

BY-LAWS

MISSISSAUGA BASEBALL ASSOCIATION
LEAGUE PLAYING RULES

MBA LEAGUE COMPETITION REGULATIONS

B.1.00 - LEAGUE COMPOSITION

B.1.01 a) The MBA shall accept Team Membership applications from Area Association Members only in the following classifications subject to the terms and conditions laid down herein:

SERIES	PLAYER'S AGES	PLAYING YEAR			
		2007 DOB	2008 DOB	2009 DOB	2010 DOB*
Tyke	10 - 11	96 - 97	97 - 98	98-99	99-00
Pee Wee	12 - 13	94 - 95	95 - 96	96-97	97-98
Bantam	14 - 15	92 - 93	93 - 94	94-95	95-96
Midget	16 - 18	89 - 91	90 - 92	91-93	92-94
Junior	19 - 21	86 - 88	87 - 89	88-90	89-91

* DOB - Date of Birth

B. 2.00 - TEAM MEMBER ENTRY

B.2.01 Application for team entries will be accepted from bonafide Area Association Members only.

- B.2.02 a) The first team entered into competition in an age group where "AA" and "A" series is specified, shall be made up of those players signed by the Area Association in that age group who are considered to be the best players, and the strongest team possible from that age group. This team shall be designated the "AA" team.
- b) Application of this general policy shall be regulated by the Series Convenor who shall have the authority to investigate any apparent deviation from this general rule and, if considered necessary, submit a full report of his findings and recommendations to the President for appropriate action. Such action shall take place within three (3) weeks of the beginning of the playing season.
- c) Area Associations must request the Council's permission for exceptions to B.2.02 a) as soon as possible but no later than the March meeting.

B 3.00 - PLAYER REGISTRATION

B.3.01 Any player wishing to play for a team under the jurisdiction of the MBA must complete the registration form provided by the MBA Area Association that is fielding the team in question. Proof of age must be provided at the time of signing. Once a player has signed with an Association, the player will not play for any other MBA Association, unless properly released, as per Article B.4.00 (i.e. When a player signs with a club, it is for life or until properly released).

B.3.02 The MBA shall, when required, accept as proof of age :

- a) Provincial birth certification or Ontario notice of birth registration.
- b) Quebec baptismal certification (up to Dec.31, 1993)
- c) photo & birth identification cards issued by the Government of Canada to immigrant children
- d) English language, official birth date certification signed by authorities of foreign countries town clerks, etc.
- e) translations of foreign countries birth registration information signed & sealed officially
- f) translations of birth hospital official certification of date of birth (countries outside Canada)
- g) an Ontario driver's licence.
- h) passport.

B.3.03 A "per team" registration fee shall be determined annually by the MBA Council. This fee shall be submitted to the MBA Treasurer by the April MBA meeting of the playing year. A penalty of \$100.00 will be assessed to an Association which exceeds this deadline. This fee is non-refundable once final schedules are completed.

B.3.04 All players shall be residents of the City of Mississauga.

B.3.05 Complete lists for all teams shall be submitted to the MBA Registrar by May 30th of the playing season. PENALTY: Failure to comply will result in a \$200 fine to the Area association.

A complete team list shall contain the player's name, date of birth, complete address and phone number. If a player's D.O.B. has not been previously verified by the MBA his proof of age shall be submitted with the team list. Registration information must be submitted in the approved MBA electronic program.

As well, if an Association does not provide registration in the required electronic format the MBA Registrar will arrange to have players' information entered and the cost will be charged back to the association.

B.3.06 The final date for verification and/or amendments to team lists shall be the day scheduled for the June MBA meeting. If a non-verified player continues to participate in any regular season game or play-off game after June 30th, the game(s) shall be forfeited to the opposition. The MBA registrar shall provide a final list of all teams by division, to the president, convenors, and associations at the July MBA meeting.

B.4.00 - PLAYER REGULATIONS

B.4.01 A player is expected to play for a team from his home Association (the one in which he resides) unless a release has been obtained.

B.4.02 A player can only be registered on one MBA team.

B.4.03 Any release or approval to play for a team outside the area of residence shall remain in effect for as long as the player chooses to remain with that association. If the player who was released wishes to switch to another Area Association, the player needs a release from the Area Association (the one he most recently played for). A player has the right to return to his home association (the one in which he resides) at the conclusion of any playing season.

B.4.04 An M.B.A. registered player shall not play with any team which is not under the jurisdiction of the M.B.A. without the written permission of the M.B.A. Council.

B.4.05 Every effort should be made by local Associations to resolve any player releases. The Local Area Association shall have up to thirty (30) days from the time a player contacts them to complete its internal processes and appeals. If an Area Association refuses to grant a release after such thirty (30) day period, the player may apply to the MBA President for a release. The M.B.A. President has the authority to sign releases.

B 5.00 - TEAM REGULATIONS

B.5.01 A team which has not complied with the registration regulations shall be ruled ineligible for league or play off games.

B.5.02 a) Any team which cannot start and thus defaults, four (4) games during the regular season shall be removed from the league. If this occurs, all games involving that team shall be discounted from the standings. Games defaulted because of lack of umpires shall not be included in the four (4) game total.

b) The Council may reject a team entry or cancel a team's registration at any time it is considered by the Council to be in the best interest of the M.B.A.

B.5.03 Team Colours

If there is a change in the main colours of an Area Association from the previous year, the MBA Council must be informed and approval obtained.

B.5.04 Team Rosters

a) The number of registered players on a team roster shall be a minimum of nine (9) and a maximum of eighteen (18).

b) Exception: Rookie Ball shall have a minimum of ten (10) and a maximum of eighteen (18) registered players on a team roster.

B.5.05 a) Teams participating in league games shall play only those players whose registrations have been approved by the MBA Registrar. (Rule B.3.06)

b) In the case of a player being called up, a copy of that player's approved registration need not be produced at the game, but the opposing coach may request verification from the league. This request must be recorded on the official score sheet, duly signed by the umpire.

Failure to comply with this By-Law leaves the offending team open to protest of the game by the opposing team subject to a penalty of forfeit of the game.

B.5.06 Any team found guilty of using a player who is ineligible under the Constitution , By-Laws or League playing rules forfeits all games in which the ineligible player participated. The ineligible player shall be subject to suspension from the MBA for the remainder of the season. It is the team manager's and the coach's and the Area Registrar's responsibility to ensure that only eligible players participate.

B.5.07 Substitution from Lower Series Teams

a) Players from a lower series team may compete in a higher series for the same area association as outlined hereafter with the prior consent of the coach or manager of the lower series team provided that the coach or manager of the higher team cannot field a team of at least nine (9) players. When more than nine (9) players are present at the game, including called-up players, a called-up player may not take a defensive position prior to the third inning, unless a regular

player is disqualified by some action or injury. Players called up are not allowed to pitch and shall be designated as Player Called Up (PCU) on the batting order.

- b) Number of players called up from a lower series for any one game is limited to four (4).
- c) A player shall not substitute in any single higher series for more than four (4) games per team. PENALTY - 2 game suspension for higher division coach)
- d) Players may not be called up from a lower series for any MBA play off games.
- e) All call-ups must not exceed the age requirement for the level for which they will play.
- f) Substitution of players for MBA games is restricted to the same Area Association MBA registered players as follows (regular rep players are ineligible):
 - 1. Tyke "A" - may draw from Area association's Rookie Ball
 - 2. Major Tyke "AA" - may draw from Tyke "A" teams
 - 3. Pee Wee "A" - may draw from Tyke teams
 - 4. Major Pee Wee "AA" - may draw from Pee Wee "A" or Tyke teams
 - 5. Bantam "A" - may draw from Pee Wee teams
 - 6. Major Bantam "AA" - may draw from Bantam "A" or Pee Wee teams
 - 7. Midget "A" - may draw from Bantam teams
 - 8. Major Midget "AA" - may draw from Midget "A" or Bantam teams
 - 9. Junior "AA" - may draw from Midget teams

Area Associations may file , with the MBA Registrar, a list of eligible players to be called up from their respective houseleagues.

B.5.08 Team Conduct

Continued, prolonged or chronic harassment of officials/opposing team members, or conduct considered detrimental to the best interests of the MBA by a team, player, coach or manager before, during or after a game, shall subject the offender(s) to forfeiture of the game and further penalty as deemed necessary by the MBA Council.

B.6.00 - TEAM MANAGER AND COACH REGULATIONS

B.6.01 Team managers and/or coaches shall be appointed by the Area Association. The Area Association shall :

- (a) submit to the MBA Scheduler, the names and telephone numbers of all managers and coaches of each team entered in the respective series upon request of the MBA Scheduler.
- (b) submit and update as required to the MBA Registrar, the names and telephone numbers of all managers and coaches of each team entered in the respective series before the season starts.

B.6.02 Team managers and/or coaches are responsible for the action and conduct of their team players before, during and after games and shall comply with the provisions of the Constitution and By-laws as well as the league playing rules of the MBA to foster and promote the purposes and objectives of the MBA.

B.6.03 Team managers and/or coaches shall be responsible for the completion and signing of notification of protests together with the Plate Umpire.

B.6.04 A team manager and/or coach or official shall not actively recruit or cause to be recruited any player from outside his/her home association. PENALTY: Suspension from the League.

B.6.05 A team manager/coach or official may be censured, suspended or expelled from the MBA by the Rules Discipline and Protest Committee and/or the MBA Council, if, in the opinion of the aforementioned, his actions, omissions or conduct is prejudicial to the MBA, or any team, player or game official within the jurisdiction of the MBA.

B.6.06 Home team manager/coach must report game score, ejections, protests and PCU, to the MBA convenor within 24 hours of the scheduled game start.

When reporting an ejection the following information must be provided to the Convenor: Name of the player/coach; name of the team, the division the team is in; name of the Area Association; the nature of the offence; the name of the umpire and the date of the offence.

PENALTY: One (1) game suspension

B.6.07 The team manager and/or coach of each team shall have the umpire(s) sign their names on **b** scorebook at the plate after the completion of the game. The umpire(s) must also print their names above the signature. (Refer B. 7.12 h)

B.6.08 Team managers and/or coaches are responsible for :

a) appointing scorekeepers for each game who shall keep track of the outs, runs scored and all pitchers and pitching changes. Refer B.8.00 The home team is the official scorekeeper.

b) providing the players and coaches first and last names, jersey numbers and PCU's **f** (applicable) when filling out the batting order.

B.7.00 CONVENOR DUTIES

B.7.01 Regular Season

- a) Shall be responsible for the day to day operation of his Division.
- b) Shall keep an accurate and up to date list of managers, coaches, assistant coaches and their telephone numbers and e-mail addresses of teams within his Division. This information will be confirmed with the MBA Registrar.
- c) Shall keep an accurate and up to date record of game results and standings for his Division and shall forward all scores and standings to the MBA web master on a weekly basis.
- d) Shall keep an accurate record of all ejections and provide the following information to the Chair RD&P Committee within 24 hours of the ejection: Name of the player/coach; name of the team, the division the team is in; name of the Area Association; the nature of the offence; the name of the umpire and the date of the offence. Shall also ensure that the offender's automatic game suspension(s) is served.
- e) Shall request the coaches of a cancelled game to re-schedule the game within fourteen (14) days of the date of the cancelled game. The Convenor shall be advised by the coaches when and where the game is to be played. Once the Convenor is advised of the re-scheduled date the game becomes a regularly scheduled game and is governed by the MBA rules.

Failure for the teams to agree on a re-scheduled date within the fourteen (14) day time period shall cause the Convenor, to assign a date and place for the re-scheduled game. A minimum of 72 hours notice shall be given to the teams. The game becomes a regularly scheduled MBA game and is governed by the MBA Rules.

- f) Shall act as a liaison between his teams and the MBA Council.
- g) Shall attend all MBA meetings (including the coaches' meeting) and issue a report on team standings and any matter of which the MBA Council should be aware.
- h) Shall ensure that all coaches are provided a copy of their Play Off Schedule prior to their first game.
- i) Shall be present at all Play Off games in his Division and shall act as the MBA Representative. In the event the convenor is unable to attend, an alternate will be appointed by the MBA President.

- j) Shall inform the Area President if a team in that Association has defaulted it's second (2nd) game, it's third (3rd) game and it's fourth (4th) game. (See B. 5.02 a)

NOTE: i) *It is expected that after the first call (when two (2) defaults have taken place), that the Area President shall take whatever action he deems necessary to prevent further forfeits by the team in question. See Rule B 5.02 a)*
ii) *the third Vice-President (Over all series convenor) is available for consultation.*

- k) Obtain an up-to-date copy of "Official Rules of Baseball".

l) Shall report to the MBA all uniform infractions that result in a penalty/fine. Each team in his division must be visited upon at least once during the regular season prior to July.

B.7.02 **Play-Off Series**

a) Pre-Play-Off Preparations

- 1) Obtain copy of Approved Players List
- 2) Obtain supply of game balls
- 3) Obtain team trophy, individual championship and finalist awards.
- 4) Obtain copy of MBA Ground Rules. (See Appendix 'C')
- 5) Obtain copy of "Official Rules of Baseball".
- 6) Ensure field preparation is done prior to the start of the game. eg. bases, pitching rubber and lining of the field.
- 7) Obtain qualified umpires familiar with the MBA rules.

b) Game Preliminaries

- 1) Check team line-up against the Approved Players List. Team batting order must list both the players' and coaches' first and last names along with his jersey number.
- 2) Any player in the batting order, who is not on the Approved Players List may not play. (Penalty: if a non approved player plays in the game the offending team will forfeit the game.)
- 3) Teams are not allowed to call up players from a lower division for the play offs.
- 4) Make decision re: starting the game or delaying the game for reasons of weather in consultation with the umpire(s).

- 5) Each team must have nine (9) [Rookie Ball ten (10)]or more approved players present within fifteen (15) minutes after the scheduled starting time of the game, as determined by the Convenor's watch. Failure to do so will result in default of the game to the opposition, provided they have nine (9) [Rookie Ball ten (10)] or more approved players present.

If neither team have nine (9) [Rookie Ball ten (10)] approved players present within fifteen (15) minutes after the scheduled starting time, as determined by the Convenor's watch, the result will be a double default.

In the case of a double default in the winner's bracket, the convenor shall schedule a special game the next night, the loser of this game shall be excused from further play and the winner shall assume the position in the loser's bracket. In the winners bracket, there will be a bye. If the double default is in the loser's bracket, both teams shall be excused from further play.

- 6) Home team is the team that finished higher in the season standings in the division. Home team will occupy the 3rd base dugout.
- 7) In cases where the winner of one division plays the winner of another division, a coin toss determines the home team.

c) Game in Progress:

- 1) Umpires judgement calls may not be questioned (safe, out, ball, strike, fair or foul, obstruction or interference etc.)
- 2) Protests must be settled at the time. Protests will only be considered on matters of rule interpretation and will be settled by the Convenor after consultation with the umpires.

THE CONVENOR'S DECISION IS FINAL AND NON-APPEALABLE.

Once a game has begun, the Convenor is the sole authority on whether or not the game shall continue, be delayed (as for rain), postponed or suspended. It is suggested that the Convenor consult with the Plate Umpire before making such a decision.

NOTE: *Except in the event of a forfeit or mercy, all games shall be completed i.e. they shall be full games.*

Play off Games which cannot be completed shall be suspended and continued as re-scheduled by the Convenor. In such cases the Convenor to retain both scorebooks.

Convenor should be advised that in Play Offs, Fri., Sat and Sun. may be used if rain interrupts the play off schedule.

On lighted diamonds there shall be no 11:00 pm curfew. If in the Convenor's judgement a game could be completed fairly soon after 11:00 pm every effort should be made to do so.

B.8.00 - COMPETITION REGULATIONS

B.8.01 Unless specified within the By-Laws of the MBA, playing rules for all scheduled games within the MBA shall be the "Official Rules of Baseball"

B.8.02 Uniforms:

All team personnel, players, managers, coaches and assistant must be in complete baseball uniform. An MBA patch/crest is to be sewn on either sleeve (the choice of sleeve must be consistent throughout the team).

NOTE: Complete baseball uniform shall consist of:

- corresponding tops or jerseys (with proper numbers),
- corresponding (similar) baseball caps,
- baseball pants (no shorts)
- corresponding stirrup or baseball socks

All players must wear a protective cup.

An MBA patch/crest is to be sewn on either sleeve (the choice of sleeve must be consistent throughout the team). In the case of a uniform with separate vest worn over an undershirt, the crest is to be sewn on the appropriate sleeve of the undershirt. All team members including coaches must be dressed in the identical uniform, ie vest on or off.

Any player, manager, coach or assistant coach not conforming to the foregoing uniform standards shall be levied a penalty . PENALTY: A \$25 fine will be levied to the Area Association for each violation.

B.8.03 Helmets:

The batter shall wear the same double ear-flapped protective helmet while on deck, at bat or running the bases. The helmet may not be removed until the batter is retired or scores a run or at the completion of a half-inning. Should the batter/runner remove the helmet while advancing or returning to a base, he shall be declared out. Batting helmets must be secured with the chin strap in its proper place (under the chin) while the player is on deck, at bat and while running the bases. (CHIN STRAPS OPTIONAL - BANTAM DIVISION & UP)

B.8.04 Catchers Equipment:

The catcher shall wear a protective helmet, a protective cup and an approved throat protector attached to all masks excluding goalie type masks, in addition to his normal equipment while at his defensive position.

B.8.05 Bases:

It shall be the responsibility of the home team (as designated in the schedule) to ensure that bases and pitching rubber are on hand and positioned correctly at least five (5) minutes before scheduled starting time. If the bases and pitching rubber are not on hand after fifteen (15) minutes after the scheduled starting time, the game shall be forfeit by the home team and awarded to the visiting team provided the visiting team has nine (9) qualified players present at the game.

B.8.06 Game Balls:

It shall be the responsibility of the home team to provide one new game ball and one good used ball of the design and size specified by the MBA. The home team shall also supply good used balls as necessary.

The official game ball for each series may be approved by the MBA on an annual basis.

B.8.07 Batting Order:

- a) Both teams shall exchange batting orders consisting of a roster of eligible players and coaches present, prior to the start of the game.
- b) Scorebooks shall include the players and coaches full name and jersey numbers. Any player called up from a lower series (Rule B.5.07 a) must be designated on the scorebook as "player called up" or PCU.
- c) Appointed scorekeepers are to check for properly completed batting orders. The game does not commence until the batting orders are done properly.
- d) Eligible players arriving late may be added to the roster up to the time of completion of the fourth (4) inning. The manager and/or coaches arriving late shall also be added to the scorebooks. The opposing team shall be advised of all late arrivals immediately.

B.8.08 Forfeits:

A team which does not have nine (9) eligible players (10 in Rookie Ball) present within fifteen (15) minutes after the scheduled starting time of the game shall default, and forfeit the game. The forfeit is to be recorded as 6-0 or 7-0 depending upon the number of innings scheduled to be played. If both

teams are in a position to forfeit, then both teams shall be charged with a loss. No points awarded. The official time shall be determined by the home plate umpire.

If the game is forfeited due to lack of players, the teams. If they choose, are entitled to play a minimum of three (3) innings or one and half (1 1/2) hours. The assigned umpires are to officiate game.

B.8.09 Home team manager and/or coach's responsibilities Re: Weather Conditions

a) If the home team manager and/or coach considers a game cannot be played due to weather conditions making the field unplayable, he must advise the visiting team's coach and/or manager at least one (1) hour prior to the scheduled starting time. Failure to advise the visiting team's coach in advance of the game shall mean that both teams are expected to appear at the ball park prepared to play.

b) Up to the scheduled starting time of the game, the home team manager and/or coach has the responsibility to determine if weather conditions prohibit playing the game. Normal procedures follow after the scheduled start times.

c) The home team shall forfeit the game if no qualified umpire(s) arrive within the fifteen (15) minute grace period.

d) The manager(s) and/or coaches from both teams shall check the time to determine the start of the grace period. If the umpire is present then any team which does not have nine players present shall forfeit the game regardless of the weather conditions.

e) If the game is cancelled then the home team manager and/or coach shall inform his area umpire-in-chief and his MBA Series Convenor as soon as possible. (Refer A.7.11 e).

B.8.10 Player Injuries

Any player leaving the field due to an injury must remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. If a player is unable to take his next turn at bat, after having been removed from the field due to an injury, he shall be removed from the line-up and removed from further play in the game (this is not an out nor is it considered batting out of turn). A batter taking his turn at bat may not have a pinch runner unless injured in a play during this turn as a batter/runner. A pinch runner will be the last recorded out (No pinch runner for catchers unless injured).

B.8.11 Umpires:

- a) If the home team cannot provide a minimum of one (1) MBA qualified Umpire (MBA or OBA carded) for the current year within fifteen (15) minutes after the scheduled starting time, the game shall be forfeited to the visiting team.
- b) At the meeting at home plate prior to the start of the game, the visiting team coach/manager may request the umpires to produce either an OBA or MBA Umpire Card for the current year. Failure to produce the card by at least one (1) umpire present shall not stop the game from being played. The visiting team coach shall register a protest prior to the start of the game by noting this on both team's score sheets. The coach of each team and the plate umpire shall sign both score sheets. Within 48 hours of the conclusion of the game, the coach of the visiting team shall contact the MBA Umpire-in-Chief and advise him of the names of the umpires who officiated the game. The MBA Umpire-in-Chief shall consult his list of approved umpires and confirm to the protesting coach if either of the umpires is carded for the current playing season.
- c) If it is found that neither umpire is carded, a copy of the game score sheet shall be forwarded to the MBA Series Convenor who shall advise the home team of receipt of same, that the game is a forfeit. If it is found that one (1) of the umpires is carded, then the game result shall stand.
- d) Umpires shall only be scheduled to officiate at games up to one level below his playing age. (ie. A Bantam age player may only umpire up to and including the Peewee division.) PENALTY: A \$25 fine will be levied to the Area Association for each violation.
- e) Umpires are not to umpire games where they are related to a player or to any of coaching staff. PENALTY: A \$25 fine will be levied to the Area Association for each violation. b
- f) Umpires shall be properly dressed in a blue shirt, grey pants and a navy hat or other hat as issued by their home association. PENALTY: Suspension results until the umpire complies. The local Association UIC to be advised.
- g) BOTH umpires must sign and print their names on BOTH scorebooks at the start of the game. (Refer B.6.07)

B.8.12 Curfew or Darkness:

For regulations see Appendix "A" Notes 6, 7 & 8.

B.8.13 Rescheduling of Games:

- a) Any team wishing to re-schedule games eg. in order to attend tournaments, may play their games prior to the scheduled date of the MBA game (with the agreement of the opposing manager and/or coach) and the MBA Series Convenor. The home team manager and/or coach must arrange for umpires for the re-scheduled game.

- b) The president (or designate) of a member association may, with the agreement of the president (or designate) of the other member association and the MBA Series Convenor, agree to reschedule MBA games.

B.8.14 Smoking

Smoking is not permitted before or during the game while in either the dugout area or on the field.

ARTICLE B.9.00 - SCORING AND STANDINGS

- B.9.01 a) Standings for league play shall be maintained on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.

Note: If a game is not played 24 hours prior to the first play-off game scheduled, it shall be classified as a double forfeit and no points awarded.

- b) In the event of a tie in the standings which does not affect a team's qualifying for the final play-off position. The play off position shall be decided by awarding the higher position to:
 - 1. The team with the best won-lost record over the season between the two teams.
 - 2. If still tied, the team with the highest total runs scored in the games between the two teams.
 - 3. If still tied - by the toss of a coin, with the winner taking the higher playoff position.
 - 4. If 3 or more teams are tied, the following shall determine their placing:
 - i) Team with the most wins
 - ii) Team with the most runs scored
 - iii) Draw the teams from a hat
- c) It is the MBA's philosophy that teams which are tied for the final play off position(s) should have the opportunity to decide their fate on the playing field and not be administratively eliminated. The following guidelines have been established:
 - i) In the event of a tie which will affect two (2) teams qualifying for the final play off position, the teams shall play one (1) game (sudden victory) against each other. The winner of the game shall secure the final play off berth.

ii) In the event of a tie which will affect three (3) teams qualifying for the final play off position, the team names will be placed into a hat and the first name drawn will receive a bye and the other two (2) teams will play a sudden victory game. The winner will then play the bye team in another sudden victory game. The winner of that game will assume the final play off berth.

iii) In the event of a tie which will affect four (4) teams qualifying for the final play off position, the team names will be placed into a hat and the first name drawn will play the second name drawn; the third name drawn will play the fourth name drawn. The two winning teams will then play a sudden victory game for the final play off berth. The winner will assume the final play off berth.

iv) In the event of a tie which will affect three (3) teams qualifying for the final two (2) play off positions, the team with

1) the most wins will be awarded the second last play off spot.

If still tied then,

2) the most runs scored will be awarded the second last play off spot.

The remaining two teams will play one (1) game (sudden victory) against each other. The winner of the game shall secure the final play off berth.

v) In the event of a tie which will affect four (4) teams qualifying for the last two (2) play off positions, the team names will be placed into a hat, the first name drawn will play the second name drawn for the second last play off position; the third name drawn will play the fourth name drawn for the last play off position.

B.10.00 PLAY OFF COMPETITION

B.10.01 a) The Council shall determine annually the number of teams to enter the Championship play offs for each division.

b) The Council shall also determine the location of all play off games.

c) The MBA is responsible for the payment of umpires and game balls.

d) The respective MBA convenor is responsible for acquiring and scheduling qualified umpires familiar with the MBA rules.

B.10.02 No Player from a lower series may be "called up" to play in MBA play offs.

- a) A roster player must have played in a minimum of 1/3 of the regular season games in order to qualify for play-off participation.
- b) All play-off games shall be full length, unless forfeited or merced (the length of game is prescribed in the Special Playing Rules of each Series).
- c) A game shall be considered a mercy and complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings, if the home team is ahead), OR at least two (2) hours have expired from the starting time. The plate umpire shall terminate the game at that point and the score shall be recorded as such.
- d) Any play-off game which cannot be completed due to weather conditions, lack of light or eventual curfew shall be suspended and continued from the exact point of suspension as scheduled by the Convenor.

NOTE: *For the specific rules and regulations for play-off competition please refer to Convenor's play-off duties on A 6.12.*

- B.10.03
- a) All MBA registered managers, coaches, assistant coaches and players shall receive an MBA crest. It shall be sewn on either sleeve but all team members must have the MBA crest on the same sleeve. PENALTY: A \$25 fine per missing crest will be levied to the Area Association.
 - b) Each player and coach of the league champions (teams finishing in first place in regular season play) shall receive the Division Pennant.
 - c) Each player and coach on the finalist team (the team which loses the Championship Series) shall receive a finalist award.
 - d) Each player and coach on the play-off Championship team shall receive a championship award.
 - e) A team trophy shall be presented to the winner of each play-off final series. These shall remain the property of the MBA. Expenses for trophies and awards are assumed by the MBA and incorporated into it's annual budget.
 - f) If a team trophy is not returned then the Area Association shall be responsible for reimbursing the MBA for a replacement.

ARTICLE B.11.00 - RULES, DISCIPLINE & PROTEST COMMITTEE

- B.11.01 a) The Committee shall be comprised of the Chairman (2nd VP), MBA Umpire-in-Chief, plus a minimum of two MBA Council Members. The Committee shall be appointed by the Council to hold office until the next annual General Meeting.

- b) Each Committee member shall have only one (1) vote. The MBA Umpire-in-Chief shall only vote to break a tie.
- c) In the event that a member of the Committee is involved in the matter under consideration by the Committee, the MBA Council shall appoint a substitute for that member.
- d) The R D & P Chair shall report all decisions to the Council at the next meeting.
- e) Each protest or disciplinary action must be dealt with at the earliest possible date.

B.11.02 a) A quorum of the Committee shall be a majority of it's members

- b) The Committee shall have the authority to take action in the matter of a protest, disciplinary action or registered complaint.
- c) The Committee may, at its option, invite or decline to invite, any person subject to suspension to the meeting at which the suspension is considered.
- d) Any minor who is subject to suspension and is invited to this meeting is entitled to representation by a parent or team official.

B.11.03 Discipline:

- a) In the case of a player or coach being ejected from a game, specific discipline shall apply:

COACH/PLAYER EJECTED:

Tyke, Pee Wee and Bantam

Completely leave the vicinity of the ball park plus automatic one (1) game suspension to be served for the next league game played by his team. Any person who has been suspended shall not be permitted to attend any game(s) from which he has been suspended.

Midget and Junior

Completely leave the vicinity of the ball park plus automatic two (2) games suspension to be served for the next league game played by his team. Any person who has been suspended shall not be permitted to attend any game(s) from which he has been suspended.

Any Midget or Junior player who is ejected for the second time during the regular season will be suspended for three (3) games.

Any coach or player wishing to appeal the "automatic" suspension shall do so in writing to the Chairman of the RD&P Committee no later than 48 hours (exclusive of Saturdays, Sundays and

Statutory holidays) after the happening of the event by registered mail, hand delivery or fax or e-mail.

The RD&P Chairman after compiling the facts, shall decide whether or not the appeal merits a special meeting of the Committee. If he believes there are not sufficient grounds to merit such a meeting he shall decline the appeal. The RD&P Chairman does not have the authority to approve any such appeal. Only the RD&P Committee may do so.

These suspensions may be delayed by the Chairman of the RD&P Committee provided an appeal has been filed by the injured parties and the Chairman has agreed to hear the appeal. Written confirmation of the delay in the suspension pending a hearing must be obtained by the suspended parties, otherwise the suspensions must be served.

In such case the Umpire shall submit a full report of such matters to the RD&P Committee and if the Committee deems further action necessary it may so act.

- b) 1. The RD&P Committee has the authority to suspend any player, coach, manager or team official for a maximum of five (5) games (the total of five games shall include the automatic suspension). Any suspension of up to five (5) games may be appealed, in writing, by registered mail or hand delivered within seven (7) days to the Chair, RD&P Committee. The RD&P Committee shall submit any recommendation for further suspension to the MBA Council.
2. The MBA Council shall review the RD & P Committee's recommendation for further suspension and may accept it as submitted, add to it, or reduce it. Under no circumstances may the MBA Council reduce the first five (5) games of any player's, coach's, manager's or team official's suspension.
3. Any additional suspension invoked by the MBA Council or R.D.& P. is subject to appeal in writing, by registered mail or hand delivered within seven (7) days, to the President.

In receipt of a written appeal, the President shall invite the suspended party(s) to attend the next MBA Council meeting where the Council shall review the appeal.

The Secretary shall notify the appellant of the Council's decision in writing within seven (7) days of the meeting.

c) Ejections (Umpire Submit Report)

Umpires must ensure that any ejected player, coach, manager or team official is advised at the time of the ejection and record it on the game sheet of both teams. (Failure to record it on the game sheet does not nullify the ejection.) In the case of a player being ejected the coach or manager of that team shall also be verbally advised of the ejection at the time it happens.

At the conclusion of the game, the umpire is responsible for informing the Area Association Umpire-In-Chief of the ejection(s). (See A 6.09 i)

B.11.04 Protests:

a) A team wishing to protest an MBA game based on an alleged misinterpretation of the rules must fulfill the following:

- shall request "time" be called.
- shall register such protest at the time of the incident.
- shall inform the plate umpire of the intended protest.
- the plate umpire shall record & sign the protest on both teams' score sheet.
- both teams shall have a coach/manager also sign the score sheets.

PENALTY-for a coach refusing to sign the score sheets is the forfeit of the game to the team that signs the score sheets.

A protest, meeting all of the above requirements may then be filed per clauses b, c & d, with the R.D.& P. Committee of the MBA for a decision.

b) The team protesting shall file the protest in writing signed by the team manager or coach with the Chairman of the RD&P Committee, with copies to the MBA Umpire-in-Chief and the manager or coach of the team protested against, not later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after the event by registered mail, fax, e-mail or hand-delivery.

c) A deposit of \$50.00 cash or cheque payable to the MBA, shall accompany all protests. This will be refunded if the protest is upheld and may, in the absolute discretion of the RD & P Committee, be refunded or retained if the protest is denied.

d) The manager or coach of the team protested against may at his option, file a written reply by registered mail, fax, e-mail or hand-delivery to the Chairman of the RD&P Committee no later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after receipt of the copy of the protest by registered mail, fax, e-mail or hand-delivery.

B.11.05 Complaints:

A person wishing to register a complaint due to the actions of any MBA representative, umpire, player, coach or manager shall submit such complaint in writing to the applicable Series Convenor not later than 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after the event by registered mail, fax, e-mail or hand delivery.

The Convenor shall then advise the person(s) against whom the complaint has been made and invite the person(s) to respond in writing within 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after notification of the complaint. After reviewing the complaint and

response, if any, the Convenor may either mediate a solution between the parties, determine the complaint is not warranted and dismiss the matter, or refer the matter to the RD & P or Council for appropriate action. The Convenor will forward a report on the action Chair of the RD & P Committee for record purposes.

B.12.00 - PITCHING RESTRICTIONS

B.12.01 TYKE 'A' & 'AA', PEEWEE 'A' & 'AA'

A pitcher is permitted to pitch a maximum of three (3) consecutive innings to consecutive batters. (Including extra innings)

B.12.02 BANTAM 'A' & 'AA'

A pitcher is permitted to pitch a maximum of four (4) consecutive innings to consecutive batters. (Including extra innings)

B.12.03 MIDGET 'A', 'AA' & Junior 'AA'

A pitcher is permitted to pitch a maximum of five (5) consecutive innings to consecutive batters. (Including extra innings)

B.12.04 a) Once a pitcher has pitched he will not be allowed to return to pitching again in that game (includes extra innings).

b) One pitch constitutes an inning.

c) Where there are minor and major levels in a stated division, the above rules are applicable to both levels.

PENALTY: any infraction involving the above rules shall result in game forfeiture by the offending team as well as Coach ejection and automatic 1 game suspension.

NOTE: *THE OFFICIAL SCOREKEEPER FOR EACH GAME SHALL TRACK ALL PITCHERS AND PITCHING CHANGES.*

ARTICLE B.13.00-'A' DIVISION-TYKE, PEE WEE, BANTAM, MIDGET

B.13.01 The following rules apply to all 'A' divisions indicated above except as otherwise noted.

B.13.02 a) Playing Field Distances:

The distance from the back point of home plate to the front of the pitcher's rubber shall be:

TYKE = forty-four (44) feet

PEEWEE = fifty (50) feet

BANTAM = fifty-five (55) feet

MIDGET/JUNIOR = sixty feet six inches (60'6")

The outside distance between bases shall be:

TYKE = sixty-five (65) feet.

PEEWEE = seventy-five (75) feet

BANTAM = eighty-two (82) feet

MIDGET/JUNIOR = ninety (90) feet

b) Length of Game:

The game shall be seven (7) innings. In case of a tie - extra innings will be played if light/curfew permits. (For Tyke 'A' the game shall be six (6) innings. In case of a tie - extra innings will be played if light permits.)

c) Batting Order:

All eligible players present at the game shall be listed on the team's batting order as desired by the coach or manager and bat in that order. (Refer B.7.07)

d) Substitution:

Substitution is allowed only at the end of an inning except in the case of an injury or pitching change. Time permitting, each player present at the game must play in the field, unless injured, at least two (2) innings of the first four (4) innings. (PENALTY - 2 game suspension for the offending coach.)

e) Pitchers:

Number of trips to the pitcher in the Tyke divisions shall be unlimited. The plate umpire will decide if a team is intentionally delaying the game. ALL other divisions shall be limited to two trips as per the Rules of Baseball.

Any person warming up a pitcher at any level, shall wear a protective face mask while catching.

f) Pitching Restrictions:

see article B.12.00 for regular season and playoff competition

g) Baseball Shoes:

Use of baseball shoes equipped with metal spikes or metal cleats is prohibited at Tyke, Peewee and Bantam. Use of baseball shoes equipped with metal spikes or metal cleats is permitted at Midget and Junior.

B.13.03 Mercy Rule

A game will be considered complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings if the home team is ahead), OR at least two (2) hours have expired from the scheduled starting time. The plate umpire shall terminate the game at that point and the score shall be recorded as such.

B.13.04 Tyke 'A' Special Playing Rules

a) The game shall be six (6) innings. In case of a tie - extra innings will be played if light permits.

b) In each of the first four (4) innings, the offensive team's time at bat shall end when it has scored five (5) runs or if three (3) outs have been made.

In all subsequent innings including extra innings, there is no limit on runs scored and the offensive team's time at bat ends when three (3) outs have been made.

c) The batter shall be declared out after the third (3rd) strike regardless of whether the third (3rd) strike is caught or dropped.

d) There will be no 'steal' of home plate by a third base runner on a pitch to the plate or on a return throw to the pitcher.

e) No lead off. Base runner(s) shall not leave a base until the pitched ball leaves the pitcher's hand. Penalty:- Runner is out and the ball is dead immediately when the runner leaves the base.

B.13.05 Ground Rules/Park Locations/Curfews/Games Called in Progress - Due to Weather

The Official Ground Rules for the MBA have been established for all diamonds being used by the MBA for league and play-off games.

See Official Ground Rules Appendix "A".

ARTICLE B.14.00-'AA' DIVISION -TYKE, PEE WEE, BANTAM, MIDGET, JUNIOR

B.14.00 The following rules shall apply to all 'AA' divisions indicated above except as otherwise noted.

B.14.01 a) Playing Field Distances:

The distance from the back point of home plate to the front of the pitcher's rubber shall be:

TYKE = forty-four (44) feet

PEEWEE = fifty (50) feet

BANTAM = fifty-five (55) feet

MIDGET/JUNIOR = sixty feet six inches (60'6")

The outside distance between bases shall be:

TYKE = sixty-five (65) feet.

PEEWEE = seventy-five (75) feet

BANTAM = eighty-two (82) feet

MIDGET/JUNIOR = ninety (90) feet

b) Length of Game:

The game shall be seven (7) innings. In case of a tie - extra innings will be played if light/curfew permits.

c) Batting Order:

All eligible players present at the game shall be listed on the team's batting order as desired by the coach or manager and bat in that order. (Refer B.7.07)

d) Substitution:

Substitution is allowed only at the end of an inning except in the case of an injury or pitching change. Time permitting, each player present at the game must play in the field, unless injured, at least two (2) innings of the first four (4) innings. (PENALTY - 2 game suspension for the offending coach.)

e) Pitchers:

Number of trips to the pitcher in the Tyke divisions shall be unlimited. The plate umpire will decide if a team is intentionally delaying the game. ALL other divisions shall be limited to two trips as per the Rules of Baseball.

Any person warming up a pitcher at any level, shall wear a protective face mask while catching.

f) Pitching Restrictions:

See Article B.12.00 for regular season and playoff competition.

g) Baseball Shoes:

Use of baseball shoes equipped with metal spikes or metal cleats is prohibited at Rookie Ball, Tyke, Peewee and Bantam. Use of baseball shoes equipped with metal spikes or metal cleats is permitted at Midget and Junior.

B.14.02 Mercy Rule

A game will be considered complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings if the home team is ahead) OR at least two (2) hours have expired from the scheduled starting time. The plate umpire shall terminate the game at that point and the score shall be recorded as such.

B.14.03 Ground Rules/Park Locations/Curfews/Games Called in Progress - Due to Weather

The Official Ground Rules for the MBA have been established for all diamonds being used by the MBA for league and play-off games.

See Official Ground Rules Appendix "A".