

Note: All 2009 changes are highlighted in yellow.

## Section 2 Constitution and By-laws

Amended:  
November 22, 2008

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# **THE BRITISH COLUMBIA MINOR BASEBALL ASSOCIATION CONSTITUTION AND BY-LAWS**

Incorporated as a Society under the "Societies Act" February 29, 1968 #7930 Amended November 10, 2007.

## **CONSTITUTION**

### **(1) Name**

The name of this Association shall be "The British Columbia Minor Baseball Association", hereafter referred to as the B.C.M.B.A.

### **(2) Purposes**

The purposes of B.C.M.B.A. shall be:

- (a) To foster, improve and govern the game of baseball for their member associations in the Province of British Columbia, in accordance with the standard rules prescribed by the British Columbia Minor Baseball Association.
- (b) To institute and regulate competitions in all recognized divisions among its member associations.
- (c) B.C.M.B.A. shall not operate nor permit the operation of a social club on premises occupied by it or under its control, nor will it permit games of chance to be played on such premises and this provision is unalterable.

### **(3) Locality**

The operations of B.C.M.B.A. are to be chiefly carried on within the Municipality of Richmond in the Province of British Columbia.

### **(4) Dissolution**

In the event of the dissolution of B.C.M.B.A., the assets of B.C.M.B.A. remaining after the satisfaction of its liabilities and the proposed dissolution costs would become the property of the British Columbia Amateur Baseball Association to be held in trust until such time as a new British Columbia Minor Baseball is formed, whose purposes would be compatible with those of the defunct Association, and incorporated under the Societies Act.

Dissolution of B.C.M.B.A. shall be effected upon a 75% majority of voting members present, passed at a special meeting called for that purpose. This provision with reference to dissolution is unalterable.

## **BY-LAWS**

### **Article I      General**

- (a) The registered office of B.C.M.B.A. shall be in the Municipality of Surrey in the Province of B.C.
- (b) B.C.M.B.A. may do such things, as approved by the Board of Directors, as may be necessary to raise funds to carry out the objects of B.C.M.B.A., and may accept donations for this purpose.
- (c) The Secretary shall have custody of the seal of B.C.M.B.A. which shall be affixed in the presence of the President, Secretary, and one other Director.
- (d) B.C.M.B.A. shall have no borrowing powers.
- (e) Inspection of the books and records of B.C.M.B.A. may be made by affiliated members at the place of and during the course of any meeting of B.C.M.B.A.. Books and records of B.C.M.B.A. shall be audited annually.

### **Article II      Membership**

#### **Section 1**

Membership in this Association shall be open to those Leagues which agree to abide by and comply with the Constitution, By-Laws, and Rules of the British Columbia Minor Baseball Association.

Affiliated Associations of British Columbia Minor Baseball Association, commencing March 7, 1987, WILL BE REQUIRED to file with B.C.M.B.A. a certified copy of their "CONSTITUTION AND BY-LAWS" and any subsequent amendments thereto.

Membership year shall be from March 31st of each current year.

#### **Section 2**

Elected and appointed voting members of the Board of Directors, who do not represent affiliated associations per Article II, Section 1, will for the duration of their tenure have full voting rights of Article II, Section 1 members except they:

- 1. will not have a vote to elect directors at member meetings [Special and General Meetings]
- 2. will not be allowed to put forth motions pertaining to the Constitution or By-laws and will not have a vote on same motions.

### **Article III      Player Eligibility**

All persons who qualify under the residence rule may participate in and with British Columbia Minor Baseball Association Leagues (see Article XVIII, Section 1: & Sec. 2:).

### **Article IV      Government**

Sec. 1: The government of the British Columbia Minor Baseball Association shall be vested in a board of **eighteen (18) Directors**, at least two of whom shall be from Vancouver Island and at least two of whom shall be from the Interior of the province, who shall

elect annually from amongst themselves the following: President, 1st and 2nd Vice-President, Secretary and a Treasurer.

- Sec. 2: Nine (9) members shall be elected to the Board of Directors at each Annual Meeting for a two year term at least one of which must be from the interior of the province and at least one of which must be from Vancouver Island. Only **member associations** [and not directors] will vote in the election of directors to B C Minor Board of Directors.
- Sec. 3: The Board of Directors shall have the power to fill, for the unexpired terms, all vacancies occurring in their number, between annual elections.
- Sec. 4: The Board of Directors will have the authority to appoint a Coordinating Secretary, Umpire-In-Chief and Area Supervisors as the need may arise from time to time.
- Sec. 5 Any director absent from two (2) consecutive Board of Director meetings or three meetings in any twelve (12) month period, without reasonable cause as determined by a majority of the Directors, may be removed from the Board of Directors.

## **Article V Nominations For Directors**

- Sec. 1: Directors shall be nominated in writing by an affiliated League in good standing, or by a Director of B.C.M.B.A..
- Sec. 2: Nominations to be in the hands of the Coordinating Secretary, no later than three weeks before the date of the Annual Meeting.
- Sec. 3: Nominations will be accepted from the floor, at the Annual Meeting.

## **Article VI Past Presidents**

- Sec. 1: The immediate past president shall sit on the board in the position of past president for a period of one year after a new president is elected. At the conclusion of one year, the office of past president will be vacant until such time that a new president is elected.

## **Article VII Duties Of Executive**

- Sec. 1: The PRESIDENT shall preside at all meetings of the Board of Directors and Association, with the usual privileges of the office.
- Sec. 2: 1ST VICE-PRESIDENT shall assist the President in all matters pertaining to B.C.M.B.A., and in the absence of the President, shall perform the duties of the President.
- Sec. 3: The 2ND VICE-PRESIDENT shall, in the absence of the President, and 1st Vice-President, perform the duties of the President.
- Sec. 4: The SECRETARY shall take the minutes of the Annual, Board of Directors, and any Meetings, and be responsible for circulating these among the members of the Board of Directors, as soon as possible following said meetings.
- Sec. 5: The TREASURER shall be the custodian of all monies, or other property paid or donated to B.C.M.B.A. and shall disburse same upon authority from the Board of Directors. The Treasurer shall keep a true and accurate record of all receipts and disbursements and shall render a true account when required. The Treasurer shall furnish bonds in a Guarantee Company to the sum of \$10,000.00 - B.C.M.B.A. paying the premium.
- Sec. 6: The COORDINATING SECRETARY shall carry out all duties assigned to him/her by the Board of Directors. The Coordinating Secretary shall attend all meetings of the

Board of Directors. The Coordinating Secretary may be compensated for his/her services and the amount to be determined by the Board of Directors.

- Sec. 7: The CHAIRMAN OF THE RULES COMMITTEE shall be an elected director and responsible for the standardization of rules interpretation. He shall also function as the UMPIRE-IN-CHIEF of the British Columbia Minor Baseball Association.
- Sec. 8: The AREA SUPERVISORS shall be in charge of any geographic area or areas as delegated by the Board of Directors. These geographic areas may be defined as specific "zones" or larger areas and if in doubt the Area Supervisor shall contact the Board of Directors directly.
- Sec. 9: The PLAYER ELIGIBILITY COMMITTEE shall consist of a Chairperson and two other persons appointed by the B.C.M.B.A. Executive Committee. The Player Eligibility Committee shall meet at the call of the Chairperson, as required by the volume of Player Movement Applications. Any decisions will be communicated directly to the B.C.M.B.A. representative responsible for the appropriate division.

## **Article VIII Meetings**

- Sec. 1: The Annual Meeting of the British Columbia Baseball Association shall be held during the month of November each year.
- Sec. 2: At each Annual Meeting of the British Columbia Minor Baseball Association, the place of meeting for the following year shall be decided by the delegates present. In the event that no place is decided upon, the incoming Board of Directors shall decide where the next Annual Meeting shall be held.
- Sec. 3: No delegate shall be permitted to vote at an Annual Meeting unless they shall have filed with the Coordinating Secretary, a certificate of appointment, signed by the President or Secretary of the Association.
- Sec. 4: Special or General Meetings may be at the call of the President at any time, however, must be held upon the request of three affiliated members in good standing within thirty (30) days of receiving such notice.
- Sec. 5: A minimum of seven (7) days notice of such a meeting must be given, and the reason for such meeting noted therein.
- Sec. 6: The Association must have operated the previous year under the jurisdiction of the British Columbia Minor Baseball Association, before being given the right to vote at the Annual Meeting.
- Sec. 7: A member in good standing shall be entitled to one vote at General or Special Meetings with exceptions noted in Article II, Section 2

## **Article IX Quorums**

- Sec. 1: Seven Directors shall constitute a quorum at Board Meetings. Annual, General or Special Meetings a simple majority of delegates present and voting at any meeting of B.C.M.B.A. shall be a quorum.

## **Article X Amendments**

- Sec. 1: This Constitution and By-Laws, or any section thereof shall be amended or repealed by extraordinary resolution approved at any stipulated meeting (but not including a Board of Directors Meeting), by a three-quarters vote of the members present and voting, provided that written notice of such change or changes, over the signature of

the President or Secretary, shall be mailed to each member League at least fifteen (15) days prior to the meeting at which the proposed change or changes shall be submitted to a vote.

Sec. 2: Notwithstanding anything contained herein, this Constitution and By-Laws, or any section thereof may be amended or repealed by a unanimous vote of the member Leagues represented at an Annual Meeting.

#### **Article XI Order Of Business - Annual Meeting**

1. Roll Call
2. President's Welcome
3. Minutes of the last Annual, General or any Special meeting held during the year.
4. President's Report
5. Correspondence
6. Treasurer's Report
7. Committee Reports
8. General Business
9. Election of Officers
10. New Business

#### **Article XII Fees**

Sec. 1: To be determined at each Annual Meeting of B.C.M.B.A..

#### **Article XIII Age Requirements And Divisions**

Sec. 1: The age limitation or cutoff date is 12:01 a.m. as of January 1st of each current year.

Sec. 2: The Divisions and age categories will be as follows:

- 15, 16 and 17 years - Midget
- 13 and 14 years - Bantam
- 11 and 12 years - Pee Wee
- 9 and 10 years - Mosquito
- 7 and 8 years - Tadpole
- 5 and 6 years - T-Ball

#### **Article XIV Rules**

Sec. 1: That the rules be that of the Canadian Federation of Amateur Baseball, hereafter referred to as the C.F.A.B., Official Baseball Rules and amendments thereto.

Sec. 2: Specific amendments as set out by the British Columbia Minor Baseball Association in our Rules and Regulations book and/or sections governing League and Tournament play within the Province of British Columbia shall take precedence over the C.F.A.B. Official Baseball Rules.

#### **Article XV Tournaments**

Sec. 1: All Associations in good standing, subject to Rules and Regulations governing League and Tournament play, are entitled to enter tournaments conducted under sanction of the British Columbia Minor Baseball Association

Sec. 2: For all Tournaments leading to the selection of Provincial Champions the preferred format will be "Round Robin". The board is allowed the discretion to apply a different format on a case by case basis.

- Sec. 3: That any team representing a British Columbia Amateur Baseball Association (B.C.A.B.A.) member association, participating in any international or invitational competition, or otherwise, must receive the prior approval of the Association concerned and the British Columbia Amateur Baseball Association.
- Sec. 4: That any player playing on a team participating in any international or invitational tournament or competition representing the Province of British Columbia, or otherwise, must first receive the approval of their home league and the British Columbia Minor Baseball Association.
- Sec. 5: All tournaments sanctioned by the British Columbia Minor Baseball Association must comply with the British Columbia Minor Baseball Association Rules and Regulations.

## **Article XVI Trophies**

Sec. 1: The B.C.M.B.A. shall be responsible to supply trophies for:

### **(A) Provincial Championships**

The Provincial Championship Trophies must be receipted for by the winning league President or Secretary. It is the responsibility of said signatory or League, that all trophies must be returned to the Coordinating Secretary of the B.C.M.B.A., in good condition, not later than the first (1st) day of June of the year following their having been won. Any damage to, or loss of, any trophy shall be repaired or replaced at the expense of the League retaining the trophy.

Leagues winning the Provincial Trophies will be responsible for having their name and year engraved on said trophy at their own expense.

## **Article XVII Exhibition Or Inter-League Games**

- Sec. 1: Exhibition games, subject to Rules and Regulations may be played with affiliated or non-affiliated Leagues in good standing in or outside the Province of British Columbia, PROVIDING that permission has been granted prior to such games being played, by a The British Columbia Minor Baseball Association Director or Area Supervisor.
- Sec. 2: Failure to abide by the Rules and Regulations of the British Columbia Minor Baseball Association may result in expulsion of League teams from Tournament play leading to sanctioned Provincial, Inter-Provincial, or National Tournaments.

## **Article XVIII Boundaries**

- Sec. 1: Each member Association must on affiliation with B.C.M.B.A., define its boundaries as stated in RULE 1.02(B) (also see Rule 3), and may only register players from within said boundaries.
- Sec. 2: A player who starts out in an Association may complete their age division in their original Association if they so desire, upon their family moving outside its boundaries.

## **Article XIX Procedure**

Any procedure not covered by these By-Laws shall be in accordance with Bourinot's Rules of Order.

## **Article XX    General**

The Constitution, By-Laws and Rules of this Association are intended as a general guide and cannot specifically cover each situation that may arise. Therefore, the President in a regular or special meeting of the Board of Directors with a quorum present will have the authority to interpret and decide to the best of their judgment with regard to all those circumstances of any specific case, any matters pertaining to any and all clauses contained herein.

This Constitution and By-Laws supersede all previous By-Laws of this Association, which are hereby declared repealed.

Adopted this 22nd day of November, 2008.

**BC Minor Baseball Rules for:**  
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## **Rule 1: Membership in BC Minor**

### **1.01 Definition of an Association as it Applies to Membership**

An executive committee, officers, or sponsoring organization who have been elected or appointed to foster, improve and govern the game of baseball in their respective communities subject to the Constitution and By-Laws, Rules and Regulations as defined by the B.C.M.B.A.

### **1.02 Annual Responsibilities of an Association**

- (A) An association shall apply annually for membership with the BCMBA on the membership application form furnished by the BCMBA.
- (B) An association must submit a boundary description to the BCMBA as per Article XVIII (also see Rule 3).
- (C) An association must submit the affiliation fees due to the BCMBA at the registered address and must bear a postmark no later than April 1<sup>st</sup> of the current year.

Refer to By-Laws, Article II. Associations who do not submit their membership application form, and affiliation fees by the due date, may have the B.C.M.B.A. Board bar that association, and they will not be eligible to compete in post season play.

- (D) Associations must submit data for their entire registration of players from code, gender, birth date, and division. Failure to provide this information by June 1<sup>st</sup> may result in the association being ineligible to participate in any level of summer play.

### **1.03 Conditions of Membership**

Annual Membership is granted to each association by B.C.M.B.A., subject to the following conditions:

- (A) The B.C.M.B.A., Board of Directors, have the authority, with the "Association" having the right of appeal to the B.C.M.B.A., to withdraw or refuse membership for just cause by giving written notice to the presiding officers of the "Association" as indicated by the current "Membership Application" form.
- (B) Membership does not imply that in future seasons a new "Association" cannot make application for operation within a portion of the present boundaries of an existing "Association" but only that no other "Association" will be permitted to operate within the boundaries established for the current season.

- (C) Membership expires as at March 31st of each current year and is subject to renewal upon application and re-examination the following year, as per By-Laws, Article II, and Rule (1) in its entirety.
- (D) Members must be in good standing and maintained throughout the year. Good standing meaning no affiliation fees are past due more than 30 days and all other monies due to BCMBA are not more than 60 days past due.

**1.04 Conditions of Membership for New Associations**

Any new Association affiliating with B.C.M.B.A. after November 1, 2003, having fewer than the six age divisions played in B.C.M.B.A. and winning the right to travel to a Western Canada or National Championship will receive travel funding from B.C.M.B.A. as follows:-

|  |                                      |
|--|--------------------------------------|
| One Division (ie Midget)                               | 20% of actual BCMBA allocated funds  |
| Two Divisions (ie Midget & Bantam)                     | 40% of actual BCMBA allocated funds  |
| Three Divisions (ie Midget, Bantam & Pee Wee)          | 60% of actual BCMBA allocated funds  |
| Four Divisions (ie Midget, Bantam, Pee Wee & Mosquito) | 80% of actual BCMBA allocated funds  |
| Five or more Divisions                                 | 100% of actual BCMBA allocated funds |

**1.05 Right to Field Teams**

Each Minor Member Association should have the opportunity (but not the obligation) to offer all B.C. Minor recognized divisions sanctioned by B.C.M.B.A.

**1.06 Extensions**

Extensions of the date of filing of the "Membership Application" form may be considered and granted upon written application to the B.C.M.B.A. In the case of new "Associations" still in the process of organization or those "Associations" renewing their membership who are facing unusual organization problems. "Associations" may be affiliated and registered even if documents are lost in the mail providing that some responsible and informed person swears an affidavit that the documents were mailed in sufficient time.

**1.07 Internal Association Dispute Resolution Process**

Member associations should establish an appeals committee and/or process to resolve local parent concerns and issues at the community association level

**Rule 2: Affiliation Fees**

**2.01 Per Player Fees**

Affiliation fees are determined as per By-Laws, Article XII and are set as follows:-

|          |                     |
|----------|---------------------|
| T-Ball   | \$ 6.00 per player  |
| Tadpole  | \$ 6.50 per player  |
| Mosquito | \$ 9.00 per player  |
| Pee Wee  | \$ 12.00 per player |
| Bantam   | \$ 14.50 per player |
| Midget   | \$ 18.50 per player |

**2.02 Per Single Season Team Fees**

Bantam AAA and Midget AAA Teams - \$ 400.00

**2.03 Per Summer League Team (due July 1)**

Mosquito, Pee Wee A, Bantam A - \$ 150.00

Pee Wee AA, Pee Wee AAA, Bantam AA, Midget AA - \$ 300.00

**2.04 Per Zone Play (all divisions)**

Teams competing in Zone play will pay a fee of \$ 200 to the zone host in addition to the entry fee paid to BCMBA.

**2.05 Per Provincial (all divisions)**

All teams qualifying for a provincial tournament will pay an additional \$200.00 entry fee to the provincial host prior to being allowed to participate. In the Mosquito Division, part of this fee is to cover the cost of 3<sup>rd</sup> and 4<sup>th</sup> (bronze) and participation medals (approx. \$ 1,000) which will be invoiced to the host by BCMBA

**Rule 3: Association Boundaries**

**3.01 General**

(A) Each Association will provide their boundaries at the B.C.M.B.A. AGM and B.C.M.B.A. will identify all boundaries by February 1<sup>st</sup> of each year (as per Article XVIII).

(B) The BCMBA Rule book does not identify neutral territory and/or open territory. Areas such as the North Shore, White Rock, and North Langley,

which have formerly been considered neutral territory or open territory, will be identified.

All association and open boundaries will be posted on the BCMBA website and sent to all member associations. In the event of any overlapping boundaries or boundary disputes, the BCMBA will seek a resolution with the affected associations prior to March 1<sup>st</sup>.

- (C) It is expected that each person residing within the Association boundaries, as approved by the B.C.M.B.A. will be given an opportunity to become a player candidate for the Association.
- (D) Association boundaries shall be determined by the administrative directors of the Association and approved by the Association as per By-Laws, Article XVIII, Sec. 1.
- (E) Unless specifically stated otherwise, the center of the street shall be considered the actual dividing line when streets are used as boundaries.
- (F) Maps must indicate specific boundaries such as streets, railroad tracks, rivers, etc., or school districts, postal zones, city limits, or similarly specified areas. A definition of boundaries such as "five mile radius" is not acceptable.
- (G) The B.C.M.B.A., based upon the recommendation of the Area Supervisor or Committee Chairman as the need may arise, reserve the right to adjust boundaries in the event of overlapping of territorial requests, or because of inequitable conditions.
- (H) Though boundaries are not specifically restricted by population or area, both will be considered when boundaries are submitted to the B.C.M.B.A. for approval.
- (I) The boundaries for each age division need not be identical.

#### **Rule 4: BC Minor Competitive Levels of Play**

##### **4.01 Spring Seasons**

It is the responsibility of each association to organize and administer local interlock or house leagues for spring play.

##### **4.02 Single Seasons**

BC Minor will administer single season leagues and provincial championships for the following divisions:

Bantam AAA

Midget AAA

##### **4.03 Summer Seasons**

BC Minor will administer summer season leagues and provincial championships for the following divisions:

Mosquito A  
Mosquito AA  
Mosquito AAA Tier I  
Mosquito AAA Tier II  
Pee Wee AAA  
Pee Wee AA  
Pee Wee A  
Bantam AA  
Bantam A  
Midget AA

**Rule 5: Spring Play - Tiered Divisional Structure Requirements**

Note: Associations wishing to operate a TIERED (“AAA” “AA” and “A”) structure must fully understand the numerous options which could come into play when structuring their divisional Leagues and ultimately the formation of summer teams.

**5.01 Notice of Tiered Intentions**

Associations wishing to operate a tiered system in any division must provide written notice to BCMBA of their intentions, clearly indicating the division, number of teams to be tiered at each level (AAA, AA, A), and the interlock they intend on competing in. This written notice is due to the BCMBA 14 days prior to the start of the regular season.

**5.02 Violations**

Tiered associations who do not comply with Rule 3 will not be eligible to compete in post season play in the age division in which the violation has occurred.

**5.03 T-Ball**

Tiered teams not permitted.

A team roster include more than eight players of divisional league maximum age.

**5.04 Tadpole**

Tiered teams not permitted.

A team roster include more than eight players of divisional league maximum age.

**5.05 Mosquito**

Tiered teams not permitted.

A team roster include more than eight players of divisional league maximum age.

## 5.06 Pee Wee

Tiered teams permitted.

Registered players must be divided through a common draft and created as evenly as possible. Associations must field teams based on the chart below:

| Number of teams | 'AA' Teams | 'A' Teams |
|-----------------|------------|-----------|
| 2               | 0-2        | 0-2       |
| 3               | 1 or 2     | 1 or 2    |
| 4               | 1 to 3     | 1 to 3    |
| 5               | 1 or 4     | 1 or 4    |
| 6               | 1 to 5     | 1 to 5    |
| 7               | 2 to 5     | 2 to 5    |
| 8               | 2 to 6     | 2 to 6    |
| 9               | 2 to 7     | 2 to 7    |
| 10              | 3 to 7     | 3 to 7    |
| 11              | 3 to 9     | 3 to 9    |
| 12              | 3 to 9     | 3 to 9    |
| 13              | 4 to 9     | 4 to 9    |
| 14              | 4 to 10    | 4 to 10   |
| 15              | 4 to 11    | 4 to 11   |
| 16              | 5 to 11    | 5 to 11   |
| 17              | 5 to 12    | 5 to 12   |
| 18              | 5 to 13    | 5 to 13   |
| 19              | 6 to 13    | 6 to 13   |
| 20              | 6 to 14    | 6 to 14   |
| 21              | 6 to 15    | 6 to 15   |
| 22              | 7 to 15    | 7 to 15   |
| 23              | 7 to 16    | 7 to 16   |
| 24              | 8 to 16    | 8 to 16   |
| 25              | 8 to 17    | 8 to 17   |

Any association with more teams in a division than listed in this paragraph, must obtain written approval from BCMBA for the split of teams between AA and A which they intend to adopt.

Associations with more than 8 teams in one Division will be expected to divide the teams according to the pattern above. B.C.M.B.A. may permit more teams to be in an 'AA' league than shown in the schedule above, BUT WILL NOT permit more 'A' teams than shown in the schedule above in level of registration.

## 5.07 Bantam:

Tiered teams permitted.

- (A) Associations must apply to the BCMBA by March 1 if they intend to field a Bantam AAA team. Associations not fielding a Bantam AAA team at the start of the season may not field one in the summer.
- (B) Associations fielding Bantam AA or A teams must apply to the BCMBA by March 15 stating the number of teams they intend to field.

- (C) Associations with more than 60 players after the formation of the AAA team will be expected to field one (1) Bantam AA team and any number of Bantam A teams.
- (D) Associations with more than 72 players will be expected to field at least two upper level teams (Bantam AAA or AA). Associations not complying with this rule will not field any level of Bantam teams in the summer.
- (E) Any association fielding two or more teams at the Bantam A or AA level will divide their registered players through a common draft and create their teams as evenly as possible.

#### **5.08 Midget:**

Tiered teams permitted.

Associations may choose to field any number of AAA or AA teams.

### **Rule 6: Summer Play Procedures**

#### **6.01 Player Eligibility**

- (A) For purposes of summer ball all Spring Season “AA” players are eligible to play “AAA” or “AA”. Spring Season “AA” players may not play in “A” summer ball without prior approval of the Division Chairman (Note - No “A” player will be replaced by a “AA” spring player). Associations which choose not to tier their spring league and are required to field a “AAA” team due to the number of players they have registered must then field a second team at the “AA” level before they will be permitted to field an “A” team.
- (B) To be eligible to play in Summer play and Provincial Championships competition a player must:
  - Be a registered player in an Association’s spring program.
  - Be listed on the “Team Registration Form”
  - Have participated in at least one-half (1/2) of their team’s games in the Division Spring League represented to be eligible for summer ball, unless in attendance at school (boarding), or unless injury or illness prohibited them from playing (Doctor’s certificate required).
  - Have participated in one-half (1/2) of their team’s summer league or zone schedule to be eligible for provincial tournament competition unless injury or illness prohibited them from playing (Doctor’s certificate required).
  - Exception: A player who has played one-half (1/2) of their team’s games above who may have moved within the boundaries of another Association, during the current season, will be eligible for tournament competition with the Association with which they were initially registered.

- A player may play on only one tournament team in a calendar year at the same level.

## **6.02 Right to Participate**

Each affiliated Association in good standing is eligible to participate in post season tournament competition.

## **6.03 Declaration Dates**

Each Association wishing to enter a team into post season play (summer league, zone or provincial) must submit their intention in writing to B.C.M.B.A. prior to June 15 and must submit their all-star entry fee for each team to B.C.M.B.A. by July 1.

## **6.04 Number of Teams Required**

Associations must field teams for summer play at the appropriate level based on the size of the association or associations which **merge**.

### **(A) Mosquito Summer Play**

(i) For Mosquito AA and AAA, league ages 9 or 10, players who have not reached their 11<sup>th</sup> birthday by January 1<sup>st</sup> of the current playing year. For Mosquito A , league ages 8 or 9, players who have not reached their 10<sup>th</sup> birthday by January 1<sup>st</sup> of the current playing year.

(ii) All teams shall have a minimum roster of 12 players and maximum roster size of 15 players. A team shall have a maximum of 1 manager and 2 coaches.

(iii) Only Mosquito registered players who have played in the Mosquito Division Spring League play may participate.

(iv) AAA Tier 1 shall be for those teams composed of mosquito players, in any age combination for associations fielding 8 or more teams in the spring season. (Second team may participate in AAA Tier II but no team is eligible for AA competition.)

(v) AAA Tier II shall be for those teams composed of mosquito players, in any age combination, for associations fielding 6 or 7 teams in the spring season. (May compete in AAA Tier I competition with a second team allowed to compete at AA competition.)

(vi) AA shall be for those teams composed of mosquito players, in any age combination, for associations fielding 5 or less teams in the spring season. (May request to compete in AAA Tier I or Tier II competition.)

(vii) A shall be for those teams composed entirely of 1<sup>st</sup> year Mosquito players under 10. No 2<sup>nd</sup> year players shall be allowed on these teams.

### **(B) Pee Wee Summer Play**

In this Division teams for summer ball will be determined based on their Association's division registration for spring ball as follows:-

142 or more registered Pee Wee players – such Associations must field 2 evenly balanced “AAA” teams. These teams must be commonly drafted and balanced as much as possible. Pee Wee Division Co-ordinator shall be responsible for ensuring such balance

65 or more registered Pee Wee players – 1<sup>st</sup> team must be AAA

39 – 64 registered Pee Wee players – 1<sup>st</sup> team must be AA

0 – 38 registered Pee Wee players – 1<sup>st</sup> team may be A.

Notes:

- (i) These numbers form the basis for team placing for Summer Allstar teams and are to be used as a starting point only.
- (ii) Associations may apply to move up or down depending on their situations year by year. Some examples of moving down would include but are not restricted to: i) Low registration of second year players; ii) Poor turn-out of their “All-star” caliber players for summer play; iii) Overall lack of talented players in a given year.
- (iii) Such applications to play down must be received by June 15 each year. Moving up is encouraged in any situation.
- (iv) Directors of the Pee Wee Division shall review each application individually and make their recommendations to the BCMBA Board of Directors for approval. The Pee Wee Directors will research the applications and make their recommendations based on the following: i) Spring inter lock performance; ii) Tournament Results; iii) The Pee Wee Director's own observations throughout the year; iv) Feedback from other associations during inter-locking. The BCMBA Directors will make a ruling on each case no later than June 22<sup>nd</sup> each year.
- (v) The Pee Wee Directors for BCMBA may also request for an association to “play up” despite having numbers to the contrary. This request would be based on the following: i) Spring inter lock performance; ii) Tournament results; iii) The Pee Wee Director's own observations throughout the year; iv) Feedback from other associations during inter-locking. BCMBA will request such a move of the Association to play up by June 15 each year. BCMBA Board of Directors shall permit appeals of this decision up to and including June 22<sup>nd</sup> each year.
- (vi) For the purpose of determining an Association's numbers the following criteria shall apply: i) Organizations must include all registered Pee Wee players to determine the number; ii) Associations merging for summer play must include all Pee Wee players from the merging Associations to determine numbers.

NOTE – a merger for this purpose shall remain more than three players.

- (vii) In the event an Association chooses not to field a team in the division specified by BCMBA then all efforts shall be made to provide the opportunity for as many of their players to play summer ball as possible.
- (viii) Associations who tiered in the spring will be permitted to field an “A” Allstar team regardless of whether they first entered an “A”, “AA”, or “AAA” team provided that all their players come from with-in their regular season “A” team roster(s).

Any remaining “AA” or “AAA” players may be released to adjacent associations to try-out for teams at that level. Those releases must be done before July 1 each year.

- (ix) Pee Wee summer ball teams can have a maximum of three players who do not reside within the boundaries of their association on their roster.

**(C) Bantam Summer Play**

Associations may field any number of Bantam A, AA or AAA teams.

Any association fielding two or more teams at the Bantam A or AA level will divide their registered players through a common draft and create their teams as evenly as possible.

**(D) Midget Summer Play**

Associations may field any number of Midget AA teams.

**6.05 Release of Players**

An Association who is unable to field their own all star teams may release their players to join another Association for all star play, subject to receiving prior approval from B.C.M.B.A.

B.C.M.B.A. will use the following criteria to evaluate the request:

- (i) Has the merging association played in an interlock basis during regular season.
- (ii) What is the size of player pool represented by the merging Association.
- (iii) Applications for merged teams must be received by B.C.M.B.A. no later than June 1 (or the first Tuesday regular B.C.M.B.A. meeting). If the application has not been received prior to June 1 the associations may not be allowed to merge for post season play.

The philosophy in allowing merged teams is to provide for smaller Associations who might not otherwise have an all star team to join with another Association to establish an opportunity for more players to participate in post season play.

Note:- the release for the purposes of playing summer ball of more than THREE players at the AA or AAA levels of the division to an adjacent association shall be interpreted as a merger for purposes of this rule.

#### **6.06 Number of Players**

Each team shall consist of a maximum of fifteen (15) uniformed players whose names must be registered with an Association player agent.

Exception: Midget AA teams may be comprised of eighteen (18) players

Note: Exceptions to this rule on individual league requirements with B.C. Minor Executive approval.

#### **6.07 Number of Coaches**

Each team may be comprised of one (1) manager and two (2) coaches.

Exception: In the Bantam and Midget division teams may be comprised of (1) manager and any number of coaches.

Note: Exceptions to this rule on individual league requirements with B.C. Minor Executive approval.

Only one (1) Bat Boy, one (1) manager and all coaches listed on the team roster will be permitted on the field or bench.

Under this ruling no scorekeepers or mascots (animal or human) will be permitted on the field or bench.

Please note that for insurance reasons the bat boy must be a player registered to their association.

#### **6.08 Submission of Summer Rosters**

- (A) Each team entering tournament competition must complete a team registration form which will be provided by the B.C.M.B.A.
- (B) Each tournament team will receive a three (3) part team registration form to be completed and dispersed as follows:
  - (i) The name of the player shall be listed exactly as it is shown on the player's birth certificate or other acceptable document, in its entirety. EXAMPLE: "Arthur Roger White" NOT "Art White" or "A.R. White".
  - (ii) Each Association President shall confirm the eligibility of the players on the tournament team representing the Association by signing the roster form.
  - (iii) Once the affidavit is prepared disperse as follows:

The original is to be retained by the Team Business Manager, and presented to the Tournament Director prior to the team's first tournament game. This roster will be returned at the conclusion of each tournament and MUST BE presented again at each level of play, e.g. ZONE, SUMMER LEAGUE & PROVINCIAL.

The second copy is to be mailed to the BCMBA Director at the address listed in Section 5 Page 2, no later than seven (7) days prior to the teams first tournament game.

The third copy is for your league records.

- (iv) The original copy of the Team Registration Form shall have affixed a photocopy of all birth certificates or other acceptable documents.
- (v) All Summer League Rosters must be submitted to the Division Director by July 1. . Failure to supply the roster on time may result in the association's ineligibility to complete in post-season provincial play downs.

#### **6.09 Roster Changes**

- (A) Once the team registration form has been mailed to the B.C.M.B.A. no change can be made on the player roster except for illness of, or injury to, the players listed.
- (B) Any replacement of a player on the tournament team for reasons of injury or illness to the player must be supported and dispersed as follows:
  - (x) Written certification from the attending physician and Association President as to the conditions necessitating the replacement.
  - (xi) The original statement or statements MUST BE attached to the first copy (original) of the Eligibility Affidavit and carried with the team to all future tournament competition games.
  - (xii) Copies of the statement or statements MUST BE sent to the Registered Offices of the B.C.M.B.A., P.O. Box 33511 Surrey Place Postal Outlet, Surrey, B.C., V3T 5R5.
  - (xiii) If a selected player leaves the team and is replaced by an alternate player, the replaced player may not be returned to the team roster. However, when going to the Western Canada Tournament or National Tournament, the replaced player may be re-acquired as one (1) of the pickup players.

#### **6.10 Producing Rosters**

It is basis for protest when the Business Manager, Manager or Coach of a tournament team fails to present the Team Registration Form and Birth Certificate or documents and entry fee cheque (or cash) at the scheduled pre tournament coaches meeting or at least thirty (30) minutes before scheduled game time when requested to do so by the Tournament Director or a BCMBA representative, or the

Business Manager, Manager or Coach of an opposing team. The failure to produce the documents shall result in a \$ 500.00 fine and the team may be disqualified from the tournament.

## **Rule 7: Appeals**

### **7.01 Appeal Process**

Any decision made by a director or committee of directors may be appealed in writing to the president. An appeal may also be made when a director fails to respond to or make a decision, when required, within a reasonable amount of time.

Any decision made by the entire board of directors is final and cannot be appealed.

An appeal may be made by a coach, an association, or a parent (when it involves the eligibility of their child) and must be made within 48 hours of having received the original ruling from the BCMBA.

Upon receiving an appeal the president will form an appeal committee consisting of three directors, including a chair, from the executive committee who were not directly involved in the original decision. The president may appoint himself to this committee. This committee will investigate the appeal and will render a decision in writing within four days.

In exceptional circumstances the president may choose to have the entire board of directors hear an appeal through an email or telephone vote or at the next scheduled meeting. The decision to do this is at the sole discretion of the president.

In the case of an appeal of discipline to a player, coach, or parent, the individual may request a hearing.

## **Rule 8: Single Season Procedures (Bantam AAA & Midget AAA)**

### **8.01 Declaration Dates**

Associations playing in either league must provide, via the Association President, written notice to B.C. Minor by February 1. Such notice will include those person(s) authorized to make decisions for the teams in regards to schedule, travel requirements, etc. Any withdrawal from this commitment after February 15 will result in a \$500.00 assessment for the association.

Associations not fielding teams at the start of the season may not field one in the summer.

Note: There are no rules that require associations to field teams in either single season league.

## **8.02 Submission of Rosters**

Single season teams must submit a roster to the BCMBA prior to April 1.

## **8.03 Roster Changes**

Any player, including those who have played in other leagues, may be added to a roster prior to June 1.

A final roster must be submitted by July 1. During the month of June only players currently registered in an association (ie. A or AA players) may be added to a single season roster.

Injured players may be replaced as per Rule 6.09.

Rosters must be produced as per Rule 6.10.

## **8.04 Deletion of Players from Roster**

Any player on a single season roster may drop down to the AA level until June 1 of the current playing season.

## **8.05 Player Eligibility – Provincial Championships**

Any player meeting these roster deadlines is eligible to play in the provincial championships and is not required to play 50% of his team's games.

## **8.06 Number of Players**

Bantam AAA teams may be comprised of 15 players

Midget AAA teams may be comprised of any number of players.

## **8.07 Boundaries (Midget AAA ONLY)**

Rules 11.01 to 11.08 shall not apply at the Midget AAA level. In the case of a player wishing to tryout for a Midget AAA team and his residence is not located within the boundaries of such association, the receiving association and/or player shall notify in writing both the association wherein his residence lies and the Midge AAA Coordinator, at least five (5) days prior to the player practicing or playing with the receiving association. Failure to comply with this provision will result in the receiving associations being fined \$200.00 for each player in which proper notification was not given. In order to be eligible to play in Provincial Championships, a player must be registered prior to June 1.

## **8.08 Required Rest Midget AAA DH**

In the case of double headers there must be a minimum of forty-five (45) minutes rest between games.

## **Rule 9: Coaching Certification**

### **9.01 Coaches and Managers Certification**

In order to coach or manage in a zone, summer league, or provincial tournament field staff must have the following qualifications:

|          |  |
|----------|--|
| Mosquito | A, AA, AAA - one of three members of the field staff must hold full N.C.C.P. level one certification. All other members of the field staff must hold NCCP level one technical. |
|----------|--|

|         |   |
|---------|---|
| Pee Wee | A - one member of the field staff must hold full N.C.C.P. level one certification. All other members of the field staff must hold NCCP level one technical certification. |
| Pee Wee | AA – All members of the field staff must hold full NCCP level one certification and NCCP level two technical certification.   |
| Pee Wee | AAA - All members of the field staff must hold full NCCP level one certification and NCCP level two technical certification.  |

|        |  |
|--------|--|
| Bantam | A - one member of the field staff must hold full N.C.C.P. level one certification. All other members of the field staff must hold NCCP level one technical certification.  |
| Bantam | AA - One member of the field staff must hold full N.C.C.P. level two certification. All other members of the field staff must hold a full N.C.C.P. level one certification and NCCP level 2 technical certification. |
| Bantam | AAA - all members of the field staff must hold a full NCCP level one and full NCCP level two certification.  |

|        |  |
|--------|--|
| Midget | AA - One member of the field staff must hold full NCCP level one certification. All other members of the field staff must hold NCCP level one technical certification. |
| Midget | AAA - all members of the field staff must hold full N.C.C.P. level one and full N.C.C.P. level two certification   |

Any association entering a team in post season play without field staff meeting the above certification levels will be subject to a fine of \$ 200.00 for each coach not properly certified. This fine will double every time the coach is fined for repeat offences.

## 9.02 Westerns and Nationals Certification

Teams traveling to a Western Canadian or National Championship must have the prescribed number of certified field staff as defined by the Western Canada Association or Canadian Federation of Amateur Baseball as appropriate. Failure to have this certification will result in B.C.M.B.A., in conference with the affected association, replacing non-certified field staff with certified field staff.

Any fines imposed because of lack of certified field staff will be the responsibility of the local sponsoring association.

## **Rule 10: Age Requirements**

### **10.01 Cutoff Dates/Times**

The age limitation of cutoff day and time is 12:01 a.m. as of January 1st of each current year. Any person who turns 7, 9, 11, 13 or 15 on December 31st, up to and including 12:00 p.m. (midnight) should move up to the next age division.

### **10.02 Division ages are as follows:**

|                    |                    |
|--------------------|--------------------|
| 5 and 6 years      | T-Ball             |
| 7 and 8 years      | Tadpole            |
| 9 and 10 years     | Mosquito           |
| 11 and 12 years    | Pee Wee (under 13) |
| 13 and 14 years    | Bantam (under 15)  |
| 15, 16 and 17 year | Midget (under 18)  |

### **10.03 Proof of Age - Acceptable Documents**

- (a) Dates of birth of candidates shall be certified by either birth certificates, baptismal certificates, hospital certificates or religious/legal documents, driver's license, Canadian Passport or immigration documents which should be presented to a League official prior to the League's first regularly scheduled game.
- (b) Photostat copies of any of the above certificates and/or documents are acceptable.
- (c) Documents presented as proof of date of birth must be legible and bear the signature of an authorized official of the issuing authority.
- (d) Notarized statements from parents or guardians are not acceptable.
- (e) A team must carry with them to all Provincial Championships, a copy of proof of age for each member of the team. This document must be presented to the Tournament Director before each level of tournament play begins or upon request of an opposing Team Manager, Coach or Business Manager.

### **10.03 Overage Players**

Any over aged player (example - an 11 or 12 year old player by League age) who lacks the baseball ability due to a physical handicap may play in one lower age division at the discretion of the Association President or Player Agent providing:

- (a) The Association applies in writing to the B.C.M.B.A. providing full particulars.
- (b) Written approval has been obtained from the B.C.M.B.A. If written approval is not obtained, the player will not be eligible to play.

### **10.04 Playing Up**

With the exception of eight year old players moving up from tadpole to mosquito, any under aged player (example a 10 or 12 year old player by League age) who has the baseball ability may play in one higher age division at the discretion of the Association President or Player Agent provided:

- (a) The Association applies in writing to the B.C.M.B.A. providing full particulars.
- (b) Written approval has been obtained from the B.C.M.B.A prior to June 1. If written approval is not obtained the player will not be eligible to play in a higher division.

### **10.05 Playing Up Game Limits**

The maximum number of games a player may play in an older age group (to include league and/or exhibition and/or tournament and/or playoffs) will be as follows:

|          |   |
|----------|---|
| Tadpole  | 3 games plus one tournament at the Mosquito level only. |
| Mosquito | 3 games plus one tournament at the Pee Wee level only   |
| Pee Wee  | 3 games plus one tournament at the Bantam level only    |
| Bantam   | 8 games at the Midget level only                        |
| Midget   | 12 games at a higher level                              |

Approved Rulings;

- (a) Players being called up will not be allowed to pitch except Midget may pitch in Junior.
- (b) Movement within a division (ie Midget AA to Midget AAA) will not be interpreted as movement up for the purposes of this rule.
- (c) The word 'play' in section 4(a) above is interpreted to mean taking an offensive or defensive position in the game.
- (d) Games played on an integral part of the National Baseball Institute, National Youth Team and B.C. Select Team programs are not considered when determining the number of games played in a higher age group

- (e) If a player exceeds the number of games allowed as defined in rule 4(a) above, the player cannot return to their age division for the balance of the year, including all league, playoffs, zone and provincial competition. The league may be subject to a penalty of up to \$250 per game played up to be determined by the British Columbia Minor Baseball Association Board of Directors.

**Rule 11: Player Eligibility – Release Procedure**

Note: Rule 11 does not apply to Midget AAA (see Rule 8.07)

**11.01 Residence Eligibility**

(A) Only persons of eligible age whose residence, as determined by the residence of their parents or legal guardians, or by school records, is within the boundaries determined by the Association and approved by the B.C.M.B.A. shall be eligible for active participation in the Association. If residence is not in an area that is currently covered by a B.C.M.B.A. Member Association, then a player desirous to play in B.C.M.B.A. will be permitted to play in any association.

(B) For purposes of clarity, in the event of disputed residence eligibility, eligibility is determined as follows:

Firstly, by parents address (As defined below)

Secondly, by the legal guardian's address (As defined below)

- 1) The parents' usual residence when parents live in the same house, or if one of the parents is deceased, the usual residence of the surviving parent.
- 2) In cases where parents do not live in the same residence, the legal residence is the usual residence of the parent having legal custody of the player;  
or, if both parents have legal custody, the usual residence of the parent with whom the player usually lives; or again, if the player lives equally with both parents, his place of residence shall be determined by the Player Eligibility Committee.
- 3) When legal custody has been granted to a third person, the usual residence of that person.

NOTE: the term "usual residence" is defined as four (4) out of seven (7) days.

NOTE: In the application of the above, the term "legal custody" and/or "legal guardian" refers to the granting of custody as determined by a Court of Law in one of the following circumstances:

- 4) the application of the Divorce Act,
- 5) in the case of an order enforcing or recognizing a legal separation agreement,

- 6) loss of parental authority,
  - 7) when it is deemed the child's development is compromised,
  - 8) when both (2) parents are deceased,
  - 9) married, or the equivalent of married.
- 3) Thirdly, by the address on the schools records.
- (C) Residence eligibility may be challenged and if so, the family would need to provide proof of residence as to satisfy the definitions listed or proof of schooling.

### **11.02 Permission to play in an association outside the boundaries of residence**

A candidate who resides within the boundaries of an association and desires to play baseball in another association may do so providing the Association of residence does not provide, either on its own or in combination with another Association, the level of play that the candidate is capable of playing i.e. The Association of residence provides a (A or AA level within a division but the candidate is capable of playing at a AA or AAA level. The player may apply for Preliminary Try-Out Approval from the Player Eligibility Committee by emailing a Player Eligibility Committee member with their intentions in order to try out for an AA or AAA team at the indicated Association.

The following expedited procedure shall be followed:

- (a) The player's residential Association shall declare in writing that it will have no level of play that the candidate is capable of playing in the player's age division for the current season.
- (b) Should the player be selected for a AA or AAA team, he/she shall process an Application for Player Movement to remain at the new Association for the current season only.
- (c) All players must first register with their residential Association. Should an Association fail to have sufficient players to form a team in the divisions in question, it may release the players to another Association(s) that will accept them.
- (d) No player movement shall take effect until approved by the Player Eligibility Committee. In order for this paragraph to apply, the candidate must make the roster of a team in another Association at the higher level. If the candidate is not successful in making a team roster at the higher level he will return to the Association of residence as stated in rule 11.04(d).

### **11.03 Obtaining Releases**

- (A) Written approval, in the form of the B.C.M.B.A. Player Movement form must be obtained from the ruling Association executive in the event that a candidate is desirous to play within the boundaries of another Association.

The B.C.M.B.A. Player Eligibility Committee, upon due consideration of the player's reasons for moving, may grant the player's release to another Association.

- (B) The completed Player Movement Form agreed to and signed by two association presidents must be submitted to the B.C.M.B.A. Player Eligibility Committee for approval. This release shall not be considered valid until an approved copy of the release has been returned to the Receiving Association by B.C.M.B.A. Therefore, players to whom this paragraph applies will not be considered as properly registered until the Receiving Association has the properly completed and the approved Player Movement Form signed by the B.C.M.B.A. Eligibility Committee in hand.  
Refer to paragraph 1 above.
- (C) It is the responsibility of the ruling Association executive to ensure that candidates qualify to residence eligibility.  
Failure to comply with the above noted rules will cause the said player to become ineligible for All-star selection in any age division or Association affiliated with the B.C.M.B.A.
- (D) A player released to an association to try out for a higher level teams, not offered by the releasing association, who does not make the team, must return to the releasing association.
- (E) The Player Eligibility Committee of B.C.M.B.A. is in place to deal with any "appeal" situations where the family of the affected player feels there is some hardship in this decision and they are deserving of further consideration. Extenuating circumstances would of course be an "Appeal" by the family to have the child play with another Association because of some personal hardship.
- (F) The Player Eligibility Committee shall have the authority to refuse any application for player movement, giving cause. The Chairperson shall advise the affected Association President by email or writing of the decision, outlining the reasons for refusal, within 48 hours of the decision. A copy of the Chairperson's letter shall be forwarded to the player's parents.  
Where an application is rejected due to lack of information and the applicant or the Association is able to provide the Committee with additional information, the Committee will re-evaluate the application within 7 days of receipt of the additional information.
- (G) Should an Association use any player prior to approval of that player's Application for Player Movement or Preliminary Try-Out Approval from the Player Eligibility Committee, including allowing the player to participate in training camps or practices, or playing the player in any

game, such Association shall be fined a minimum of \$200.00 per player, as well as be subject to suspension. The team officials or any coaching staff who knowingly allows players who have not be properly approved to play or practice with their team involved shall be subject to a suspension of not less than 30 days. A fine under this clause shall not exceed \$3,000.

However, with the exception of Residential Moves an Association may allow a player, whose Application for Player Movement is "Subject to Approval" from the Player Eligibility Committee to practice ONLY with the proposed new team/Association. The player will not be able to participate in exhibition, tiering/regular season, or tournament games until approval from the Player Eligibility Committee has been granted. Should the application be denied, then the player would return to his/her old Association.

An Application for Player Movement shall be considered "Subject to Approval" when the following conditions have been met:

- (a) The Application for Player Movement form and all relevant supporting documentation is in the hands of the Association President, and
- (b) The Association President has faxed or emailed the completed Application for Player Movement to the B.C.M.B.A. Player Eligibility Chairperson. The original Application for Player Movement including appropriate fees and supporting documentation must be immediately forwarded to the B.C.M.B.A. Office.

- (H) The Player Eligibility Committee shall consist of a Chairperson and two other persons appointed by the B.C.M.B.A. Executive Committee. The Player Eligibility Committee shall meet at the call of the Chairperson, as required by the volume of Applications. The Committee shall deal with an application within 10 days of receipt.

Procedure: In each instance where it is proposed that a player be registered with an Association other than the one he or she was last registered with that player shall comply with the procedure described below:

(i) A BCMBA Application for Player Movement form shall be utilized.

(ii) The player and the player's parent(s) shall acknowledge by means of signatures their acceptance of the B.C.M.B.A. By-Laws, Rules, and Regulations, prior to making an application for player movement.

(iii) The player shall first obtain a player movement from the Association with which he or she was last registered, where that Association is a member of the B.C.M.B.A., as indicated by the signatures of the following Association officers: president, or in his/her absence vice-president on the player movement form.

Note 1: Such a release shall be effective as of the date the application for player movement is approved by the Player Eligibility Committee for the period of one year January 1<sup>st</sup> to December 31<sup>st</sup>.

Note 2: A player movement granted contrary to Rule 11 of these Rules and Regulations, or to the appropriate boundary Regulations, shall be invalid. An Association granting such a release shall be subject to fine or suspension at the discretion of a majority of the B.C.M.B.A. Executive Committee.

Note 3: Any refusal to grant player movement may be appealed to the Player Eligibility Committee of B.C.M.B.A.)

(iv) The player shall next obtain an indication of the willingness of the proposed new Association to accept him or her, as indicated by the signature of the following Association officer: president, or in his/her absence vice-president.

Note: An Association indicating willingness to accept a player when the resulting player movement would be contrary to this Section or to the boundary Regulations shall be subject to fine or suspension at the discretion of a majority of the B.C.M.B.A. Executive Committee.

(v) The completed Application for Player Movement Form shall be submitted to the B.C.M.B.A. Player Eligibility Chairperson and shall be held for consideration by the B.C.M.B.A. Player Eligibility Committee. No player movement shall have effect until approved by the Player Eligibility Committee.

(vi) An incorrectly submitted or incomplete Application, as determined by the B.C.M.B.A. Player Eligibility Committee, may not be dealt with by the B.C.M.B.A. Executive Committee. Further, no application may be approved unless the resulting player movement would be specifically allowed in this Section or in the boundary regulations.

(vii) No application shall be considered without the consent of both the player and the player's parent(s).

(viii) Player movement applications shall be considered only if received at the B.C.M.B.A. Player Eligibility Committee, by the following dates:  
No "AA" or "AAA" Team in the Association Division.

Spring Season-April 1<sup>st</sup>

Single Season -April 1<sup>st</sup>

Summer Season July 1<sup>st</sup>

#### **11.04 Completing an Age Division**

Any player may complete their age division within the boundaries of the Association in which they last played even though their residence address is not within the defined Association boundaries. Written approval is not mandatory in this instance, however, it is highly recommended to avoid any possible disputes. Refer to By-Laws Article XVIII, Section 2.

Once a Player has completed their age they must commence playing baseball within the defined Association boundaries of their residence address.

#### **11.05 Release Dates**

- (A) Player Movement must be signed by the Presidents of both Associations and the B.C.M.B.A. Player Eligibility Chairperson on or before April 1<sup>st</sup> each year for spring.
- (B) Player Movement must be signed by the Presidents of both Associations and the B.C.M.B.A. Player Eligibility Chairperson July 1<sup>st</sup> each year for Summer Leagues.
- (C) All Player movement for single season teams must be signed by the Presidents of both Associations and the B.C.M.B.A. Player Eligibility Chairperson on or before April 1<sup>st</sup> for each year of single season.

PLEASE NOTE:- Releases received after the above date(s) may not be approved.

### **Rule 12 Participation in Non-Affiliated Leagues or Associations**

#### **12.01 Playing in other baseball programs**

Players selected for any Association team in accordance with provisions set forth in the "Player Selection Plan" adopted by the local Association will prohibit any player from participating on any team in another baseball program. The primary purpose of this rule is to prevent any possible injury to a young ball player, particularly in the case of pitchers.

#### **12.02 Midget AAA Exceptions**

- (A) A Midget AAA player may be on the roster of one Midget AAA Team.
- (B) A player on a Midget AAA Team Roster may not play Midget AA at any time.
- (C) A player on a Midget AA Roster may play on a call-up basis at Midget AAA. Should that player play more than five games (league, exhibition, tournament, other) at Midget AAA in one calendar month, he/she may not return to Midget AA at any point in the season. A player on a Midget AA Roster may not play in the Midget AAA provincials.

- (D) A player on the roster of either a Midget AA or AAA team may play on a call-up basis at Midget Premier. Rosters will be frozen on July 1 with no further player movement.
- (E) When being used as a call-up at a Premier level, a Midget AA/AAA player may play for any PBL franchise, regardless of their affiliation to BCMBA. This is subject to PBL rules and the PBL team would have to ensure proper insurance coverage was in place. Any innings a pitcher threw on a call-up basis would count toward his limits. A Midget AA/AAA player is allowed to be on a Premier roster for the purpose of being used as call-up.

### **12.03 Process for violations**

- (A) Any person active in the B.C.M.B.A. program, regardless of their position, on learning that a player is actively playing in another League or baseball program, will immediately advise the local League executive.
- (B) The local Association executive on learning that a player is actively playing in another League or baseball program will immediately suspend said player from active participation in any practice, league, exhibition or tournament play.
- (C) It remains the sole responsibility of the local Association executive to discuss said suspension with the legal parents or legal guardians and that a firm decision be reached as to which League or baseball program the said player will actively participate.
- (D) On reaching a firm decision the local Association executive will advise BCMBA, in writing, with a brief outline of the circumstances leading to the decision be it in favor of the B.C.M.B.A. or otherwise.
- (E) Should a player decide to actively play in another League or baseball program they will become ineligible for League, exhibition, tournament play and All-star selection with any League or Association affiliated with the B.C.M.B.A. as the case may warrant.

## **Rule 13: Sponsors**

### **13.01. Standards**

Teams or Leagues should be sponsored only by those organizations, firms or companies whose activities or products are not detrimental to the welfare of youth. Specifically, no firm or company whose advertisements reflect the sale of alcoholic beverages or tobacco products shall be permitted to sponsor the program, League or team or be permitted to display any form of such advertising in connection with the program.

Failure to comply with this paragraph will result in the association being liable for a \$ 250.00 fine.

## **Rule 14: Managing and Coaching**

### **14.01 Age**

Managers and coaches should be of the legal age of nineteen (19). However, in the event underage managers and coaches are to be utilized, the Association executive must satisfy itself that these managers and/or coaches display the necessary qualifications to be in full control of their team.

### **14.02 General**

- (a) Two coaches may be used on the baseline as base coaches.
- (b) Should only one coach be in attendance, only eligible players in uniform may be used as the other base coach or as coach
- (c) A coach or coaches may not switch coaching boxes during an inning.
- (d) Players, managers and coaches must remain in the dugouts, on the benches or in the prescribed areas throughout the game.

### **14.03 Field Decorum**

- (a) Managers and coaches must display leadership and sportsmanlike conduct at all times.

## **Rule 15 – Manager, Coach, Player, and Parent – Code of Conduct**

### **15.01 B C MINOR CODE OF CONDUCT**

BC Minor is committed to providing an environment in which all individuals are treated with respect. Furthermore, B C Minor Baseball supports equal opportunity and prohibits discriminatory practices. Members are expected to conduct themselves at all times in a manner consistent with the values of B C Minor Baseball. Members may be subject to sanctions according to B C Minor Baseball Discipline Policy for engaging in any of the following behavior.

- (a) not complying with the rules, regulations or policies of BC Minor Baseball, as adopted and amended from time to time;
- (b) Deliberately disregarding the Rules of Baseball as amended from time to time;
- (c) Verbally or physically abusing an opponent, officials, umpires, spectators, or sponsors;
- (d) showing disrespect to officials, including the use of foul language and obscene or offensive gestures;
- (e) abusing playing equipment or playing area;
- (f) failing to comply with the conditions of entry of an event including any rules with regard to eligibility or advertising;
- (g) using tobacco products on-field at any B C Minor baseball sanctioned competition;

- (h) any other unreasonable conduct which brings the game into disrepute, including but not limited to, abusive use of alcohol, non-medical use of drugs, use of alcohol by minors.

The B C MINOR Code of Conduct shall govern all disciplinary matters to the extent that it conflicts with or augments the Code of Conduct of any Association

#### **15.02           EXAMPLES OF MINOR INFRACTIONS**

- (a) a single incident of disrespectful, offensive, abusive, racist or sexist comments or behavior directed towards others, including but not limited to peers, opponents, athletes, coaches, officials, administrators, spectators and sponsors;
- (b) unsportsmanlike conduct such as angry outbursts or arguing;
- (c) non-compliance with the rules and regulations under which B C Minor Baseball events are conducted,

#### **15.03           EXAMPLES OF MAJOR INFRACTIONS**

- (a) repeated incidents or disrespectful, offensive, abusive, racist, or sexist, comments or behavior directed towards others, including but not limited to peers, opponents, athletes, coaches, officials, administrators, spectators and sponsors.
- (b) Playing under an assumed name, falsifying an affidavit or roster, or giving false information to tournament officials;
- (c) knowingly participating while ineligible;
- (d) knowingly competing with or against players who have been disqualified;
- (e) repeated unsportsmanlike conduct such as angry outbursts or arguing;
- (f) activities or behaviour which interfere with a competition or with any athlete's preparation for a competition;
- (g) pranks, jokes or other activities which endanger the safety of others;
- (h) deliberate disregard for the rules and regulations under which B C Minor Baseball events are conducted, whether at the local or provincial level;
- (i) abusive use of alcohol where abuse means a level of consumption which impairs the individual ability to speak, walk or drive; causes the individual to behave in a disruptive manner; or interferes with the individual's ability to perform effectively and safely;
- (j) any use of alcohol by minors
- (k) any use of illicit drugs and narcotics
- (l) use of banned performance enhancing drugs or methods
- (m) any physical contact with an umpire or other game official

#### **15.04 Tobacco Products**

The use of tobacco products, including smokeless tobacco, illegal substances and alcoholic beverages in any form, is prohibited on the playing field, benches, dugouts, or any area within the boundaries of the park by players, managers, coaches, umpires or any official. PENALTY: Automatic ejection from the game.

#### **15.05 Behaviour Expectations**

Players, managers or coaches engaging or persisting in conduct or actions unfavorable to the spirit, principles and objectives of good sportsmanship shall receive one warning from the umpire. If the offense or offenses continue, offender or offenders will be removed from the game.

#### **15.06 Power to Suspend - Discipline**

The BCMBA disciplinary committee shall have the power to suspend any coach, manager, parent, or other team official violating the provisions of Rule 15. This committee will conduct an investigation as they deem appropriate and will communicate their decision to the individual being suspended and the association president.

Any decision made by the disciplinary committee may be appealed through the appeal process outlined in Rule 21.07. A suspension will be held in abeyance until the appeal is heard (except indefinite suspensions for physical contact with umpires or the playing of illegal players).

#### **15.07 Provincial Championship - Discipline**

Ejections of a coach, manager, player, parent, or other team official during a Provincial Championship do not carry an automatic one game suspension at any level of play and are instead reviewed by the BCMBA director in charge of the Championship who will determine if a suspension is warranted.

The BCMBA director has the authority to use this process during a provincial championship to conduct an investigation into any incident witnessed or dealt with by the umpires.

The following disciplinary process will be used:

- (i) The BCMBA will receive a written ejection report from the umpire.
- (ii) The BCMBA director (may also include umpire in chief) will meet in private with the ejected individual and one other team official.
- (iii) The ejected individual will have an opportunity to read the umpire's report and provide his perspective to the BCMBA director.
- (iv) The BCMBA director will then determine whether further discipline is warranted and will advise the Head Coach of the decision in private.

Note: The BCMBA director has the power issue a suspension for the duration of the Provincial Championship. Should a director feel a further suspension is

warranted he/she will refer the matter to the BCMBA disciplinary committee at the conclusion of the tournament.

### **15.08 Parent Code of Conduct**

Parents and spectators attending BCMBA sanctioned events are expected to role model appropriate behaviour for the youth players competing on the field. When conflict situations occur, parents and spectators are expected to resolve the conflict appropriately. Players, coaches, and umpires have the right to participate in the game without being subjected to abuse or distractions from outside the playing field.

Examples of unacceptable behaviour include but are not limited to: showing disrespect to umpires, opposing players, coaches, parents, and league administrators including: taunting, insulting language, angry outbursts, gestures, and physical aggression. The consumption of alcohol is not permitted at BCMBA sanctioned games.

Coaches are expected to make their best efforts to ensure these expectations are met by their parents and supporters.

Any parent or spectator that fails to meet these expectations may be asked to leave the area surrounding the field by the umpires. The umpire may speak directly to the individual being asked to leave or may chose to have the appropriate coach communicate this decision to the parent. If a parent or spectator refuses to leave the area surrounding the field the umpire may suspend the game without making any judgment as to the final score, which will be determined by the BCMBA.

Any BCMBA director may request that a parent or spectator leave the area surrounding the field of play as per the requirements of Rule 16.

The BCMBA may review any reports submitted in writing regarding unacceptable parent behaviour and issue discipline as they feel warranted.

### **15.09 Travesty of the Game**

This rule will apply to all BCMBA sanctioned games, with particular emphasis in tournament situations. Travesty of the game is defined as an attempt to intentionally lengthen or shorten a game or manipulate the score of a game by any means that has players “not playing to win”. This would include batters or runners obviously attempting to make outs, pitchers obviously trying to miss the strike zone when pitching and fielders obviously trying to make errors. The penalties for making a travesty of the game will be: firstly a warning; second the ejection of the manager; and finally the ejection of players involved. This rule may be enforced by the umpires or a tournament director.

## **Rule 16: BCMBA Director Power to Intervene**

### **16.01 Power to intervene**

In the event that at any BCMBA sanctioned event an elected BCMBA director feels that an umpire(s) have allowed a manager, coach, player, or parent to persist in violating the BCMBA Code of Conduct, without taking appropriate actions, the Director may identify himself to the participants and issue one warning to the offenders, in consultation with the umpire(s). If the offences continue and the umpire(s) do not act, the Director may remove the offender(s) from the game. This authority will be extended to any tournament director or umpire supervisor at any BCMBA sanctioned tournament hosted by a local association and to local association executive members at any BC sanctioned event. In the case of local association executive members, they will only have the authority to take action against participants from their association. The purpose of this rule is to assist younger, possibly inexperienced umpires, in enforcing the Code of Conduct in the best interests of the game.

## **16.02 Reporting**

Should 16.01 be used as so indicated a written report must be filed with the governing League body and a copy forwarded to the Board of Directors of B.C.M.B.A. outlining the following:

- (a) Names of teams and coaches involved.
- (b) Name of umpire(s).
- (c) Offender or offenders involved.
- (d) Violations that occurred and actions taken.
- (e) Recommended action, if any, to be taken.

## **Rule 17: Scheduling Games**

### **17.01 Spring League**

Scheduling and rescheduling of Spring Season games shall be the responsibility of the associations

### **17.02 Summer League**

Scheduling and rescheduling of Summer League and Provincial Championships shall be the responsibility of the officers and executive committee.

The BCMBA will appoint a director or group of directors to administer each single season, summer season league, or summer season zone.

The administration of spring season leagues is the sole responsibility of member associations.

The director(s) must make the following information available to all teams prior to the start of play:

- A) A complete schedule
- B) A policy for rescheduling games and schedule changes

- C) A rule for the calculation of final standings (points or percentage)
- D) A format for how many teams qualify for provincials
- E) A format for provincial seeding and grouping
- F) A procedure for breaking ties in final standings
- G) A policy for the prompt reporting of scores

### **17.03 Zone Play .**

- (A) The draw will be made by the B.C.M.B.A. Division Chairman. The draw will be decided by chance and the results given to the tournament chairman prior to the zone meeting which must be held by the hosting Association.
- (B) Game starting times must be agreed upon by all concerned. Once agreed upon, times should not be changed except when necessitated by bad weather or darkness.
- (C) Should a team drop out after the draw has been completed with less than 24 hours before the commencement of the tournament, then that team shall be considered to forfeit its scheduled games with the draw remaining unchanged

### **17.04 Provincial Championships**

Scheduling and rescheduling of Provincial Championships shall be the responsibility of BCMBA in conjunction with the host committee.

All tournaments leading to the selection of Provincial champions shall usually be 'round robin' format. The Board of Directors of BCMBA is allowed, at its discretion, to apply a different format on a case by case basis with cause. BCMBA to advise participating teams, no later than the pre-tournament meeting, of the reason for the change from 'round robin'.

#### **Provincial Play-Offs**

In the event the hosting Association's representative team should be the winner of the Zone or Summer League, it shall enter the Provincial Play-off as the Zone winner and the runner-up from that Zone shall enter the Provincial Play-off as the host team.

In the event the hosting Association does not have a representative team in the Provincial Play-offs it will automatically be entitled to field a "Host" team. This team must be the identical team which represented the Association in the Zone Play-offs and subject to Rule 6 in its entirety.

Draw will be made by the Board of Directors, B.C.M.B.A. and not the host Association.

The BCMBA division director will set the draw pools based on a format determined by the BCMBA Board of Directors.

Game starting times may be established by the hosting Association but the BCMBA division directors must give final approval.

### **17.05 Provincial Schedules - Round Robin Format**

Divide 8, 10 or 12 teams into two pools (A & B). Method used to divide teams into pools to be determined by B.C.M.B.A. Should a situation arise where two or more teams from the same Association qualify for the round robin tournament BCMBA will place those teams in different pools as long as the pools do not become unreasonably unbalanced in talent.

Teams within each pool to play each other once. The first and second place teams in each pool advance to the semi finals.

The draw for the semi finals is:

Pool A winner versus Pool B runner up.

Pool B winner versus Pool A runner up.

The home team in the semi final games shall be the winner of each pool. The home team in the championship game shall be decided by the flip of a coin. The winners of the semi finals play for the championship.

PLEASE NOTE: The following schedule formats are guidelines only and may be modified to local conditions with the approval of the BCMBA Division Director.

### **17.06 Maximum Number of Games per Day**

(A) League Play – Under no circumstances can a team be expected to play more than two games in a calendar day.

(B) Provincial Championships

Under no circumstances will a team be expected to play in more than two (2) complete games in one calendar day except that they may have to complete a suspended game and then play two (2) more complete games in a calendar day. If, upon playing the remaining innings of the suspended game, the game took four (4) or more innings to complete, then the team will play only one (1) more completed game that calendar day.

### **17.07 Required rest between games (applies to Provincial Championships only)**

In the Midget Division there must be a minimum of one (1) hour rest between games, and in Mosquito, Pee Wee and Bantam a minimum of one and one-half (1.5) hours.

## **Rule 18: Administration of Games**

### **18.01 Length of Game**

T-Ball

4-6 innings

|                     |           |
|---------------------|-----------|
| Tadpole             | 6 innings |
| Mosquito            | 6 innings |
| All other divisions | 7 innings |

### 18.02 Extra Innings

- (A) Single Season Leagues – All games will be played to completion playing as many extra innings as necessary. Tie games will only be accepted when called by the umpire due to darkness, rain, or park curfew. (Note: A park curfew must be announced by the home team prior to the game).

Summer Season Leagues – Games tied after one extra inning will be declared a tie game.

Spring Season leagues and local association tournaments will adopt their own rules for tie games.

- (B) During a Provincial Championship or zone tournament all games will be played to completion. There will be no tie games.

Exception: In the Mosquito division ONLY if the score is tied after 6 innings one extra inning shall be played. If the game is still tied the game shall be declared over and the game declared a tie. This rule does not apply to semi-final or final games which must be played until a winner is declared. The extra inning will be an open inning.

### 18.03 Called Games

If a game is called for rain or darkness it is an official (complete) game if five innings have been completed or if the home team has scored more runs in four or four and a fraction half-innings than the visiting team has scored in five completed half-innings.

If a game is called after it is an official game for another reason (light failure, fights, serious injury, etc.) the league director will determine whether the game is completed or whether it is suspended and should be completed as such.

### 18.04 Suspended games

If a game is called for any reason before it is an official game (as described in Rule 18.03), it shall be considered a suspended game and is to be resumed from the point of curtailment.

### 18.05 Official Games called during an incomplete inning

When a game is called during an incomplete inning the score reverts back to the end of the last completed inning.

Exceptions: In these cases the score is final at the point the game is called.

A) If the home team takes or re-takes the lead in the bottom half of an incomplete inning

B) If the home team was trailing at the end of the last completed inning and ties

the game in the bottom half of an incomplete inning

C) If the home team has score more runs in its portion of the incomplete inning than the visitors

### **18.06 Called Games in a Provincial Championship**

If in a Provincial Championship, a game is halted before it is a official game or if a regulation game is halted when the score is tied, or in an incomplete inning, it shall be considered a suspended game and must be resumed from the point of curtailment at the next possible scheduled time, as determined by the Tournament Director.

Approved ruling: Game is called due to rain with the home team winning 9-1 after six innings. In a Provincial Championship this is a suspended game and will be played to completion.

Exception: A game called because of the ten (10) run rule shall be considered a completed game.

### **18.07 Time Limit (Mosquito Provincial Only)**

In a Mosquito Provincial Championship, all games played in the round robin portion of the schedule, shall have a 2 ½ hour time limit with no new inning to commence after 2 hours from official start time.

### **18.08 Mercy Rule**

If a team is leading its opponent by at least ten (10) runs after five or more equal innings have been played, or after four and one-half innings if the team second at bat should have a ten run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner.

## **Rule 19: Umpires**

### **19.01 Use of Carded Umpires**

It is recommended that when/where possible official "carded" level II umpires of the British Columbia Umpire Association, hereafter referred to as B.C.U.A., be utilized for AAA & AA games. Umpires working Bantam AAA, Midget AAA and Midget Premier during Spring League, Summer League, Tournaments and Provincials should be carded by BCBUA. When and where possible, umpires for Tadpole, Mosquito, and Pee Wee Summer League, Tournaments and Provincial play should be more than two years removed from the division that they are umpiring.

For purposes of definition and clarity those umpires who are "carded" will be referred to as "Official" umpires and those umpires who are not carded will be referred to as "staff" umpires.

### **19.02 Number of Umpires**

There shall be at least two official or staff umpires working each summer league, single season, zone, and provincial championship game. In the event only one umpire is present the game will proceed and the home association may be fined \$50 by the BCMBA.

### **19.03 No Umpires**

When no umpires arrive within 30 minutes of the scheduled start time of the game the teams may agree on replacement umpires. If the teams do not agree the game is called. If the game is called it will be made up at the grounds of the visiting team to offset their inconvenience. If only one umpire shows the game will proceed.

### **19.04 Parent/descendent as an umpire**

Unless EXTREME CIRCUMSTANCES PREVAIL it is strongly recommended that any parent or descendent, whether designated official or staff, not umpire in any capacity in any game in which their descendent is participating.

Should the requirements of this rule need be circumvented it is strongly recommended that a "Waiver of Protest" be signed by the opposing managers or coaches agreeing to the use of the said parent or descendent as an official or staff umpire.

## **Rule 20: Equipment**

### **20.01 Athletic support/cup**

It is recommended that League officials make every effort to ensure that all players wear an athletic support with cup. It is mandatory that catchers wear an athletic support with cup in all divisions.

### **20.02 Helmets**

Batters, on deck batters, base runners, players used as base coaches or bat boys in all age categories shall wear double ear flap helmets which gives protection to the temple, ears, base of skull and top of head.

Skull caps and wraparound head gear are not to be used by any player as so defined.

Chinstraps must be worn at T-Ball, Tadpole, Mosquito, and Pee Wee divisions.

### **20.03 Catchers equipment**

It is mandatory that full catchers' helmets or skull caps shall be worn by all catchers, in addition to a normal chest protector, shin guards, face mask - with throat protector - and athletic supporter with cup.

Catchers in all age categories must wear a protective helmet and mask while catching in practice and warm-up situations such as bullpen or between innings.

Coaches must wear at least a mask in all practice and warm up situations. Associations not enforcing this rule will be subject to a fines as determined by BCMBA.

#### 20.04 Bats

Bats should be round and may be made of wood or other approved material including aluminum, magnesium, fiberglass, nylon or laminated wood. These mentioned bats shall be permissible in league and tournament play. The bat cannot be altered in any fashion. Sizes shall be in accordance with prevailing CFAB regulations for the age divisions in question.

Bats may be taped to a distance not exceeding sixteen inches (16") from the handle.

|                | Max Length<br>(inches) | Max<br>Diameter<br>(inches) |                           |
|----------------|------------------------|-----------------------------|---------------------------|
| T Ball         | 30                     | 2 1/4                       |                           |
| Tadpole        | 30                     | 2 1/4                       |                           |
| Mosquito       | 32                     | 2 1/4                       |                           |
| Pee Wee        | 33                     | 2 3/4                       |                           |
| Bantam<br>A/AA | 42                     | 2 3/4                       |                           |
| Bantam<br>AAA  | 42                     | 2 3/4                       | -3 Rule applies           |
| Midget AA      | 42                     | 2 3/4                       |                           |
| Midget<br>AAA  | 42                     | 2 3/4                       | Must be wood or composite |

Note: The minus three rule means that

A 30 inch bat may not weigh less than 27 oz.

A 31 inch bat may not weigh less than 28 oz.

A 32 inch bat may not weigh less than 29 oz.

A 33 inch bat may not weigh less than 30 oz.

A 34 inch bat may not weigh less than 31 oz.

#### 20.05 Ball

The ball must weigh not less than five nor more than five and one quarter ounces avoirdupois, and measure not less than nine or more than nine and one quarter inches in circumference.

A soft or resilient ball is recommended for T-Ball and Tadpole.

#### **20.06 Uniforms**

T Ball and Tadpole – Sweater with distinctive number and cap.

All other divisions – Conventional baseball uniforms including a shirt, pants, and socks. Coaches must wear at least a team cap in Spring season play.

- i. Managers or coaches occupying a coach's box, must be dressed in full uniform except that they will be allowed to wear matching color coordinated long pants which differ from their players. Coaches and Managers not complying with this rule will not be allowed on the field during the game.

#### **20.07 Footwear**

Metal cleats are not permitted in T-Ball, Tadpole, Mosquito, and Pee Wee.

Metal cleats are permitted at Bantam and Midget provided they are not sharpened or pointed.

#### **20.08 Gloves**

It is recommended that all players wear fingered fielders gloves.

It is mandatory at the Mosquito division and higher that catchers wear a standard catchers mitt.

It is recommended that at Pee Wee and higher first baseman wear a "trapper" glove.

#### **20.09 Bases**

At the mosquito level, it is recommended that the use of a safety base at first base be used during the Spring and Summer seasons. It is recommended that the use of post or pin design be used to prevent accidental slippage of the base. These bases are available at most sporting good suppliers.

### **Rule 21: Protests and Penalties**

#### **21.01 T-Ball, Tadpole, Mosquito**

It is strongly recommended that Member Associations include in their local rules that no protests be allowed in T-Ball, Tadpole, or Mosquito Divisions.

#### **21.02 Protest Procedure (Summer League or Single Season)**

- (A) A protest based on a play which involved an umpire's judgment call is not permitted.
- (B) If a protest is based on an interpretation of the rules, the objecting manager must at the time the play occurs, notify the head umpire, the opposing

manager and official scorer that the game is being played under protest, and submit the protest in writing within 48 hours of the completion of the game. For spring games, this protest should be submitted to the local league or association. For summer games the protest should be submitted to the BC Minor protest committee with copy to the divisional director

- (C) Umpires should make a public announcement to the crowd when a game is being played under protest.
- (D) When a protest based on the interpretation of a rule is upheld by the League or the BCMBA the game concerned shall be replayed from the point of protest.

### **21.03 Withdraw of team**

Any team manager, coach or other adult leader who withdraws a team from the playing field under any circumstances prior to the official completion of the game shall forfeit the game and all rights to protest

### **21.04 Protest Committee (Provincial Championships)**

The Tournament Director and/or Protest Committee Chairman shall appoint a Protest Committee of at least three (3) persons, one (1) of whom should be either of the aforementioned, who shall be in attendance throughout the game or games concerned. Under no circumstances should a tournament game begin without a Protest Committee. Each manager should know who is on the Protest Committee and where in the park they can be located if required.

### **21.05 Protest Procedure (Provincial Championships)**

When a manager/head coach believes an umpires decision is in violation of the playing rules (no protest may be made on a judgement call) he/she may elect to inform the game Crew Chief that he/she is lodging a protest. This notification must occur before the next pitch/play.

Once the protest is announced the following procedure shall apply:

- a) The Crew Chief shall suspend play and inform the manager of the opposing team and the Protest Committee of the protest.
- b) Both teams shall be sent to their respective dugouts or dressing rooms.
- c) Before the Protest Committee hears the protest the protesting manager/head coach must put forward a protest deposit fee of \$ 50 cash. Should the protest be upheld, the fee will be returned. Should the protest be denied the fee will be retained by BCMBA.
- d) The Protest Committee, both managers/head coaches and the game CREW Chief shall retire to a private area away from the teams, spectators, and other persons off the field of play. The Protest Committee shall first hear the game crew chief. Secondly, the protesting manager/head coach shall have the opportunity to explain has/her protest. Thirdly, the opposing manager/head coach shall be given an opportunity to explain his perspective. Once the protest committee has concluded their investigation

and interviews the managers/head coaches and game crew chief shall then leave while the Protest Committee discusses the protest in consultation with the tournament umpire in chief. Before ruling on the protest, the Protest Committee may confer with any person whom they believe may be helpful in assisting them to reach a decision.

- e) Once the Protest Committee has reached a decision the B.C. Minor Director in Charge will advise the game crew chief and both managers/head coaches of the decision.

The game Crew Chief shall put the decision into effect and order resumption of play from the point of suspension. No further argument or comment on the protest shall be entertained. The decision of the Protest Committee shall be final. There shall be no appeal to any other body

### **21.06 Protest of Illegal Players at Provincial Championship**

No protest shall ever be permitted in a Provincial Championship for the use of illegal players not challenged and proven before the scheduled starting time in question.

## **Rule 22      Illegal & Ineligible Players**

### **22.01 Definition of Illegal Player**

An illegal player is one who is not legally a member of the League or Team for any reason including but not limited to the requirements as to age and/or residence.

### **22.02 Penalty for Illegal Player**

- (A) Playing illegal players shall result in forfeiture of games in which players participated illegally if protested by any of the League managers or officers in writing at any time during the season..
- (B) Any manager or coach who has an illegal player(s) on their roster and plays the said player(s) shall be immediately suspended from coaching within BCMBA pending a ruling and decision by the discipline committee of BCMBA.

### **22.03 Definition of Ineligible Player**

An ineligible player is one who is legally a member of the League, but who is ineligible to pitch because of a pitching regulation or rule violation, or is ineligible to play a particular game because they have been in the lineup once and has been removed from the game, or has been declared ineligible for other cause.

### **22.04 Penalty for Ineligible Player**

Penalty for the use of ineligible player/pitcher shall be the immediate removal of the pitcher from the mound as pitcher or other player from the game and the removal of the manager/head coach from the game upon

appeal by the opposing manager, or notification by the official scorer or League official, provided the official scorebook or other League records verify the ineligibility of the player concerned. The manager/head coach also becomes ineligible to manage/coach in the team's next game in the case of an incorrect substitution and next two games in the case of a pitching violation. Note: In the case of an incorrect substitution the team must replace the player with a legal sub. If the team does not have any legal "Fresh" subs the game shall be declared a forfeit..

For purposes of interpreting this rule, a player should not be considered in violation of the rules until at least one legal pitch has been thrown after the violation has occurred.

**22.05 Requirement to Report Ineligible Player (Provincial Championship)**

It is the responsibility and duty of the Tournament Director, official scorekeeper, opposing manager or coach, or any other official to prevent a player becoming ineligible (such as a pitcher, pitching too many innings), by warning the manager or coach of the player concerned.

**Rule 23: Pitching Rules**

**23.01 Number of Pitches and Required Rest**

| Division         | Spring Season  | Single or Summer Season  |
|------------------|--|--|
| Mosquito         | 1-20 pitches = no rest<br>21-30 pitches = 2 nights rest<br>31-45 pitches = 3 nights rest<br>46-55 pitches = 4 nights rest<br>56-70 pitches = 5 nights rest<br>70 pitches max in a week | 1-30 pitches = no rest<br>31-40 pitches = 2 nights rest<br>41-55 pitches = 3 nights rest<br>56-65 pitches = 4 nights rest<br>66-80 pitches = 5 nights rest<br>80 pitches max in a week |
| Pee Wee A        | 1-45 pitches = no rest<br>46-65 pitches = 2 nights rest<br>66-85 pitches = 3 nights rest   | 1-55 pitches = no rest<br>56-80 pitches = 2 nights rest<br>81-95 pitches = 3 nights rest   |
| Pee Wee AA & AAA | 1-35 pitches = no rest<br>36-55 pitches = 2 nights rest<br>56-75 pitches = 3 nights rest   | 1-45 pitches = no rest<br>46-70 pitches = 2 nights rest<br>71-85 pitches = 3 nights rest   |
| Bantam           | 1-35 pitches = no rest<br>36-65 pitches = 2 nights rest<br>66-85 pitches = 3 nights rest   | 1-45 pitches = no rest<br>46-75 pitches = 2 nights rest<br>76-95 pitches = 3 nights rest   |
| Midget           | 1-45 pitches = no rest<br>46-65 pitches = 2 nights rest<br>66-100 pitches = 3 nights rest  | 1-50 pitches = no rest<br>51-75 pitches = 2 nights rest<br>76-115 pitches = 3 nights rest  |

Note 1: There are no maximum total pitch counts for a week (except in Mosquito) or tournament.

Note 2: Pitches thrown in warm-up, bullpen, or ruled no pitch by the umpire because time was called prior to the pitch, or thrown when ruled no pitch due to a balk do not count towards pitch count.

### **23.02 Exceeding Limits to Finish Batter**

A pitcher is permitted to exceed the maximum limit (for a day) to complete pitching to a batter.

### **23.06 Pitching on consecutive days**

Pitchers may not pitch on three consecutive days except during BCMBA sanctioned tournaments and provincial championships.

### **23.07 Pitching and Catching on the same day**

If pitcher pitches less than the lowest number of pitches allowed in pitch count without requiring rest, the player is still permitted to catch during that day.

### **23.05 Suspended Games**

If a game is suspended the pitchers rest would be determined based on the number of pitches thrown to that point and recorded for that day. If a pitcher is ineligible to pitch at the beginning of a game, that is suspended after the first pitch, the pitcher remains ineligible to pitch in that game when it is completed at a later date.

### **23.06 Pitcher Removed**

A pitcher may not pitch twice in the same game. A pitcher who is removed for a pinch hitter or pinch runner during an offensive inning is considered to have been removed from the game as a pitcher for the purpose of this rule.

### **23.07 Rules Always in Effect**

BCMBA pitching rules are always in effect for all BCMBA teams at all times regardless of whether or not the event is sanctioned by the BCMBA. BCMBA pitching rules will not be in effect for any team participating in a Western or National Championship where the team will be required to follow only the regulations of that governing body.

### **23.08 Penalty for Violations**

#### **A) Maximum Pitch Count Violation**

If a pitcher is about to exceed his/her maximum pitch count for the day the opposing manager and/or official scorekeeper and/or tournament director must inform the pitcher's manager before the violation occurs. If a violation is discovered after it occurs the pitcher is simply removed from the mound and no further penalty will be invoked.

#### **B) Rest Rule Violation**

If a pitcher pitches without proper rest as defined in Rule 23.01 the game will be forfeited to the opposing team. Such a violation may be protested by the opposing team up to 48 hours after the game upon the discovery of the violation. At a Provincial Championship, the violation must be protested at the time it occurs.

### **23.09 Enforcement and Tracking**

- A) Managers will be responsible for tracking the pitch count of their pitchers and may assign this duty to their scorekeeper, assistant coach, etc., however it is ultimately the manager's responsibility to ensure pitch count is followed.
- B) Each team is responsible for maintaining a log of pitches thrown by their pitchers on the form provided by BC Minor. A team may request to view their opposition's pitch count log prior to a game. A manager failing to maintain an accurate log may be reported to BC Minor and may face supplemental discipline including the forfeiture of games.
- C) Under no circumstances will umpires be expected to track or enforce pitch count.
- D) In provincial tournaments the official scorekeeper will be responsible for tracking pitch count. The official scorer will be responsible for ensuring a pitcher does not exceed his/her daily pitch limit. Pitch counts logs must be made available to all teams upon request.

## **Rule 24 General Playing Rules**

### **24.01 Slide or Avoid.**

If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'. The ball is dead and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure.

### **24.02 Force Play Slide Rule**

The force-play-slide rule is to ensure the safety of all players by preventing base runners from sliding wide of the base, most often in double play situations, to take out the pivot man who is in a vulnerable position and open to injury. This rule pertains to a force-play situation at any base or home plate, regardless of the number of outs. It does not apply to tag plays. Whether or not the defense could have completed the double play or makes an attempt to complete another play has no bearing on the applicability of this rule.

On any force play, the runner must slide directly into the base (except as described in the exception below). "Directly into a base" means the runner's

entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

It is permissible for the sliding base runner's momentum to carry him through the base on the baseline extended (see diagram), provided the slide begins before the base. The runner may not slide to either side of the base and reach in and touch the base with his hand or foot as would be legal at the professional level.

When a runner does not slide directly into the base, the umpire shall rule interference when:

A) Any contact occurs between the runner and fielder outside of the straight line between bases or

B) The fielder is forced to avoid contact (by jumping the runner or other means) outside of the straight line between bases

Contact with the fielder is permitted only on a direct slide into the base.

Exception: A runner may slide or run away from a base only if the runner slides or runs in a direction away from the fielder in order to avoid making contact with or altering the play of the fielder. Interference shall not be called.

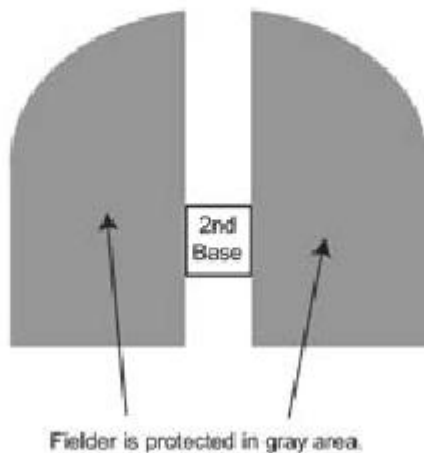
#### PENALTY

(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and all other runners must return to the base they occupied prior to the pitch. **Note: In the event the interfering runner was safe on the play only the interfering runner will be called out but all runners will return to the base they occupied prior to the pitch.**

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide is flagrant, and injures or had a high likelihood of injuring the fielder, the runner shall be ejected from the game.

Force-play-slide rule diagram  
(2nd Base Example)



### 24.03 Head First Slides

No head first slides to a base or home plate are allowed in Pee Wee, Mosquito, Tadpole and T-Ball. All offending players will be automatically called out. (Diving head first back to a base already legally acquired will be allowed.)

### 24.04 Bodily Fluids Rule (Blood)

- (A) Any player during a game who is bleeding or who has an open wound, shall be removed from the field of play by the umpires. The player may return to the game only after the bleeding has stopped and the affected or open wound has been completely and securely covered to the satisfaction of the umpires.
  - (A) Should the same player start bleeding again or the affected area shows signs of bleeding, the umpires may remove the player for the duration of the game.
  - (B) Should any blood be on the players uniform, it must be washed out completely to the satisfaction of the umpire prior to the player returning to the game.
  - (C) The substitute player is only a courtesy player until the original player returns.
  - (D) If a pitcher, while pitching, suffers an injury referred to in paragraph (a) above, the umpire will call a courtesy time for no longer than fifteen (15)

minutes. If the pitcher can not return in this time a pitching change must be made.

- (E) Should a team only have nine players available at the time of an injury referred to in paragraph (a) above a courtesy time will be called for no longer than fifteen (15) minutes. If the affected player is unable to return after this time then the game will be forfeited.

#### **24.05 Helmet Removal**

Any base runner who removes (i.e. throws helmet off) their helmet while running the base paths, is subject to put out. If, in the judgment of the game officials, a violation occurs the player will receive one warning. If the player in question, after receipt of one warning, is in violation a second time they are automatically called out. If in a given situation the violator represents the 3rd out in any given inning, any previous runs scored will count.

#### **24.06 Infield Fly**

The Infield Fly Rule applies in all divisions.

#### **24.07 Minimum Players**

A team failing to field at least nine uniformed players within fifteen minutes of the scheduled starting time of the game shall forfeit the game

#### **24.08 Run Limits**

House and interlock leagues are free to set their own rules regarding run limits for Spring play.

During summer play, inning run limits are as follows:

##### **(A) Mosquito**

3 outs or 4 runs will constitute an inning (except that a team may score unlimited runs in its last at bat in the 6<sup>th</sup> inning). A 10 run mercy rule will apply after 5 innings. If, in the top of the sixth inning (or the top of the fifth if declared open), the visiting team goes ahead by ten or more runs, the coach of the home team will have the option of declaring the game over and concede the win to the visiting team.

##### **(B) Pee Wee A & Bantam A**

3 outs or 6 runs will constitute an inning (except that a team may score unlimited runs in its last at bat in the 7<sup>th</sup> inning, plus all extra innings in the event of a tie game).

#### **24.09 Leadoffs**

Leadoffs are not permitted at the mosquito division. If there is a lead off as described the ball is dead and a no pitch shall be called and the runner(s) will be declared out.

Leadoffs are permitted at all other divisions.

#### **24.10 Dropped Third Strike**

At the mosquito division, on a dropped third strike the batter is out and may not become a base runner.

At all other divisions the batter is permitted to run on a dropped third strike subject to normal baseball rules.

#### **24.11 BCMBA authority to overrule forfeit**

BCMBA has the authority to overrule any umpire's decision to forfeit a game when BCMBA feels the forfeit was not in the best interests of the game or contrary to playing rules. In these circumstances BCMBA may rule the game to be replayed, completed, or left unplayed as they determine is fit.

#### **24.12 Balks**

(a) Balks are called at the Pee Wee division and higher as per general baseball rules.

(b) At the mosquito level balks are not called except as follows:

When with runners on base, the pitcher fails to deliver the pitch after beginning his pitching motion, the umpire shall call, "Time...no pitch, ball." The umpire shall relate to the pitcher that he must deliver the ball without stopping his motion as this is a ball. No runner may advance on the call. Any subsequent failure to deliver the pitch after starting his motion, the umpire shall call, "Time, ball," and then charge the pitcher with a ball. No runners may advance on the call.

Note: The intent of this rule is to prevent pitchers from stopping their delivery to home plate when they see a batter square to bunt.

### **Rule 25: Playing Field Dimensions**

#### 25.01 Specific Dimensions by Division

|  | T-Ball  | Tadpole | Mosq.   | Pee Wee         | Bantam          | Midget          |
|--|---------|---------|---------|-----------------|-----------------|-----------------|
| Distance Between Bases                 | 50 feet | 50 feet | 60 feet | 70 feet         | 80 feet         | 90 feet         |
| Distance between home plate and rubber | 36 feet | 46 feet | 46 feet | 48 feet         | 54 feet         | 60 ½ feet       |
| Batters Box                            | 3 x 6   | 3 x 6   | 3 x 6   | 3 x 6           | 3 x 6           | 4 x 6           |
| Foul lines                             | 150-200 | 150-200 | 180-200 | 200-225 (lines) | 245-270 (lines) | 285-320 (lines) |

|                             |  |  |             |                  |                  |                  |
|-----------------------------|--|--|-------------|------------------|------------------|------------------|
|                             |  |  |             | 225-260<br>to CF | 280-300<br>to CF | 320-400<br>to CF |
| Height of<br>pitchers mound |  |  | 6<br>inches | 6 inches         | 8 inches         | 10<br>inches     |

**Rule 26**      **Minimum Play Rules**

- 26.01      Mosquito Spring –  
All players in attendance at league games must play at least three complete innings of a six inning game.
- 26.02      Mosquito Summer  
No player may sit off for 2 consecutive innings.  
With the exception of the pitcher, upon re-entering the game defensively, the player **MUST** play 1 full defensive inning comprised of 3 outs or the opposing team scoring the run maximum
- 26.03      Pee Wee Spring  
All players in attendance at league games must play three complete innings of a seven inning game.
- 26.04      Pee Wee A/AA Summer  
All players should play a minimum of one half of the defensive innings played.  
Except for the pitcher, all players must play a minimum of every other defensive inning, ie 1,3,5,7 or 2,4,6. 3 outs or run limits will constitute an inning
- 26.05      Pee Wee AAA Summer (including Provincials)  
All players on the lineup must play a minimum of three consecutive defensive outs and complete at least one official plate appearance.
- 26.06      Bantam “A” Spring  
**All players MUST play a minimum of one half (1/2) of the defensive innings played.**
- 26.07**      Bantam A Summer  
All players **MUST** play a minimum of one half of the defensive innings played.

**Rule 27**      **Line-up & Substitutions:**

- 27.01**      **Spring Play**

Associations forming house or interlock leagues are free to make their own rules regarding substitution during Spring play.

**27.02 Summer Play - Mosquito (all levels); Pee Wee A & AA; Bantam A (all bat)**

All players will bat in the order they are placed on the line-up sheet, whether they are on the playing field or the bench in any given inning.

(a) Should a player arrive late to a game his name may be added to the bottom of the batting order.

(b) In the event of an injury the following shall apply:

to a runner - the last out will be allowed to replace the injured player

to a batter - the last out will be allowed to complete the turn at bat (assumes count)

to a fielder - any replacement from the bench

(c) Once an injured player misses part of or his entire turn at bat he may not return to the game.

(d) If a player must leave the park, is injured, or is ejected by the umpire he is simply skipped in the batting order. He is not an automatic out.

(e) Defensive changes may be made at any time.

**27.03 Summer Play: Pee Wee AAA; Bantam AA; Bantam AAA; Midget AA; Midget AAA (9 man ball)**

Any of the nine starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever s/he is in the line-up. This player may re-enter at any defensive position except s/he may not pitch twice in the same game. A substitute who is withdrawn may not re-enter.

Note: If, for any reason, a team makes an incorrect substitution and is not able to make a legal substitution, the game is forfeited to the other team.

**27.03 Injury Exceptions (9 man ball)**

If an injury occurs during a game to a player which makes it impossible for that player to continue in the game and there is no player remaining who is eligible to enter the game because of prior substitutions, then one of the players who has previously been withdrawn from the game may reenter the game. Refer to 8. Below.

**27.04 Ejections Exceptions (9 man ball)**

If, in the case of the first ejection of the game, there is no player remaining who is eligible to enter the game because of prior substitutions, then one of the players who has previously been withdrawn from the game may

reenter the game. If a second ejection to the same team occurs and there are no players eligible to enter the game a forfeit will result. Refer to 8. Below.

**27.05 Selection of Replacement Player (injury or ejection)**

When a team is permitted to make an improper substitution as a result of an injury or ejection when no fresh subs are available, the opposing manager shall select the replacement player from the players already removed from the game.

**27.06 Designated Hitter Rule – Midget only**

The DH rule shall be an option in the Midget Division only. All aspects of Baseball Canada Rule 6.10 apply. The current game pitcher may only pinch hit for the DH in an offensive inning. A pitching change may only be made in a defensive inning. If the game pitcher is removed from the game he does not become a fresh substitute and is not eligible to re-enter.

**27.07 Extra Hitter (EH)**

A) This rule may be used in any BCMBA league playing 9 man ball as described in Rule 27.03.

B) Each team has the option to use an extra hitter (EH) and bat 10 players. The EH must be marked on the line-up at the start of the game and must be used for the entire game.

C) The EH may be interchanged with any other position during the game and can be changed multiple times (for example, the SS could become the EH and the EH become the SS).

D) At the Midget level a team may elect to use an EH and a DH. These rules are completely separate.

**Rule 28 – Provincial Championship Tiebreaking Rules**

**28.01 Tiebreaker**

The round robin tie breaking rules are set out below. Please note the following:

- (i) Statistics are calculated based on the teams that are tied with each other, and not all of the teams in the competition.
- (ii) If the first part of the rule places one team above others in the case of three or more teams involved in the tie, but the remaining teams are still tied, then the remaining parts of the rule are applied using statistics from the matches involving all of the original teams in the tie.

Order:

- (a) The team with the best win/loss record in the game(s) played between the tied teams will place higher in the standings.
- (b) If the tie persists, the placement of teams will be dictated by the ratio of number of runs allowed per defensive inning. A defensive inning is defined as having taken the field and a pitch thrown.
- (c) If the tie persists, the placement of teams will be dictated by the ratio of runs scored per offensive inning. An offensive inning is defined as having been at bat for at least one pitch.
- (d) If the tie persists, then the team with the best won/loss record against the highest placed team not in the tie, followed by a comparison to the next placed team, etc., will place higher in the standings.

If after the application of the four rules, there still remains a tie, then the four rules will be reapplied to the remaining tied teams, except that the statistics will be based on the games between only the remaining tied teams, and not all of the teams in the original tie. For the Mosquito Division refer to (e) below.

- (e) Mosquito Division Only – if a tie persists then the records of all teams in the pool shall be used to determine the tie breaker.\
- (f) In the event that a team involved in a tie has forfeited a game played between tied teams they will be automatically eliminated from the tie and the criteria above will be used to determine placement between the remaining teams.

## **28.02 Tiebreaker Game (Applies to Bantam and Midget ONLY)**

This rule applies to any Provincial Championship using a round robin format where the top two teams from each group advance to the semi-finals. In the event that there is a three way tie for first place (three teams at 2-1 or 3-1 depending on the size of the group) the tiebreaking rules as outlined in Rule 28.01 will be used to rank the teams. (Note: This rule does not apply to a tie for second place where teams have 2 or more losses) The team ranked first will advance to the semi-finals. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams will play a tiebreaker game to determine the second place team. The ranked second in the tie will be the home team for the tiebreaker game. This game may be scheduled by BCMBA on the Saturday evening (if time permits) or the Sunday morning prior to the semi-finals. If the tiebreaking game is scheduled for Sunday morning and the winner of the tiebreaker game advances to the final, the final will be moved to the Monday rain day. The purpose of this rule is to ensure that teams are no longer eliminated from a provincial with only one loss.

## **Rule 29: Obligation of Scheduled Games**

### **29.01 Single Season or Summer League withdraw**

Any Association who commits to playing in a summer program and withdraws from the league after July 1<sup>st</sup>, may be fined \$ 250.00. Any Association who commits to playing in a single season program and withdraws after March 1<sup>st</sup> may be fined \$ 250.00.

### **29.02 Forfeit Fine**

All teams participating in a single season format, a provincial tournament (summer leagues, zones or finals), Western Canada Tournament, or National Tournament are obligated to play all games as scheduled and to participate in all scheduled events including skills competitions. Failure to participate in a scheduled game or event will result in the offending team's Association being fined \$500.00 per game or may result in a \$ 500.00 fine per event by B.C.M.B.A.

## **Rule 30: T-Ball Specific Rules**

### **30.01 Preamble**

The following rules are suggested for use for leagues that operate a T-Ball League (5 and 6 year olds).

The B.C.M.B.A. is pleased to provide to its member affiliates the following rule variations covering minor divisional play in the T-Ball Division. This format is designed to get young people interested in the game of baseball by stressing and maintaining active participation of all the players; with mandatory and total free substitutions each inning and EMPHASIS PLACED ON TEACHING THE FUNDAMENTALS OF BASEBALL. To emphasize the noncompetitive nature of this division, NO OFFICIAL SCOREBOOK SHALL BE MAINTAINED DURING A GAME AND NO STANDING SHALL BE KEPT DURING A SEASON.

IMPORTANT:

The T Ball rules contained in this handbook are intended to be guidelines and member associations may alter rules to better suit their own requirements.

### **30.02 Batting Tees**

Batting Tees shall be a stand that will be placed on home plate for the purpose of holding the ball for the batters to swing at. It should be portable and adjustable to the height of the batter's choice.

### **30.03 Playing Line**

Playing Line is the arched line from the first and third base lines which is a guideline for the plate umpire to determine a fair hit ball. The playing line is the distance down the first and third base lines and from the tip of home plate and shall be fifteen feet (15'). A chalk line or other white material is then arched across the playing field.

A Fair Hit Ball is a legally batted ball that in the plate umpire's opinion will or could have firmly crossed the playing line, in fair territory, even if it is fielded before crossing the line.

A Dead Hit Ball is a legally batted ball that in the plate umpire's opinion will not or could not have firmly crossed the playing line, even if it is fielded. But, if the ball is in flight and is caught the batter is out and the ball is alive.

#### **30.04 General**

(a) In "T-Ball" there shall be no pitching to the batter therefore no bases may be awarded on balls, there is no bunting and the infield-fly rule does not apply.

(b) Each team shall have a total roster and starting lineup of twelve (12) players but, if due to unavoidable circumstances, either team has less than twelve (12) players, but not less than eight (8) players, the game shall be played.

(c) Before the game begins the manager or coach must give a copy of his batting lineup to the opposing manager.

(d) It is recommended that all players be listed on the batting lineup in the order that they will bat for the entire game and the order remain constant for the entire game.

(e) It is highly recommended that a minimum of one coach, and a maximum of two coaches, while his or their team is playing on the defensive, be on the playing field providing guidance and training to his or their team in the fundamentals of baseball.

(f) Players may be changed to any defensive position at any time during the game. However, it is recommended that defensive changes only be made at the beginning of an inning.

(g) Each defensive team shall have:

A maximum of seven (7) infielders including the catcher who shall play in the usual position and five outfielders who shall play in the areas as designated.

(h) No defensive player may cross the "playing line" until such time as the ball is legally batted.

(i) There is no leadoff in "T-Ball" and runners may not advance until such time as the ball is legally batted.

(j) No pitching is allowed in this division.

(k) To begin the game, the plate umpire shall instruct home team to take their positions in the field, place the "T" on home plate and call PLAY for the first batter of the offensive team.

- (l) It is the manager's or coach's responsibility to adjust the "T" for the players on their team. In this manner instruction may be provided at all times. The manager or coaches must also REMOVE the "T" after each fair hit ball.
- (m) Three "outs" or six runs scored by the offensive team will constitute one inning.
- (n) No player on the offensive team, while a base runner, will be allowed to leadoff from any base they are on until the batter has hit the ball fairly from the "T".  
If a base runner(s) "leads-off" and a dead, foul, strike out or illegal batted ball situation occurs, base runner(s) must return to their original positions.  
If a base runner(s) "leads-off" and a fair hit ball situation occurs, base runner(s) and batters will return to their original positions, count on batter to remain the same and no runs may score.
- (o) Overthrows. Runners may not advance extra bases on overthrows. A runner can only advance as a result of a fair hit ball.
- (p) Any batter throwing his bat in any way shall be warned on the first occurrence in a game by that batter. On the second occurrence during the game by the same batter, the batter shall be called 'out'.
- (q). When a ball is fielded by an outfielder and is returned to the infield, the ball is considered 'dead' and the umpire shall call 'time' when the ball enters the infield or is touched by an infielder in their proper position. The play is then stopped. If a runner is between bases at this time, they may advance to the next base, if it is unoccupied.

### **Rule 31 - Tadpole Specific Rules**

#### **31.01 Preamble**

The B.C.M.B.A. is pleased to provide to its member affiliates the following rule variations covering minor divisional play in the Tadpole Division. It is hoped that the SUGGESTED FORMAT be adopted into each organization's respective programs. It is designed to get young people interested in the game of baseball by stressing and maintaining active participation of all the players; with mandatory and total free substitutions each inning and EMPHASIS PLACED ON TEACHING THE FUNDAMENTALS OF BASEBALL.

IMPORTANT:

All rules as listed in this hand book shall apply and unless specifically mentioned, all regular rule interpretations shall apply. The only differences are contained in the following.

#### **31.02 Playing Line**

Playing Line is the arched line from the first and third base lines which is a guideline for the plate umpire to determine a fair hit ball. The playing line is the distance down the first and third base lines and from the tip of home plate and

shall be fifteen feet (15'). A chalk line or other white material is then arched across the playing field.

A Fair Hit Ball is a legally batted ball that in the plate umpire's opinion will or could have firmly crossed the playing line, in fair territory, even if it is fielded before crossing the line.

A Dead Hit Ball is a legally batted ball that in the plate umpire's opinion will not or could not have firmly crossed the playing line, even if it is fielded. But, if the ball is in flight and is caught the batter is out and the ball is alive.

### **31.03 General**

- (a) In Tadpole there shall be no pitching to the batter therefore no bases may be awarded on balls, there is no bunting and the infield-fly rule does not apply.
- (b) Each team shall have a starting lineup of eleven (11) players but if due to unavoidable circumstances either team has less than eleven (11) players, but not less than nine (9), the game shall be played with an equal number of players on each team.
- (c) Before the game begins the manager or coach must give a copy of their batting lineup to the opposing manager and official scorekeeper.
- (d) It is recommended that all players be listed on the batting lineup in the order that they will bat for the entire game and the order remain constant for the entire game.
- (e) All players in attendance at a game in which their team is participating must play at least three complete innings of a six inning game.
- (f) It is highly recommended that at least one coach, while their team is playing on the defensive, be on the playing field providing guidance and training to their team in the fundamentals of baseball.
- (g) Any number of substitutions may be made and players may be changed to any defensive position without reporting these changes to the official scorekeeper.
- (h). Each defensive team shall have:
  - A catcher playing in the usual position.      A pitcher and infielders playing in the usual positions.
  - Five outfielders who shall play in the areas as designated by the diagram as per Rule 19 (B)(1), Schedule "B".
- (i) No defensive player may cross the "playing line" until such time as the ball is legally batted.
- (j) There is no leadoff in Tadpole and runners may not advance until such time as the ball is legally.
- (k) To begin the game, the plate umpire shall instruct home team to take their positions in the field, place the "T" on home plate and call PLAY for the first batter of the offensive team.

(l) It is the manager's or coach's responsibility to adjust the "T" for the players on their team. In this manner instruction may be provided at all times. The manager or coaches must also REMOVE the "T" after each fair hit ball.

(m) Batting - Length of Inning

Three "outs" or nine batters will constitute one inning.

All players will bat, in the order they are placed on the lineup sheet, whether they are on the playing field or on the bench in any given inning.

EXAMPLE: TEAM "A" - 1st Inning (15 Players)

First three batters hit safely and the next three batters strike out. The inning is over. Team "A" comes to bat in the second inning. The first batter will be player number seven (7) on the lineup sheet and this player and the last eight (8) batters (15th player on the lineup sheet) all hit safely, therefore the ninth (9th) batter in this inning will be given "last batter status." The third inning would commence with the first batter on the lineup sheet.

(n) Leadoffs:

No player on the offensive team, while a base runner, will be allowed to leadoff from any base they are on until the batter has hit the ball fairly from the "T".

If a base runner(s) "leads-off" and a dead, foul, strike out or illegal batted ball situation occurs, base runner(s) must return to their original positions.

If a base runner(s) "leads-off" and a fair hit ball situation occurs, base runner(s) and batters will return to their original positions, count on batter to remain the same and no runs may score.

(o) If a defensive player intentionally drops a fair hit fly ball or line drive, provided first base is occupied, the force is removed and the base runners will have to be tagged.

(p) Overthrows: Runners may advance one base only.

(q) Last Batter Status: The ninth batter in any given inning.

(r) To End An Inning:

The last batter, has three strikes called even if they have been given last batter status.

The last batter has hit the ball illegally even if they have been given last batter status.

If there are two batters out, with no last batter status, and a fair hit fly ball is caught, or a forced play is made on a fair hit ground ball, or a fair hit ground/fly ball is returned to the catcher and a home plate is touched by the catcher with the ball in their possession.

If there is only one batter out with no base runners, and last batter status is in effect, the inning may only end as follows:

If last batter hits a fly ball, which is caught, the inning is completed.

If last batter hits a fair hit ground ball, the ball must be returned to the catcher who must touch home plate with the ball in their possession.

If there is only one batter out with base runners on any base, and last batter status is in effect the inning may only end as follows:

If last batter hits a fair hit fly ball which is caught the ball must be returned to the catcher who must touch home base with the ball in their possession. Any runs that score prior to the "put out" will count but not including the last batter in this instance providing that base runners do not leave their base(s) until the ball is legally caught.

If last batter hits a fair hit ground ball the ball must be returned to the catcher who must touch home base with the ball in their possession. Any runs that score prior to the "put out" will count including the last batter in this instance.

If in the opinion of the home plate umpire or base umpire that a "deliberate" interference has occurred, with last batter status in effect, the inning will be considered as completed.

## **Rule 32      Application To Host Provincial Championships**

### **32.01      Application To Host**

Any member Association of the B.C.M.B.A. as so outlined in Rule 1 in its entirety and in good standing, desirous to host a Zone or Provincial Tournament competition, must submit their request in writing to the B.C.M.B.A. registered office, on or before February 1<sup>st</sup> of the Tournament year. Applications to host the event for multiple years will be considered.

### **32.02      Application Contents**

Letters should contain the following:

- (a)      The name of the Association requesting the tournament.
- (b)      The name, address, and telephone number of the Association President, Secretary and Tournament Director.
- (c)      The name and location of the park or parks where games will be played.
- (d)      A brief summary of facilities available such as concessions, seating and capacity, public address systems, etc.
- (e)      Any extra activities, if any, planned for visiting teams and dignitaries.

### **32.03      Approval of Applications:**

(a) Zone Play-Offs

Approval to host a Zone play-off: i.e. Winning teams of two or more areas in the same zone, be left to the discretion of the appointed B.C.M.B.A. Chairman of each division as so outlined in By-Laws Article XIII, Section 1 and 2 and all preceding rules and regulations and/or the Board of Directors of the B.C.M.B.A.

(b) Provincial Play-Offs

The board of BCMBA will review applications received by the February 1<sup>st</sup> deadline and make awards to the winning association who will be notified prior to March 1<sup>st</sup>.

(c) The Board of Directors of B.C.M.B.A. reserves the right to request any affiliated member body to host any tournament competition with the member body having the right of refusal with just cause.

(d) The final decision on whether or not any member Association is awarded the privilege of hosting a tournament competition rests with the Board of Directors of B.C.M.B.A.

**Rule 33: Host Responsibilities**

**33.01 General**

Any member Association that has been awarded a Zone or Provincial Tournament competition should communicate with the applicable Divisional Committee Chairman to ensure that the Association is totally conversant with the requirements of hosting a tournament competition. (Refer to Rule 109 for Tournament Financial Responsibility.)

**33.02 Positions Required:**

(a) Tournament Director

It remains the sole responsibility of the hosting Association to elect or appoint a "Tournament Director" from within the Association membership or boundaries.

SHOULD THE NEED ARISE THE B.C.M.B.A. reserves the right to appoint a Tournament Director for any Provincial Playdown tournament or competition.

It remains the sole responsibility of the hosting Association and Tournament Director to ensure that:

- Adequate assistance is obtained from within, or outside, the Association's membership and boundaries to ensure that a successful tournament competition may be realized.
- They select or appoint as many subcommittee chairmen as the circumstances may warrant or dictate, e.g. concession chairman, grounds chairman, ticket sales chairman, billets chairman, etc.
- The following chairman positions are established:

Umpire In Chief

Protest

Official Scorekeeper

- It is **COMPULSORY** in all cases to provide the participating member Associations, Executive Committee and/or the managers and coaches of their representative divisional team of the following:  
The name, address and telephone number of the tournament director.  
The name, address and telephone number of an alternate contact.
- Arrange a location for a Pre-Tournament Meeting  
In the event that participating teams must travel any appreciable distance, a meeting may be held just prior (evening before or in the morning) to commencement of play.  
It cannot be stressed **TOO STRONGLY** that a meeting of the above nature **MUST BE HELD**. Participants must be made aware of what is expected of them, and any differences **MUST** be settled prior to commencement of playing the first game in any tournament.

(B) Protest Committee

Essential to have a minimum of three people on this committee. Before each game, announce to the public, teams and umpires where the committee is sitting.

(c) Umpire-In-Chief

Arranges for umpires and delegates umpires for each game.

Umpires for Provincial Championships at the Pee Wee AAA, Bantam AAA, Midget AA, and Midget AAA levels are assigned the BCBUA. The host associations is responsible for all costs associated with umpires including travel and accommodation as per the current contract between the BCMBA and BCBUA.

Umpires for all other Provincial Championships are arranged by the host association.

(d) Official Scorekeeper

Arranges for scorekeepers and delegates scorekeepers for each game

The following is a brief check list of some items which should be considered. Some will apply to your tournament plans and others will not, but consider them all.

Awards, Activities Schedule, Announcer, Ball Parks, Baseballs, Base Bags, Bleachers, Ball Shaggers, Banquet, Bands, Concession Stand, Ceremonies, Credentials, Changing Rooms, Dugouts, Decorations, Dignitaries, Errand Boys, Electrician, Field Office, Flag Keeper, Gifts, Game Schedule, Ground

Rules, Identification Badges, Lineup Sheets, Liability Insurance, Lights, Master of Ceremonies, Message Center, Medical Aid, National Anthem Record, Office Equipment/Supplies, Oranges, Press Box, Protest Committee, Parking Facilities, Program Book, Police, Program Sellers, Parade, Princesses, Personalities, Practice Schedule, Publicity, Rosin Bags, Registrations, Rule Books, Religious Leaders, Reservations Setup, Reception Committee, Refreshments, Record Player, Scoreboard, Souvenirs, Sound System, Toilets, Tickets, Telephones, Ticket Sellers, Ticket Collectors, Tape Deck, Trophies, Umpires, Ushers, Vocal Singers, Water.

- (e) It is compulsory that a first-aid attendant (St. John's Ambulance) be in attendance at each Divisional, Provincial Tournament competition game.

**33.03 Tournament Financial Responsibility**

- (a) The host Association and Tournament Director are responsible for the collection of all moneys and the disbursement of same.
- (b) The host Association will retain all revenues generated, and absorb all expenses, including umpires fees, at each level of tournament competition.
- (c) Tournament income shall include all money collected by way of game collections, 50/50 draws, concession sales, program sales, etc.
- (d) The B.C.M.B.A. will not underwrite or absorb any losses encumbered by any League hosting a Divisional Area, Zone, Provincial or Invitational Tournament competition. The host Association is not responsible for any travel expenses encumbered by the participating teams. This expense will be absorbed by the Association.
- (e) All Association or tournament teams are responsible for their own hotel, motel or other accommodation arrangements and will do so at their own expense.

**Rule 34 Western & National Qualification**

|         |   |
|---------|---|
| Pee Wee | There are no National Championships in 2009.<br>AAA Provincial Winner and Runner-up to Tier 1 Westerns<br>AA Provincial Winner to Tier 2 Westerns |
| Bantam  | AAA Provincial Winner to Nationals<br>AAA Provincial Runner-up to Tier 1 Westerns<br>AA Provincial Winner to Tier 2 Westerns                      |
| Midget  | AAA League All-Star Team to Nationals<br>AAA Provincial Winner to Tier 1 Westerns<br>AA Provincial Winner to Tier 2 Westerns                      |

**Rule 35 Additional Player Selection Guidelines And Process Or National And/Or Western Canada Playdowns**

The Provincial tournament, and Hosting, team/s which have won the right to represent B.C.M.B.A. at National and/or Western Canada Playdowns, in their respective age divisions must adhere to the following:

In those years, in any age division, where a National and Western Canada Playdown occurs in other Provincial jurisdictions and/or with B.C., B.C.M.B.A. reserves the right to determine whether it will send one or two B.C.M.B.A. representative teams to these playdowns.

The selection of players is deemed to mean from any provincial Tournament team, or any other team, affiliated with B.C.M.B.A., within the appropriate age division, with the EXCEPTIONS as noted in the following rules.

The Provincial winner will be allowed to pick up to a maximum of 18 players, provided that no cuts from the Provincial roster are made.

If two (2) or more Association teams have won the right to represent B.C.M.B.A. at a Post Provincial Championship Tournament in the same year, the selection of 'pickups' must be discussed with the team coaches and B.C.M.B.A. (Director responsible for the division) with the teams selecting, in order of finish. Players may play in more than one Post Provincial tournament if there is no time conflict. Coach/Manager to approach responsible B.C.M.B.A. Director to name the pick-ups he wants to add to the team.

All teams representing BCMBA at National, Western Tier 1 or Western Tier 2 Midget competitions shall carry a full roster of 18 players, 1 manager and 2 coaches. Players who are on a National team roster will not be eligible for the Western team roster unless they played on the second place team. All rosters will be subject to the approval of BCMBA.

Teams representing BCMBA at the Pee Wee Tier 2 Westerns shall carry a roster of 15 players, 1 manager and two coaches. All rosters will be subject to the approval of BCMBA.

Each player and coach on a National Team will pay a fee of **\$350.00** to BCMBA to cover the cost of equipment, apparel and travel subsidy deficit. This fee must be paid to the BCMBA Chef de Mission prior to leaving the province.

When Tier I Western Canada Championships are held outside B.C. each player and coach on a Tier I Western team will pay a fee of \$ 200.00 to BCMBA to cover the cost of equipment, apparel and travel subsidy deficit. When Tier I Western Canada Championships are held in B.C. each player and coach on a Tier I Western team will pay a fee of \$ 200.00 to BCMBA to cover the cost of equipment and apparel. This fee must be paid to BCMBA Chef de Mission prior to leaving the province or prior to the beginning of the tournament if the tournament is held in B.C.

When Tier II Western Canada Championships are held outside B.C. each player and coach on a Tier II Western team will pay a fee of \$ 200.00 to BCMBA to cover the cost of equipment, apparel and travel subsidy deficit. When Tier II Western Canada Championships are held in B.C. each player and coach on a Tier II Western team will pay a fee of \$ 200.00 to BCMBA to cover the cost of equipment and apparel. This fee must be paid to BCMBA Chef de Mission prior to leaving the province or prior to the beginning of the tournament if the tournament is held in B.C.

The above two paragraphs apply to teams representing B.C. and not to the host team.

At the Midget level players will be permitted to play on both a National and Western Canada team.

Teams travelling to National or Western Championships will select in order of finish. This order of selection is to be strictly adhered to. Should a player refuse to participate with a team who first requests the player then he/she shall be declared ineligible to play for any other team(s) a pick-up that season.