document

¹¹ Added sentence based on past practises.

F. Game Time/Scheduling

- 1) Every effort should be made to start games on time as scheduled. With the exception of lighted diamonds the following start times are applicable;
 - a) Regular Season games are to be scheduled not later than 6:30pm and start by 6:45pm.
 - b) First round playoff games (or games on/after 10 August) are to be scheduled not later than 6:15pm and start by 6:30pm.
 - c) Subsequent playoff games are to be scheduled and started not later than 6:00pm.
- 2) No SSMBA teams may play more than three games in a given day unless exceptional circumstances arise due to tournament constrictions. Four games may only be played if the Convenor or League Executive member in charge agrees along with both coaches. If anyone of these people object then other arrangements must be made to complete the tournament game.
- 3) All regular season SSMBA games have a time limit and will be considered official upon reaching the requisite number of innings referred to in the divisional rules.
- 4) A game that reaches it's time limit will be considered an official game regardless of the number of innings completed.
- 5) A "half inning" may be considered as a full inning only if the home team is leading the game at the end of the half inning.
- 6) There will be no suspended games in SSMBA regular season. If a game is called due to weather or darkness, during the middle of an inning, then the score will revert back to the last completed inning played provided it is past the number of innings required for an official game. If the home team is leading in the bottom of the inning when the game is called, then the score will stand. If the Home team comes back to tie the game in the bottom of the inning when the game is called, the game will stand as a tie.
- 7) Regular season SSMBA games can end as official ties.

G. Rescheduling¹²

In the event of a rained out or postponed game, both teams are responsible to notify the Convenor within 48 hours. In the event of a rescheduling a game, the following shall apply;

- 1) The Home team is responsible for providing a minimum of two (2) alternate dates to the visiting team, provided the visiting team is not already scheduled to play on those dates. Both teams must notify the Convenor of the rescheduled game within seven (7) days of the postponement date of the original game.
- 2) Postponed games must be played within or on the 21st day of the originally scheduled date unless written permission has been granted by the Convenor.
- 3) If the teams cannot agree upon a date and time to make up a game, the Convenor has the right to arrange and order the game to be played at a date, time and location available.
- 4) If a rained out or postponed game happens at the end of the regular season, then it must be played by the deadline date as put forth by the SSMBA Executive Council.

¹² New Section

- 5) Failure to adhere to these rescheduling rules may result in one or both teams being awarded a forfeit loss of that game.

H. Mercy Rules¹³

Jr. & Sr. Rookie¹⁴

- 1) In Jr. & Sr. Rookie, the first four innings shall be limited to 4 runs for each team, with the 5th inning being open. A game will be considered complete if,
 - a) a visiting team has a 15 run lead after a completed inning;
 - b) a home team has a 15 run lead after a half inning;

Tyke

- 2) In Tyke, the first four innings shall be limited to 5 runs for each team, with the 5th and 6th inning being open. A game will be considered complete if a team has a 15 run lead after 4 full innings.

PeeWee & Above

- 3) PeeWee and Bantam¹⁵ will have a maximum of 5 runs scored per inning for the first 4 innings. Remaining innings are considered "Open".
- 4) In PeeWee and all divisions above PeeWee, a game will be considered complete if a team has a 15 run lead after 4 full innings or a 10 run lead after 5 or more full innings. Half innings may be considered full.

I. Approved Equipment Use¹⁶

Sunglasses

- 1) Sunglasses are permitted by all players. All sunglasses worn by infielders and pitchers must be safety approved – prescription glasses are exempt.¹⁷

Jewellery

- 2) No player is permitted to wear jewellery, earrings or watches during a game. If jewellery cannot be removed, it must be covered with tape or band-aid. The only exception to this rule is a medical alert bracelet/necklace.

First Aid Kit & Wounds

- 3) Each team registered in the SSMBA must be in possession of their own First Aid Kit at all games and tournaments. No player shall play with an open or exposed cut. Any wound must be properly bandaged.

¹³ New Section

¹⁴ New Update

¹⁵ To allow development at Bantam, speed the game and get 4 innings within 2 hours

¹⁶ New Section

¹⁷ Updated

Balls

- 4) Refer to Official Rules of Baseball, however, the following are approved Baseballs for SSMBA play:
 - a) T-Ball: Worth RIF5S, T4S/CHTB; Rawlings TVB
 - b) Rookie (Jr/Sr): Worth ROTBPM
 - c) Tyke and above;
 - i. Worth: MLH, MLR
 - ii. Diamond: D1C, DOLBC, D2C
 - iii. DRSports: BB11, BB12, BB85
 - iv. Rawlings: 80CC, R80, R-100, ROML, ROLB
 - d) Tyke/PeeWee (optional)
 - v. Worth: BCAF
 - vi. Diamond: D3C
 - vii. Rawlings: R65, 65CC, ROLB1
 - e) Two (2) new balls and one (1) good used ball are required for every SSMBA League or Playoff games and shall be provided by the home team. If necessary, additional ball(s) must be furnished by the home team.
 - f) Note: Teams should try very hard to retrieve foul balls. It is their responsibility to retrieve the balls, not the umpires.

Bats

- 5) Refer to the Official Rules of Baseball, however, the following are approved uses;
 - a) Midget and below may use metal bats. Note: The "length to weight" differential limit for metal bats does NOT apply to SSMBA.
 - b) Wooden bats are allowed, however, taping of wooden bats is not mandatory.¹⁸
 - c) All metal bats shall have a proper neatly taped handle without frays.¹⁹

Helmets

- 6) All players must wear an approved batting helmet. Chinstraps on batting helmets are mandatory and will be worn as designed by the manufacturer. Chinstraps are not mandatory at midget level and above.
- 7) All coaches on the field, 1st base, 3rd base or pitching machine coach (for rookie ball), shall wear a baseball helmet of choice while on the field. This includes levels T-Ball through to Midget.

Shoes

- 8) Shoes with metal cleats worn by players are prohibited. Violation of this rule will result in the players' ejection as well as the coach. Coaches/Managers are allowed to wear metal cleats.

Catcher's Mask, Gear & Usage

- 9) All catchers must wear a full face mask with throat protector, chest protector, shin guards, safety cup and safety athletic supporter. All team members warming pitchers must wear a mask with throat protector.

¹⁸ New section, it's up to player discretion.

¹⁹ Safety. To avoid bats slipping out of hands especially at older ages.

J. Uniforms (players & coaches)²⁰

- 1) In all games involving SSMBA teams all players must be in complete baseball uniform. A complete uniform consists of numbered shirts (maximum two digits), baseball pants, & baseball hats as per Official Rules of Baseball – TeeBall is exempt from wearing a uniform pair of pants.
- 2) All borrowed players must wear their own regular team uniform.
- 3) Coaches and Managers on the bench or field must be uniformly dressed to the extent of having corresponding shirts (or jackets) and TEAM hat. If not, then they will not be allowed on the team bench or on the playing field.
- 4) Shorts will be allowed for coaching staff only, but must be baseball shorts or a solid colour Bermuda style shorts.
- 5) Any Member Centre wishing to make a change to their uniform colour must seek prior approval from the Association to avoid too many teams within the league having the same uniform.

K. Pitching Rules

Pitch Recording²¹

- 1) Each team must ensure the “Official Scorekeeper”, or a designate, is the “Official Pitch Count Recorder”. The role of the “Official Pitch Count Recorder” is to simply count and record the number of pitches, of all pitchers, in a regulation game. In case of controversy the home team official recording will be the official pitch count.
- 2) The pitch count recorder must provide the current pitch count for any pitcher when requested by either coach/manager or any umpire. However, the coach/manager is responsible for knowing when his/her pitcher must be removed.
- 3) The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game; the umpire will inform the pitcher’s coach/manager that the pitcher must be removed as per regulation.
- 4) Failure by the pitch count recorder to notify the umpire, and/or the failure of the umpire to notify the coach/manager, does not relieve the coach/manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- 5) All ineligible pitchers (players on enforced pitching rest days) must be annotated on the official game sheet and stated as ineligible at the umpires’ pre-game meeting.
- 6) Upon request, coaches must produce previous “official SSMBA” game sheets detailing pitchers used and their current rest status.
- 7) Violation of any section of this regulation may result in protest of the game in which it occurs. Protest shall be made in accordance with SSMBA regulations.
- 8) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a

²⁰ New section

²¹ New section, rewording I.(1)(a)

- Bantam 95 pitches
 - Midget & Junior 105 pitches
- a) If a pitcher reaches the “Daily Limit” imposed for his/her division while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.
 - b) Intentional Walk – Before a pitch is delivered to the batter the catcher must inform the plate umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire waves the batter to first base. The ball is dead.
 - c) upon declaring an “Intentional Walk” the umpire shall indicate to the Official Scorekeeper that the current Pitcher will incur an additional 4 pitches on the official pitch count.²³

Pitcher Rest Requirements

- 17) All pitchers will incur a specific period of pitching ineligibility (enforced rest) before they may pitch in another game. A days’ rest means the pitcher may not pitch again for the following full day. For example, If a pitcher pitches on Monday and requires by rule “2 days rest”, he/she may not pitch on Tuesday or Wednesday, but may pitch again on Thursday.
- 18) The following rest requirement rules apply for regular season play, head to head style playoffs as well as post tournament and/or exhibition games:

Tyke and PeeWee

- i. 66 or more pitches in a day, 3 calendar days of rest required.
- ii. 46 – 65 pitches in a day, 2 calendar days of rest required.
- iii. 26 – 45 pitches in a day, 1 calendar day of rest required.
- iv. 1 – 25 pitches in a day, no day of rest required.

Bantam

- i. 81 or more pitches in a day, 3 calendar days of rest required.
- ii. 56 – 80 pitches in a day, 2 calendar days of rest required.
- iii. 31 – 55 pitches in a day, 1 day of rest required.
- iv. 1 – 30 pitches in a day, no day of rest required.

Midget & Junior

- i. 86 or more pitches in a day, 3 calendar days of rest required.
- ii. 61 – 85 pitches in a day, 2 calendar days of rest required.
- iii. 36 – 60 pitches in a day, 1 calendar day of rest required.
- iv. 1 – 35 pitches in a day, no day rest required.

L. Protests – Regular Season & Playoffs

²³ Adding to the pitcher's pitch count will make the coach think twice about providing an intentional walk. With house league, we will always have beginners who are weak hitters. To get to that weak player, they intentionally walk a stronger player with no penalty other than he gets on base. I think it takes away from the game when you don't have that match-up between the good pitcher and the good hitter.

- 1) Protests lodged during a regular season or a playoff²⁴ series will be vetted through the divisional convenor or 2nd Vice President to the Protest Committee.
- 2) Protests are to be filed via hard copy, hand delivered or mailed, to the Division Convenor or 2nd Vice President, post marked within 72 hours of the end of the game under protest. The protest must be accompanied with the protest appeal fee.
- 3) Copies of the protest are to be sent to the President and Coach of the other team.
- 4) The 2nd Vice President or Divisional Convenor will decide the validity for holding a Protest Committee Meeting. No protest shall ever be considered on a judgment decision of an Umpire.
- 5) The President (or delegate) will name an alternate member to the Protest Committee, if 1 person holds two of the committee positions or is associated with either Member Centre involved in the protest. The president shall not be a part of the protest committee unless it is ABSOLUTELY required.
- 6) The Protest Committee Chair will decide on a suitable place and time to convene the Protest Committee Meeting.
- 7) Protest must be dealt with within five (5) days from the time the formal protest was received in Regular Season and 24 hours for playoffs accompanied with the Protest fee. No person directly involved in the protest shall form part of the protest committee.
- 8) Two (2) representatives, one of whom will be the speaker, may represent each Club at a protest meeting.
- 9) Even if it is held that the protest decision violated the rules, no replay of the game will be ordered, unless in the opinion of the Protest Committee the violations adversely affected the protesting team's chances of winning the game.
- 10) The results/ruling will be sent to both coaches of the teams involved and reported to the Executive at the next Regular meeting. The Secretary will keep a copy for two years.
- 11) Once the protest has been dealt with and a Protest committee decision has been made, it is binding on all parties.

M. Tournament Rules

- 1) The SSMBA Constitution, the Official rules of Baseball, and these Tournament Guidelines shall govern all SSMBA Tournaments and Tournament games. A local host shall not use any special or local rules in any SSMBA Tournament game.
- 2) All SSMBA teams are automatically registered to enter their divisional mid season and/or playoff tournaments. Teams intending to withdraw from a tournament must provide the divisional convenor and 2nd Vice President²⁵ WRITTEN NOTIFICATION NOT LATER THAN 14 DAYS before the tournament begins. Failure to show, or late notification of withdraw from a tournament will result in a fine – subject to SSMBA By-law 5f.

Eligibility rules

²⁴ Reworded. The former wording "or a Home/home" didn't make sense to me.

²⁵ Added

- a) Only SSMBA registered teams may participate in South Simcoe and/or SSMBA Playoff tournaments.
 - b) A player is eligible for tournament participation in the players own age division or one division higher as long as he/she is on the team roster of the lower division.
 - c) A player must appear on an approved SSMBA team roster and have played in a minimum of two (2) regular season games.
 - d) For member centres with 2 or more teams in a division, if multiple teams are unable to field the minimum 7 rostered players, upon written request – not later than 14 days before the tournament – the league (2nd Vice President) can authorize a centre to form a combined team(s) to attend the tournament.
 - e) If any ineligible Player is played or attempts to play in the tournament, the game will be forfeited and the team disqualified. The coach of the disqualified team is suspended, pending a “Disciplinary Committee Review” of the disqualification.
 - f) Tournament Hosts and Convenors must notify the 1st Vice President, in writing, within 48 hours of the tournament final, of all incidents of ineligible player use.
- 3) The SSMBA Scheduler will provide the Divisional Convenor and Host a tournament chart or format not later than 8 days prior to the tournament. The Divisional Convenor will publish the schedule (Website) and notify all teams, 7 days prior to the start of the tournament.
 - 4) Teams must register with the Tournament Convenor at least 45 minutes before the start of their first game. Teams must be at all other games at least 30 minutes before all scheduled game start times.
 - 5) Once the schedule has been published, any scheduled games not played due to a team’s failure to show shall be considered defaults and will count as games played and not as a bye in the tournament. The published schedule shall not be changed. A team who fails to show for a tournament after the schedule has been published (within seven (7) calendar days of the tournament start date) shall be fined – subject to SSMBA By-law 5f – as a “forfeit” for each scheduled game as published.

Byes

- a) No team shall receive back-to-back bye in successive rounds.
- b) No team shall receive a second bye until all teams have received their first bye.
- c) The undefeated team shall automatically receive a bye if all remaining teams have played an equal number of games.
- d) If more than one team is eligible for a bye, the bye team will be determined by means of a draw with the first team drawn receiving the bye, and the remaining teams drawn to fill each game slot from top to bottom as drawn.

Start Time

- 6) If a team is unable to start a game, when told to do so, the game will be forfeited to the other team. The game will count as a played game and not a "bye" in the tournament and the published chart shall not be changed. The offending team will automatically go to the Consolation side.

- 7) The home team shall be decided by a coin toss at home plate with the municipality furthest away from the tournament site calling the toss.
- 8) In the case of bad weather or other emergency situations, the tournament schedule may be revised at the discretion of the Convenor.
- 9) Teams must be prepared to play Friday night if necessary.

Time Limits

- 10) All SSMBA Tournament Games will have a time limit. The tournament game time limits may be changed by the Convenor, with agreement of the tournament host and/or SSMBA Executive Member, depending on the number of teams, diamond availability and/or weather delays. The time limit can NOT be changed for any game in progress nor the set duration of the game.

11) The following are divisional tournament game time limits:²⁶

- a) Tee-Ball, Junior & Senior Rookie – No new inning shall start after 1 hour and 15 minutes of play.
- b) Tyke, PeeWee & Bantam – No new inning shall start,
 - (1) after 1 hour and 15 minutes of play for the first 2 rounds;
 - (2) after 1 hour and 30 minutes of play for the Semi-Round;
 - (3) after 2 hours of play for the Finals;
- c) Midget & Junior – No new inning shall start after 1 hour and 45 minutes hours of play.
- d) If an Umpire determines a team is intentionally attempting to delay a game to reach the time limit and prevent a further inning being played, the umpire is authorized to stop the time after the third out is recorded until the first pitch of the subsequent half inning or during mound conferences and/or during pitcher change warm-ups.

Scorekeeper

- 12) The tournament convenor shall appoint an “Official Scorekeeper” for each game. It is the responsibility of the manager or coach of each team to check the pitching stats with the “Official Scorekeeper” or it's designate at the end of each game.

Conduct

- 13) Managers and Coaches will be responsible for the conduct of their players both on and off the field. All team members shall be subject to disciplinary action by the Association. Any infraction may result in suspension for the next game or expulsion from the tournament depending on the severity of the situation.
- 14) The Association, the local host Association and/or it's Officials accept no responsibility for any injuries to any player, team officials, or any other person, either on or off the field during a Association tournament

Awards

- 15) Awards shall be presented to the Champions and Consolation finalists.

Umpires

²⁶ Requires extensive review in terms of the other divisions, based on past methods and Grant's notes.

- 16) Unless otherwise decided by the league, both teams are responsible to pay 1 umpire and supply 1 new baseball per game. Game balls are given to the host centre after the game for use throughout the tournament as needed.
- 17) The following are the SSMBA Umpire responsibilities for sponsored SSMBA tournaments:
- a) The Host Centre and the Division Convenor will be responsible for assigning all umpires to Tournament play.
 - b) The SSMBA Executive, prior to umpires being scheduled, shall first approve the amount paid to all umpires per game during SSMBA Tournaments, **subject to SSMBA By-law 5g.²⁷**
 - c) The SSMBA Treasurer at the end of the tournament shall pay all fees.
 - d) The Tournament Convenor is responsible for maintaining a list of umpires, games done, amount due, and have the individual umpires sign after being paid.
 - e) Once the umpires have been paid in full, the Tournament Convenor shall return the list to the SSMBA Treasurer for record purposes.

Tournament Pitching Rules

- 18) These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and forfeiture by decree of the Tournament Committee.
- 19) Tournament records will count when regular season games resume as far pitch counts and required rest is concerned.
- 20) If a pitcher reaches the limit imposed for his/her division while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- 21) Intentional Walks – Before a pitch is delivered to the batter, the catcher must inform the plate umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire waves the batter to first base. The ball is dead.

Tournament Pitcher Rest Requirements

- 22) For SSMBA “Weekend” tournaments there is only 1 “rest day” requirement for the “remainder of the tournament” when the following are exceeded. If Friday night games are required and involve less than 51% of the teams registered, then Friday games will be recorded as part of Saturday games for pitch count purposes.
- 23) The following are the tolerated tournament pitch counts:
- Tyke 40 or less pitches in a day
 - Peewee 45 or less pitches in a day
 - Bantam 50 or less pitches in a day
 - Midget 55 or less pitches in a day
- 24) Failure to meet the pitch count and rest requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the Tournament Committee) in the suspension of the team’s coach/manager for the next two scheduled tournament games.

²⁷ Inserted to show parity with SSMBA Articles & By-laws

25) Non SSMBA Tournaments (i.e. SOBA) SSMBA players may pitch within the limits and rest requirements as outlined in that specific tournaments guidelines. However, coaches MUST still track all SSMBA player pitch counts and upon completion of the tournament, enforce the applicable number of days rest before pitching in an SSMBA sanctioned game.

Weather or Emergency Pitch Count Carryover²⁸

26) If inclement weather or an emergency causes a delay to a tournament game, pitch counts must carry over to the next attempt to start a tournament game or complete a tournament game.

Tournament Protests

27) Due to the typical dates and time constraints of tournament play, a "Tournament Protest Committee" will be assigned. All rulings of a Tournament Protest Committee are FINAL.

28) The Division Convenor, when present, will be the protest Chairperson. If not present the Tournament Host, or an Executive Council member will be authorized to be Chairperson.

29) The Tournament Host will supply a list of people to the 2nd Vice president and Divisional Convenor to sit as Protest Committee members, prior to tournament play beginning.

30) The protest chairperson will have the sole right to rule whether a protest will be heard or not. No protest shall ever be considered on a judgment decision of an Umpire.

31) Protests may be submitted verbally but must still accompany the appeal fee.

32) The chairperson will select/appoint two members from the submitted list, at the time it is decided to hear a protest at the tournament. No person directly involved in the protest shall form part of the protest committee.

33) All protests must be decided before tournament play may resume. In all cases, if any protest is heard and denied the appeal fee will be forfeited.

N. Playoffs

The following shall be adhered,

Format

1) The SSMBA shall decide annually the method by which each division Championship shall be declared.

This method will consist of one of the following:

- a) Home and Home series style playoffs; or
- b) A double loss knockout tournament scheduled to be held prior to the "Labour Day" long weekend; or
- c) A round robin style tournament scheduled to be held prior to the "Labour Day" long weekend; or
- d) A combination of the above.

2) Format for the play-offs will be established in conjunction with the 2nd Vice President, League Scheduler and Division Convenor within one week of the start of the regular season.

²⁸ New section to carryover pitch counts to be fair with everyone.

- 3) When a Home and Home style playoff is used, age groups will be broken down into A, B and/or C division as needed to ensure no more than 3 rounds (8 teams) per division. The A Division of any group should be 4 or 8 teams whenever possible. The exact number of teams and split of the divisions will be determined by the Convenor in conjunction with the 2nd Vice President²⁹, based upon natural groupings within the standings and/or to minimize the number of byes.
- 4) The Scheduler will include a "tie breaking formula" with the publishing of the standings and play-off format. No "tie -breaking" step will involve the use of runs scored.
- 5) A play-off game will only be used to decide the overall "Regular Season Champion" and only if those teams have not played each other or played to a tie during the regular season.

Notice

- 6) In order to accommodate playoff time constraints and limited diamond availability, all teams competing in SSMBA games will be required to play two or more games per week. Teams will be given 48 hours notification by the convenor of series opponent and length of time to play to decide when to play. The first two games in a 4 point series and first 4 games in a 6 point series maybe played in any order. Scheduling shall be,
 - a) For 1st Round playoffs, prior to being informed of their opponents, teams with a regular home night of Tuesday should book to play a home game immediately following the Aug holiday weekend. All other will be expected to commence play on Tuesday if faced with an opponent with a regular Tuesday home night.
 - b) In the event two teams with the same regular home night are opponents, or a lack of regular home nights to accommodate a series, convenors will be consulted to determine which team(s) has home night priority. This will be determined on series length, calendar night, and both member center and/or alternate neutral field diamond availability.
- 7) Each association affiliated with the SSMBA, in order to participate in the playoffs, must be prepared to enter the playoffs on the dates set by the SSMBA Executive (for all series).
- 8) Where exceptional circumstances arise in affiliated associations, only the SSMBA Executive is empowered to extend the date of declaring a winner. The request for extension must be in the hands of the SSMBA Secretary at least TWO WEEKS prior to the playoff date.
- 9) Any team failing to play a game when so ordered will automatically forfeit their right to continue in SSMBA Championship Playoffs.

Arrangements

- 10) In a home and home-style Playoff game series, the home club shall have control of the arrangements for the grounds, officials, etc. These arrangements are subject to the approval of the Series Convenor.
- 11) Series Convenors shall have the authority to arrange, if necessary, for any playoff game if the manager/coach cannot decide on a location, time or date to play.
- 12) Series Convenors making arrangements for playoffs must contact both clubs personally regarding dates and times for all games and any further arrangements that might be necessary.
- 13) Series Convenors must make such contacts at least 48 hours in advance of said dates and times.

²⁹ Recommended change.

- 14) No playing member or coach of either team involved in any series will be allowed to act as Convenor.

Playoff Points

- 15) Home and Home style playoffs shall normally be a four (4) point series with "Finals" being a six (6) point series, with 2 points awarded for wins and 1 point awarded for ties. First and Second round series' maybe extended to six (6) points by the Convenor/Scheduler to compensate for "bye" rounds as applicable. Should both coaches agree a six (6) point series maybe shortened to four (4) points. Should they not agree, the (6) point series will be used.

Reserved Rights

- 16) The SSMBA Executive reserves the right to order a sudden death game in any final playoff. In the event of a toss for home grounds in a deciding game of any series, the team winning the toss shall also be the home team.

- 17) The SSMBA Umpire-In-Chief will schedule all umpires for all Home and Home Playoff games for the Championship "A" Final Series. The home team is responsible for paying the neutral umpires (league rate) with the visiting team responsible to pay the umpire's travel costs (league rate).³⁰

O. Umpires

- 1) All Umpires **not OBA certified**³¹ must be certified by the SSMBA to work an SSMBA sanctioned game.
- 2) Home teams are to supply both umpires unless otherwise decided and agreed upon by both coaches prior to the game.
- 3) The approved SSMBA travel costs for ALL umpires will be \$0.33 per Km.

OBA Umpires³²

- 4) All OBA certified umpires must,
 - a) be declared through center rep by forwarding a list to the SSMBA UIC with intent of using the umpires in a SSMBA games and briefed by local UIC on the rules;
 - b) if umpiring rookie ball games, be required to complete an SSMBA clinic;
 - c) if a first year OBA level one umpire, be required to complete an SSMBA clinic;
- 5) All other OBA certified level one, two or three umpires will not be required to complete an SSMBA clinic unless otherwise sanctioned by the league;
- 6) All new associations to SSMBA who are under probation will have all their umpires attend an SSMBA clinic, regardless of OBA status;

Umpire Certification Training

- 7) The SSMBA will run clinics and/or testing for Umpires annually. Umpires will be classified as Junior, **Intermediate**³³ and Senior level. The following levels shall be observed:

³⁰ This was given a trial in 2010 and was successful

³¹ Differentiates between OBA and non-OBA potential SSMBA umpires.

³² New section

³³ Additional

- a) Junior Umpires – Junior SSMBA umpires will attend a Junior umpire clinic, with an “on field” session yearly and is applicable to:
 - i. All new Umpires with no previous qualification.
 - ii. All 12-15 year old Umpires with less than **three** years of clinic qualifications and field experience.
- b) Intermediate Umpires – Intermediate SSMBA Umpires will attend a half day refresher clinic annually, prior to receiving certification This is applicable to all new 16 & **17** year old Umpires with a minimum of **three** years “on field” experience.
- c) Senior Umpires – Senior SSMBA Umpires will either attend a clinic and/or write a SSMBA sanctioned rules exam yearly and is applicable to:
 - i. All Umpires **18** years old and older with “on field” experience.
 - ii. All **experienced** Umpires **18** years old and older, **with greater than one year of umpiring, with a recognized organization baseball umpire course,** for example: OBA, Little League International, Baseball Canada Regional Clinics, etc.
- d) Exemptions – Exemptions from the above guidelines and/or recognition of outside organization qualifications can be submitted, in writing, to the SSMBA Umpire-in-Chief and will be addressed on an individual basis.

Certification

- 8) At the completion of certification each Umpire will be informed to which levels they are certified to umpire. Age, experience, and test results will be factored into their certified levels. Umpires can only be certified up to one age group below their **personal**³⁴ playing group age.

Upgrades

- 9) Umpires who wish to increase their certification level may do so during the season with an “on field” evaluation. The Umpires’ member centre must request an evaluation, in writing, to the SSMBA Umpire-in-Chief. The member centre will pay the SSMBA evaluator’s travel cost (**33¢** per Km) on the evaluation day.

Lists

- 10) The SSMBA will provide a list of carded Umpires to all affiliated associations. The list will include name, address, phone number, level certified, and their SSMBA umpire card number.

Umpire Positioning³⁵

- 11) All home plate umpires (the Chief Umpire) shall,
 - a) in Tyke and above divisions, umpire a game from behind the plate with a two, three or four person umpiring system.
 - b) in all other lower divisions, umpire a game from a safe distance of 5-20 feet (1.5-6 meters) from either side of the home plate behind the baselines but in a ready position to see every play.

Umpire Dress Code

³⁴ Added for clarity

³⁵ Added to clarify where an umpire should be positioned

- 12) All "Official" umpire uniform items are approved for wear. Umpires are not required to purchase official apparel, however, all non-official items should meet the following standards:
- Hat – Navy blue (should have NO commercial advertisement or logo)
 - Shirt – Navy blue golf shirt with the SSMBA logo (red optional for Seniors only) available at clinic. SSMBA logo is optional on shirt.
 - Pants – Grey dress pants.
 - Black Belt
 - Shoes – Black. Recommended steel toe for Plate Umpire and cleats for the Base Umpire.
 - Jacket – Navy blue (available at clinics)
 - Gloves – can be worn, coloured black.
 - No Shorts or Jeans allowed.

Umpire Equipment

- 13) The following pieces of equipment should be acquired and worn by ALL Umpires performing their duty:
- Chest Protector
 - Shin Guards (under pants)
 - Full Face Mask with Throat Protector built-in or safely attached
 - Athletic Pelvic Support/Protection and Cup (Jock or Jill)
 - Indicator
 - Brush

Umpire Cree

- 1) Umpires should not engage in conversation with players.
- 2) Stay out of the coach's box; do not talk to the coach.
- 3) Keep your uniform in good condition.
- 4) Be active and alert on the field.
- 5) When entering a ballpark, your sole purpose is to umpire a ball game.
- 6) Keeps the game moving.
- 7) Be energetic.
- 8) Exercise patience and good judgment.
- 9) Maintain your own temper and self-control.
- 10) Accept the fact that you are going to make mistakes.
- 11) Before making a call, wait until the play is complete.
- 12) Umpiring teams need to work together.
- 13) Be in position to see every play.
- 14) Be courteous, impartial and firm.
- 15) To gain respect, be respectful.

P. All-Star Tournament

The Joyce Derech Memorial All-Star Tournament has a rich history in the SSMBA. It is expected that all team coaches will submit at the end of playoffs or year-end tournament, to their respective Convenor,

two eligible players who exhibited outstanding improvement or performance throughout the season. The All-Star Tournament details shall be forwarded to centres and coaches 2 weeks prior to the event.

Q. Tee Ball Division

Quick Facts

Number of Fielders:	11
Base Length:	45 feet
Rubber:	None
Home Plate:	"Tee" over plate
Marker:	25' from Home
Game Length:	1½ hours

1) In Tee-Ball, Umpires are not mandatory for regular season games but must be provided for any end of season tournament play.³⁶

2) In Tee-Ball there shall be no pitching to the batter, therefore there will be no base-on-balls awarded, there is no bunting and the infield fly rule does not apply.

3) Each team shall have a starting line-up of 11 players (Minimum of 9); the opposition coach will choose the batters that will bat twice from the first six players on the game sheet.

- 4) Games shall be a minimum of two innings in length with no inning to start after 1.5 hours have been played. Each player must play one inning.
- 5) Players, coaches or parents while participating or not in a scheduled game are not permitted to deliberately harass or direct discourteous remarks at the officials or any member of the opposing team. Managers, coaches, players or parents of players engaged or persisting **to engage**³⁷ in conduct contrary to the spirit, principals and objectives of good sportsmanship in Tee Ball shall receive a single warning from the umpires or coaches. If the offences continue, the offender or offenders will be removed from the game. Anyone removed from the game must leave the playing field and spectator area. Failure to do so will result in the forfeiture of the game by the offending team.
- 6) The "OFFENSIVE TEAM" shall have no more than two (2) coaches on the playing field (one near 1st base and one near 3rd base) on the outer side of the 45 foot base lines.
- 7) All team members must bat in proper order. Changes to the batting order are only permitted upon injury to a player or a player has quit the game. If a player quits the game he/she may not re-enter that game.
- 8) The field shall consist of 11 players, with a pitcher, catcher, first, second, and third base players. Including, left, right, and center fielders with left and right rovers and a shortstop.
- 9) The infield will be a distance of 45 feet from home plate to first base, home plate to third base and 45 feet from 1st base to 2nd base and the same to 3rd base.
- 10) The batter shall hit the ball off the "tee" placed at home plate.
- 11) A strike shall not be called on the batter if they miss the ball or strike the tee. (The coach will help the batter if they miss the ball to the 25-foot mark after 5 swings).

³⁶ New Section

³⁷ Added some context

- 12) If the batted ball does not travel a distance of more than 25 feet it shall be called a “dead ball”.
A “dead ball” is to be called by the umpire, as soon as possible, if there is any doubt the ball will not cross the 25-foot marker.
- 13) When a batted ball is hit past the infield, (45ft distance) the base runners may advance at their own risk and may only proceed to the base that they are advancing to. Once the ball is thrown towards the infield by an outfielder, all runners must stop at the base **to which they are going**.³⁸
- 14) A player may not move more than 6 steps to tag a runner **otherwise**³⁹ the runner shall be called safe.
- 15) No underhand throws unless closer than 5ft, otherwise the runner shall be called safe.
- 16) No deliberate rolling of the ball otherwise the runner shall be called safe. (One warning per team per game)
- 17) Players are to play their positions. They are not allowed to run all over the field to field a ball which is not theirs.
- 18) **Assigned outfielders shall be positioned no less than 30 feet behind the base lines**.⁴⁰
- 19) If a runner is passed while running the bases, they continue to the base they are going to, and the passing runner returns to the base behind the “passed runner” after the play has ended.
- 20) The pitcher must remain in a position 35 feet or more from home plate and in line with second base until the ball is fairly hit.
- 21) Base runners cannot advance a base unless the ball has been hit fairly.
- 22) To score a run the player must touch the tee or any part of the tee itself.
- 23) The inning is over when all 11 players have batted in that inning. The 11th batter must be announced before coming to bat. The inning is over when a fair ball is thrown back to the catcher and placed upon the tee.
- 24) A batter is out when:
 - a) His/her fair hit, foul or fly ball is caught.
 - b) The batter throws his/her bat beyond the six-foot circle. (A circle with a six-foot radius drawn from the back of home plate).
- 25) A base runner is out when:
 - a) On a force play
 - b) Removing their helmets while running the bases
 - c) Running off the base line to avoid a tag
 - d) Being thrown out at first base
 - e) The catcher places the ball on the tee after the 11th batter has hit. All base runners are out at this time.
- 26) The catcher must wear a helmet and facemask.
- 27) No player shall be brought down to play tee ball from any other level.

Tee-Ball Tournament Rules

³⁸ Grammatical change

³⁹ Grammatical change

⁴⁰ New rule. This is to prevent coaches from forming a "wall" of players in the infield. I see this way too often and I feel it takes away from the game – Grant.

In tournaments, the Convenor is to appoint umpires for the 1st round of games as well as the championship and consolation games. Coaches or assistant coaches will provide umpires for the game following their game. The Convenor will notify each team which game they will provide umpires for. Failure to comply will bring on the forfeit of their next game.

R. Jr. & Sr. Rookie Playing Rules

Quick Facts

Number of Fielders:	10
Base Lengths:	<u>Jr. Rookie</u> – 55 feet <u>Sr. Rookie</u> – 65 feet
Pitching Machine (PM) location:	40 feet from Home Plate
Pitching Machine Safety Circle:	8 foot diameter centered around PM
Pitching Machine Safety Circle Markers:	4 ft. out from circle, perpendicular to release point of PM on each side of PM
Game Length:	Minimum 2 innings or 1 ½ hours
Ball Hit Past Infield:	<u>Jr. Rookie</u> – See Paragraph 27 <u>Sr. Rookie</u> – Base Runner(s) can advance bases until infield gains possession of ball.
Mercy Rule:	Jr & Sr , first four innings shall be limited to 4 runs for each team, with the 5 th inning being open. A game will be considered complete if, a) a visiting team has a 15 run lead after a completed inning; b) a home team has a 15 run lead after a half inning;

General⁴¹

- 1) Any person operating the pitching machine is required to use a baseball glove for safety and to speed up games.
- 2) Jr Rookie games shall be a minimum of two innings in length with no inning to start after 1.5 hours have been played. Each player must play one inning.
- 3) The Base distance will be 55 Feet for Junior Rookie and 65 Feet for Senior Rookie.
- 4) A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has entered. Each team must have at least

⁴¹ Modified, new section

- 1 manager and/or 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.
- 5) Each team shall have a catcher, 1st, 2nd, and 3rd baseman, shortstop, one left and right fielders, with two centre fielders and a pitcher in the line-up.
 - 6) Infielders may ask for time in the infield area and may be given time at the umpires discretion.
 - 7) All outfielders must play 30 feet behind the base line.
 - 8) The plate umpire shall stand off to the side facing the batter. The 2nd umpire will position as a normal base umpire.
 - 9) Up to 3 games may be played in one day.
 - 10) The infield fly rule does not apply.
 - 11) The approved ball shall be a RIF Level 5L or ROTBPM. No other ball shall be used by any centre. If a centre refuses to provide the approved ball that centre will forfeit all games until they do provide the proper approved ball.
 - 12) A coach/manager may only communicate positive instructions to his/her players on the field. A coach shall not touch a base runner while play is on (Base runner is to be called out). Coaches are allowed on the field when their team is in the field.
 - 13) All players in uniform must be in a continuous batting order, with the bat person being the exception.
 - 14) Only one field coach is permitted in the outfield to assist Jr Rookie players during their defensive portion of the inning.
 - 15) All rules will be at the umpire's discretion.

Inning Limitations

- 16) **Junior Rookie** – An inning shall be three outs or four (4) runs for the first four innings with the fifth inning being open, up to and including 10 batters. Inning ends when the 3rd out is recorded or when the ball is thrown home to the catcher, who then must tag home plate.
- 17) **Senior Rookie** – An inning shall be three outs or four (4) runs for the first four innings with the fifth inning being open.

Pitching Machine Placement

- 18) The pitching machine is placed directly in front of home plate at a distance of 40 ft. An 8 ft diameter safety circle shall be marked off directly in front of home plate and its center shall be 40 ft from home plate. No player is permitted in the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle. Home team is responsible to assure that the diamond is properly laid out.

Role of Pitcher & Safety Circle⁴²

- 19) The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the machine. Also:
 - a) The safety circle shall have lines drawn from each side of the release point, intersecting the circle perpendicular to the pitching machine, to 4 ft beyond the circle.

⁴² Modified section and reworded

- b) The pitcher must be no more than four (4) feet from the safety circle, behind the white line until the ball is released from the machine.
- c) Only the pitcher may return a live ball to the operating coach with runners on base.
- d) The pitcher must wear a regulation-batting helmet with an attached chinstrap.
- e) The pitcher must not in any way breach the line of the 8ft diameter circle around the machine, whether stepping on the circle or reaching in. If the line is breached play will be called dead and one base will be awarded. All other forced runners will move one base.

Pitching Machine Speed

- 20) The pitching machine speed is to be determined at the beginning of the game by the coaches, and only one ball shall be used. Any tampering with the machine speed by the coach feeding the machine shall result in that coach's immediate ejection. **If the machine speed is erratic, the umpire shall determine to correct it with the help of the two opposing coaches.**⁴³ (This may be done at any time.) Machine speed is a maximum of 40 Mph and a minimum of 30 Mph.

Pitching Machine Adjustments

- 21) The pitching machine adjustment guidelines:
- a) Minor height adjustments to the pitching machine between pitches can be made at the pitching coach's discretion and will not count as a pitch, provided the ball is not delivered.
 - b) Umpires may authorize a major height adjustment during an inning, however all balls delivered will count as a pitch.
 - c) Test pitches may be authorized by the umpire between half innings only and must be made with no player at bat.

Strikes

- 22) Each batter shall receive a maximum of 5 strikes as called by the umpire. If a batter does not hit a fair ball within 5 strikes he/she strikes out, unless a batter hits the ball foul on the 5th strike, then he/she continues to hit as per baseball "3rd strike" regulations. If a ball crosses the plate over a batters head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
- 23) Batters cannot walk or bunt. (Bunts are automatic outs.)
- 24) There shall be no passed balls or wild pitches.

Base Runners⁴⁴

- 25) Base runners cannot leave the bases until the ball is hit. If an infraction occurs, one warning will be issued and for any further infraction thereafter, the runner will be called out. (Each team to receive 1 warning.) NO STEALING IS ALLOWED.
- 26) In the event the ball does not leave the infield, runners may advance at their own risk to the next base.
- 27) **When a batted ball is hit past the infield the base runners may advance at their own risk and,**⁴⁵

⁴³ Reworded, avoids novice or young umpires physically adjusting pitching machines.

⁴⁴ More clarity and modified

⁴⁵ Requires discussion and decision. Choose which option is best.

OPTION 1

- a) **In Junior Rookie**, once an outfielder throws the ball inside the infield baselines, all runners MUST stop at the base they are advancing. Infielders do not need to have possession of the ball.

OPTION 2

- a) **In Junior Rookie**, once an outfielder has possession of the ball, all runners MUST stop at the base they are advancing.

OPTION 3

- a) **In Junior Rookie**, (take out outfielder rule and have same rule for both Jr & Sr Rookie as below.)
- b) **In Senior Rookie**, may advance around the bases at their own risk, however, all runners MUST stop at the base they are advancing once an infielder is in possession of the ball.

28) There is no base advancement on an overthrow to a base when a ball goes past the projected fence line along the first or third base lines. In this case, the ball is considered dead.

Ball Interference

- 29) If a batted ball hits the pitching machine, or any adult on the playing field, then the ball is declared dead and the batter is awarded 1st base with the corresponding move of any base runners that may be forced to move. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be declared out and the runners will return to their base of origin. In case of the third out the side is retired.
- 30) The on deck batter, the batter and all base runners must wear a prescribed protective helmet with flaps covering both ears. Chinstraps are mandatory and will be worn as designated by the manufacturer. Helmets may not be changed except after the inning has been completed, or the player has returned back and is inside the dugout.

Jr & Sr. Rookie Equipment

- 31) All catchers are required to wear a mask with a throat protector, helmet, chest protector, shin guards, cup and athletic supporter during the game and during any warm-up, machine set-up, etc.
- 32) In addition to wooden bats, aluminum bats shall be allowed. These bats shall meet the dimensional requirements specified in Rule 1:10 of the Official Rules of Baseball. The maximum diameter of the bat barrel is 2 ¾". All players in uniform must be in a continuous batting order, with the bat person being the exception.

S. Tyke Playing Rules

Field Dimensions

- a) Base Lengths: 65 Feet
- b) Pitching Rubber: 44 Feet

Game Length

- a) Complete: 6 Innings
- b) Official: 3 Innings
- c) Time Limit: 2 Hours

Pitching Maximum's

Maximum 75 pitches per day, graduated rest requirement (Refer to Section I. 15-17)

- 66 pitches or more = 3 days rest
- 46 – 65 pitches = 2 days rest
- 26 – 45 pitches = 1 day rest
- 1 – 25 pitches = no rest requirement
- Tournaments: 40 pitches or more in a day = rest for remainder of tournament

Mercy Rule

In Tyke:

- a) Teams will change field after five (5) runs scored or three (3) outs for the first four (4) innings. The 5th and 6th innings will be considered "Open Innings".
- b) A game will be considered complete if a team has a 15 run lead after 4 full innings.

Stealing Restriction

Base runners cannot leave the base (steal) until the ball crosses home plate. If an infraction occurs, one warning will be issued and for any further infractions thereafter, the runner is called out. Each team is allowed one warning.

Catcher Dropped Ball

A dropped or missed "3rd Strike" (regardless if the batter swings or not) results in the batter being out. All other bases are fair play.

Infield Fly

The infield fly rule is in effect.

T. PeeWee Playing Rules

Field Dimensions

- a) Base Lengths: 75 Feet
- b) Pitching Rubber: 50 Feet

Game Length

- a) Complete: 7 Innings
- b) Official: 4 Innings
- c) Time Limit: No new inning after 2 Hours of play

Pitching Maximum's

Maximum 85 pitches per day, graduated rest requirement (Refer to Section I. 15-17)

- 66 pitches or more = 3 days rest
- 46 – 65 pitches = 2 days rest
- 26 – 45 pitches = 1 day rest
- 1 – 25 pitches = no rest requirement
- Tournaments: 45 pitches or more in a day = rest for remainder of tournament

Mercy Rule

- 1) PeeWee will have a maximum of 5 runs scored per inning for the first 4 innings. Remaining innings are considered “Open”. A game will be considered complete if a team has a 15 run lead after 4 full innings or a 10 run lead after 5 or more full innings. Half innings may be considered full as described above in Section C.

Infield Fly

The infield fly rule is in effect.

Other Rules

All other rules as per SSMBA Regulations and “Official Rules of Baseball”.

U. Bantam Playing Rules

Field Dimensions

- c) Base Lengths: 82 Feet
- d) Pitching Rubber: 55 Feet

Game Length

- d) Complete: 7 Innings
- e) Official: 4 Innings
- f) Time Limit: 2 Hours

Pitching Maximum's

Maximum 95 pitches per day, graduated rest requirement (Refer to Section I. 15-17)

- 81 pitches or more = 3 days rest
- 56 – 80 pitches = 2 days rest
- 31 – 55 pitches = 1 day rest
- 1 – 30 pitches = no rest requirement
- Tournaments: 50 pitches or more in a day = rest for remainder of tournament

Mercy Rule

Bantam will have a maximum of 5 runs scored per inning for the first 4 innings. Remaining innings are considered “Open”. A game will be considered complete if a team has a 15 run lead after 4 full innings or a 10 run lead after 5 or more full innings. Half innings may be considered full as described above in Section C.

Other Rules

All other rules as per SSMBA Regulations and “Official Rules of Baseball”.

V. Midget & Junior Playing Rules

Field Dimensions

- e) Base Lengths: 90 Feet
- f) Pitching Rubber: 60½ Feet

Game Length

- g) Complete: 7 Innings
- h) Official: 4 Innings
- i) Time Limit: 2 Hours

Pitching Maximum's

Maximum 105 pitches per day, graduated rest requirement (Refer to Section I. 15-17)

- 86 pitches or more = 3 days rest
- 61 – 85 pitches = 2 days rest
- 36 – 60 pitches = 1 day rest
- 1 – 35 pitches = no rest requirement
- Tournaments: 55 pitches or more in a day = rest for remainder of tournament

Mercy Rule

A game will be considered complete if a team has a 15 run lead after 4 full innings or a 10 run lead after 5 or more full innings. Half innings may be considered full as described above in Section C.

Other Rules

All other rules as per SSMBBA Regulations and "Official Rules of Baseball".