



2017

Official Rules & Regulations

www.ssmba.ca

South Simcoe 2017 Executive Members

President	Brian Constable
1st Vice President	Deanna Hunter
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Umpire In Chief (UIC)	Trevor Harris
Treasurer	Shawn Mclean
Secretary	Leo Losereit
Convenor In Chief (CIC)	Leo Losereit
Registrar	Deanna Hunter
Past President	Dave Arbon

~ Mission Statement ~

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

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

Table of Contents

A. SSMBA Divisional Governance	5	Pitching Conduct.....	14
Equality	5	Pitcher/Catcher Eligibility	15
Harassment.....	5	Mound Visits.....	15
Umpire Abuse	5	Pitcher Removal.....	15
B. Registrar Duties	6	Regular Season Pitch Limits	15
C. Divisional Convenor Duties	6	Pitcher Rest Requirements	15
D. SSMBA Player Registrations	6	Tyke and PeeWee.....	15
Player Registration / Divisional Age Group Guideline	6	Bantam.....	15
Team Roster Registration	7	Midget & Junior	16
E. SSMBA Playing Regulations	8	L. Protests – Regular Season & Playoffs	16
Team Roster Borrowing ...	8	M. Playoffs	16
Substitutions.....	8	Format.....	16
Coaches and Managers...	9	N. Umpires.....	18
Official Scorekeeper.....	9	Umpire Positioning	19
Suspensions & Expulsions	9	Umpire Dress Code.....	19
Smoking and Intoxicants Forbidden	10	Umpire Equipment	19
Removal/Ejection	10	Umpire Cree	19
Contact Rules.....	10	O. All-Star Tournament	20
F. Game Time/Scheduling	11	P. Tee Ball Division ...	20
G. Rescheduling.....	11	Q. Jr. & Sr. Rookie Playing Rules	22
H. Mercy Rules.....	12	General	22
Jr. & Sr. Rookie	12	Inning Limitations	23
Tyke	12	Pitching Machine Placement	23
PeeWee & Above.....	12	Role of Pitcher & Safety Circle	23
I. Approved Equipment Use	12	Pitching Machine Speed	23
Sunglasses.....	12	Pitching Machine Adjustments	23
Jewellery	12	Strikes	24
First Aid Kit & Wounds ...	12	Base Runners	24
Balls	12	Ball Interference	24
Bats	13	Jr & Sr. Rookie Equipment	24
Helmets.....	13	R. Tyke Playing Rules	25
Shoes	13	Field Dimensions.....	25
Catcher's Mask, Gear & Usage	13	Game Length	25
J. Uniforms (players & coaches)	13	Pitching Maximum's	25
K. Pitching Rules	13	Mercy Rule	25
Pitch Recording.....	13	Player Infield Rotation	25
		Stealing Restriction	25

Catcher Dropped Ball.....	25	Game Length	26
Infield Fly.....	25	Pitching Maximum's	26
S. PeeWee Playing Rules	25	Mercy Rule	26
Field Dimensions.....	25	Other Rules	26
Game Length	25	U. Midget & Junior Playing Rules	27
Pitching Maximum's	26	Field Dimensions.....	27
Mercy Rule	26	Game Length	27
Player Infield Rotation....	26	Pitching Maximum's	27
Infield Fly.....	26	Mercy Rule	27
Other Rules	26	Other Rules	27
T. Bantam Playing Rules	26	V. Coaches Code of Conduct	27
Field Dimensions.....	26		

A. SSMBA Divisional Governance

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

Equality

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

Harassment

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

Umpire Abuse

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

B. Registrar Duties

The SSMBA Registrar shall,

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

C. Divisional Convenor Duties

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

The Convenor of a division shall,

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

D. SSMBA Player Registrations

Player Registration / Divisional Age Group Guideline

- 1) All players will be registered under the following Divisional Age group guidelines. All ages are considered during the current season calendar year.
 - a) **Tee ball** – 3 prior to May 1st to 6 years of age, who do not reach their 7th birthday
 - b) **Jr. Rookie** – 6 to 8 years of age, who do not reach their 9th birthday
 - c) **Sr. Rookie** – 7 to 9 years of age, who do not reach their 10th birthday
 - d) **Tyke** – 10 and 11 years of age, who do not reach their 12th birthday
 - e) **Pee Wee** – 12 and 13 years of age, who do not reach their 14th birthday
 - f) **Bantam** – 14 and 15 years of age, who do not reach their 16th birthday
 - g) **Midget** – 16 to 18 years of age, who do not reach their 19th birthday.
 - h) **Junior** – 19 and 21 years of age, who do not reach their 22nd birthday

Registration Age Related Exceptions

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

Team Roster Registration

- 2) Player Registration should be carefully understood before being completed. When completing these forms, all information must be entirely filled (PRINTED) and sanctioned by a Member Centre Executive guided by the following rules:
 - a) Number of rostered Players on a team must be a minimum of nine (9) with a maximum of fourteen (14) for TBall to PeeWee and a maximum of sixteen (16) for Bantam & Midget. Each team must have at least one signed Manager, and/or one or more Coaches who shall be responsible for that team. One coach on the roster must have community level coach with Coach’s certificate number or date of completion. All parent helpers or back up coaches must be listed on the roster and included in insurance coverage. Player maximum numbers can be reviewed at the discretion of the registrar.
 - b) Team “try-outs” or team selection trials are not permitted for SSMBA house league teams.
 - c) No Player may play in any SSMBA sanctioned game until they are properly registered on a valid team roster, submitted to the SSMBA Registrar.
 - i) A valid SSMBA roster must be submitted to the SSMBA registrar before the commencement of regular season play. If a valid roster is not completed and submitted on time, the offending team will not be eligible for regular season play, tournaments and/or playoffs and will be subject to the applicable SSMBA fine.
 - ii) Changes and amendments to the team rosters may be made up to June 30th through the SSMBA registrar.
 - iii) Any changes to the team rosters after June 30th must be made through the SSMBA Executive Council and will be entertained ONLY when a bona fide move of a family takes place.
 - iv) All rosters shall be copied to the 1st and 2nd Vice President by the SSMBA Registrar
 - d) No player can play minor baseball simultaneously with any Ontario Baseball Association (OBA) elite and with any other team registered in SSMBA excluding high school baseball teams and SSMBA Midget players rostered to a North Dufferin Baseball League (NDBL) team.
 - e) A member centre with an Ontario Baseball Association (OBA) affiliated Rep Team may call up a player to play OBA events to a maximum of three games after which time the player must stay playing at the OBA level.
 - f) No SSMBA player may play baseball simultaneously with a dedicated select team and any SSMBA registered house league.

- g) A player may be called up to play with dedicated "Select"/REP team to a maximum of three games. If a player plays a fourth game at the elite/dedicated select level, the player must stay playing at that level.
- h) Any Centre or Coach/Manager attempting to create a team made up of "exceptionally skilled players" and are not "Select Team" players, will have their rosters reviewed by the 1st & 2nd Vice Presidents of SSMBA and possibly have their questionable team roster revoked at the discretion of the SSMBA Executive. Any Centre or Coach/Manager attempting to create a team of this type will be subject severe penalties as decided by the SSMBA Executive.
- i) Centres that host Select/Rep divisions that mirror divisions in SSMBA, must submit their respective rosters to the Registrar by the appointed roster deadline.

E. SSMBA Playing Regulations

Team Roster Borrowing

- 1) Teams are allowed to play with less than 9 players but must have a minimum of 7 players on the field.
- 2) Teams A & B in a given community may borrow players back and forth during regular season if 10 players cannot be fielded from one team. Borrowed players cannot pitch or catch and shall not exceed three. A maximum 10 players may be fielded.
- 3) During playoffs and/or tournament play, a Member Centre may borrow from a lower division but not across.
- 4) If less than 10 players from your centre can be fielded, you can borrow (augment) up to three additional players from a lower division in your centre, however these players must play. If these players pitch, the pitching/rest requirements of their division applies.
- 5) For centres that maintain internal house leagues, they may designate a list of internal house league players eligible to be borrowed up to their SSMBA teams. Borrow list players may only play with one team for the duration of any specific tournament or playoff series.
- 6) To be borrowed (augmented) up to a higher division team, the player must be age eligible for the lower division and may only play up one age division.
- 7) Member centres without a lower division team or internal house league, may borrow any eligible SSMBA registered player from any team in the lower division regardless of the centre. A borrowed player may only play one higher division team for the duration of any specific tournament or playoff series and can no longer play for the original rostered team during the tournament or playoff series.
- 8) All borrowed players must be noted on the game sheet and in their originally assigned uniform.

Substitutions

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

Game Scheduling

- 14) All game scheduling issues must be reported and approved by the divisional Convenor. After the Convenor or League has posted official game schedules, coaches have no less than 2 hours prior to game time to cancel a game. All changes must be reported and approved by the divisional Convenor and copied to the opposing coach. Weather related changes do not require approval. Fines will be levied if not adhered.

Coaches and Managers

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

Official Scorekeeper

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

Suspensions & Expulsions

- 17) Any affiliated Association or member of SSMBA violating the Articles, By-Laws and Regulations or refusing to abide by the decision of the SSMBA Disciplinary Committee will be suspended or expelled for at least the remaining current season or longer. The following rules shall also apply:
- a) Clubs, Officers, or Players may be suspended or expelled by the SSMBA Disciplinary Committee for knowingly:
 - i) Permitting betting or improper conduct by players or Officers at Association games;
 - ii) Offering, agreeing or attempting to lose any Association game or being interested in any pool or wage thereon;
 - iii) Playing with a club or Association that has been suspended or expelled;
 - iv) Including disqualified players on their official roster; and
 - v) Permitting Officers to conduct business of SSMBA affiliate Clubs or Associations not favourable to the best interest of organized sports.
 - b) Any Club or Player who plays or attempts to play in an Association game, under an assumed name shall be expelled from the Association for a period of time as set by the Disciplinary Committee.

- c) Any Player or Team, found guilty of playing or attempting to play over the age limit, as set by SSMBA, in which they are participating, shall be automatically suspended along with the Coach/Manager of the team for a period set by the Disciplinary Committee.
- d) The SSMBA Executive shall automatically suspend any Coach/Manager using or attempting to use an ineligible player pending further Disciplinary Committee review.
- e) The SSMBA Executive Council shall rule on the eligibility of overage players (OA) in all circumstances.
- f) The length of time of each of the following infractions may be reviewed and increased by the Disciplinary Committee on a case by case basis;
 - i. Team members ejected for obvious malicious contact, language or un-sportsman like conduct in a regular season or playoff game shall sit the remainder of that game, as well as their next scheduled game. In tournament play, the player shall be suspended for the remainder of the tournament.
 - ii. Any player, coach or manager ejected for a second offence at any time throughout the season shall be suspended for at least 3 games.
 - iii. Any player, coach or manager ejected for a third offence at any time throughout the season shall be suspended indefinitely pending a Disciplinary Committee hearing.
 - iv. Umpires MUST fill out an ejection form and immediately submit it to the SSMBA Umpire-in-Chief, 1st Vice President, as well as the Convenor within 48 hours.
 - v. All ejections shall be reported to the Convenor of that division immediately following the game who will notify all affected Member Centres of player suspensions and expulsions.
 - vi. All players and coaches ejected once shall automatically be ineligible for All Star participation in the current season.
- g) During the suspended game(s) the coach/player should not have any contact with the players and coaching staff and must not play any official part in the game. This would include scorekeeping and pitch counting.

Smoking and Intoxicants Forbidden

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

Removal/Ejection

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

Contact Rules

- 21) Runners are instructed to slide or attempt to avoid making contact with a fielder.
- 22) A fielder who is blocking the baseline or home plate when contact is made does not constitute malicious contact if the runner has made an attempt to avoid contact or is sliding when contact is made.
- 23) A catcher may not block the plate along the third base line in order to force the runner to slide well before it is possible to touch the plate. If this is the case, it does not constitute malicious contact.
- 24) A player who maliciously makes contact with a defensive player is to be declared out unless he/she has scored prior to committing the offence.

- 25) In either case, all malicious contact will result in the automatic ejection of the offending defensive or offensive player as warranted.
- 26) Contact shall be considered malicious if the contact is the result of intentional excessive force, and or there is an obvious intent to injure.
- 27) The umpire shall determine if the contact was malicious by determining whether the runner was trying to reach the base or plate or attempting to dislodge the ball.
- 28) If the runner could have avoided the fielder and reached base the runner is out even if the fielder loses possession of the ball. The ball is dead and all runners shall return to the last base legally occupied by them at the time of contact.
- 29) If the fielder blocks the base path or plate clearly without possession of the ball the runner may make contact as long as he/she is making a legitimate attempt to reach the base or plate, obstruction shall be called and the runner declared safe.

F. Game Time/Scheduling

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

G. Rescheduling

In the event of a rained out or postponed game, both teams are responsible to notify the Convenor within 48 hours. The excuse of "not enough players" is not a valid excuse to reschedule a game. See Section E, SSMBA Playing Regulations. In the event of a rescheduling a game, the following shall apply;

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

- 4) If a rained out or postponed game happens at the end of the regular season, then it must be played by the deadline date as put forth by the SSMBA Executive Council.
- 5) Failure to adhere to these rescheduling rules may result in one or both teams being awarded a forfeit loss of that game and application of fines.

H. Mercy Rules

Jr. & Sr. Rookie

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

Tyke

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

PeeWee & Above

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

I. Approved Equipment Use

Sunglasses

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

Jewellery

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

First Aid Kit & Wounds

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

Balls

- 4) Refer to Official Rules of Baseball, however, the following are approved Baseballs for SSMBA play:
 - a) T-Ball: Worth RIF5S, T4S/CHTB; Rawlings TVB
 - b) Rookie (Jr/Sr): Rawlings 65CC
 - c) Tyke and above;
 - i. Worth: MLH, MLR, BCAF
 - ii. Rawlings: 80CC, R80, R-100, ROML, ROLB
 - iii. Rawlings: 65CC, ROLB1

- d) Two (2) new balls and one (1) good used ball are required for every SSMBA League or Playoff games and shall be provided by the home team. If necessary, additional ball(s) must be furnished by the home team.
- e) Note: Teams should try very hard to retrieve foul balls. It is their responsibility to retrieve the balls, not the umpires.

Bats

- 5) Refer to the Official Rules of Baseball, however, the following are approved uses;
 - a) Midget division will be required to use wooden bats.
 - b) Wooden bats are allowed, however, taping of wooden bats is not mandatory.
 - c) All metal bats shall have a proper neatly taped handle without frays.

Helmets

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

Shoes

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

Catcher's Mask, Gear & Usage

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

J. Uniforms (players & coaches)

- 1) In all games involving SSMBA teams all players must be in complete baseball uniform. A complete uniform consists of numbered shirts (maximum two digits), baseball pants, & baseball hats as per Official Rules of Baseball – T-Ball is exempt from wearing a uniform pair of pants. No shorts are allowed for players.
- 2) All borrowed players must wear their own regular team uniform.
- 3) Coaches and Managers on the bench or field must be uniformly dressed to the extent of having corresponding shirts (or jackets), TEAM hat and closed toe shoes (ie. no sandals, crocs, flip flops, etc.). If not, then they will not be allowed on the team bench or on the playing field.
- 4) Shorts will be allowed for coaching staff only, but must be baseball shorts or a solid colour Bermuda style shorts.
- 5) Any Member Centre wishing to make a change to their uniform colour must seek prior approval from the Association to avoid too many teams within the league having the same uniform.

K. Pitching Rules

Pitch Recording

- 1) Each team must ensure the "Official Scorekeeper", or a designate, is the "Official Pitch Count Recorder". The role of the "Official Pitch Count Recorder" is to simply count and record the number

- of pitches, of all pitchers, in a regulation game. In case of controversy the home team official recording will be the official pitch count.
- 2) The pitch count recorder must provide the current pitch count for any pitcher when requested by either coach/manager or any umpire. However, the coach/manager is responsible for knowing when his/her pitcher must be removed.
 - 3) The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game; the umpire will inform the pitcher's coach/manager that the pitcher must be removed as per regulation.
 - 4) Failure by the pitch count recorder to notify the umpire, and/or the failure of the umpire to notify the coach/manager, does not relieve the coach/manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - 5) All ineligible pitchers (players on enforced pitching rest days) must be annotated on the official game sheet and stated as ineligible at the umpires' pre-game meeting.
 - 6) Upon request, coaches must produce previous "official SSMBA" game sheets detailing pitchers used and their current rest status.
 - 7) Violation of any section of this regulation may result in protest of the game in which it occurs. Protest shall be made in accordance with SSMBA regulations.
 - 8) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
 - 9) Pitches delivered in games called as unofficial due to darkness, weather or tie games that must be replayed shall be charged against pitcher's eligibility.
 - 10) a) Failure to meet the pitch count and rest requirements with discovery during the game will result in the offending pitchers' immediate replacement with an eligible pitcher and the ejection of the head coach (or acting head coach). The actions from Section K 10) d) Also apply.
b) Failure to meet the pitch count and rest requirements with discovery after the game will result in the actions from Section K 10) d)
c) Any pitch count violations made during the playoffs will result in a forfeit of the game and the head coach's suspension for the remainder of the playoffs.
d) The following courses of pitch count disciplinary action shall apply:
 - i. First Offense: The Head Coach will be given an automatic 1 game suspension.
 - ii. Second Offense: The Head Coach will receive an automatic 2 game suspension and their team will forfeit the game involved. A review may be made by the disciplinary committee.
 - iii. Third Offense: The Head Coach will be suspended for the remainder of the season and their team will forfeit the game involved. A review will be made by the disciplinary committee.

Pitching Conduct

- 11) Any manager, coach, player or team that take an action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or a manager, coach or player willfully and knowingly disregards the requirements of this rule, will be referred for Disciplinary Committee review and may result in additional penalties, up to and including, forfeiture of a game and/or suspension of a manager, coach, player or team from further participation.

- 12) Exhibition Games shall have in effect the same pitch limits and rest requirements for all SSMBA players, regardless of the opponent's affiliation.

Pitcher/Catcher Eligibility

- 13) Once a player assumes the position of pitcher, they cannot catch for the remainder of the game. This applies for all applicable divisions. If not adhered, the penalty shall be the same as pitch count violations in Section K. 10. D)

Mound Visits

- 14) From Tyke through Junior divisions, a second trip by a Manager or Coach to the Pitcher mound in the same inning shall result in the Pitchers' automatic removal from the pitching position.

Pitcher Removal

- 15) Once the Pitcher has been removed, or fails to take the mound, he/she may continue in the game at another position but shall not be permitted to pitch again in that game.

Regular Season Pitch Limits

- 16) The Manager/Coach must remove the pitcher when the limit for the pitchers' age group has been reached, but the pitcher may remain in the game at another position. The following are the divisional daily pitch limits:

- Tyke 75 pitches
- PeeWee 85 pitches
- Bantam 95 pitches
- Midget & Junior 105 pitches

- a) If a pitcher reaches the "Daily Limit" imposed for his/her division while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out. However, if the pitcher has NOT reached the daily pitch count, the pitcher can only pitch to the absolute limit for each rest tier. (*For example, if a PeeWee pitcher reaches 65 pitches with a batter and the coach only wants a 2 day rest period, the pitcher must cease pitching at 65. Ref. Section K. 18)*)
- b) Intentional Walk – Before a pitch is delivered to the batter the catcher must inform the plate umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire waves the batter to first base. The ball is dead.
- c) upon declaring an "Intentional Walk" the umpire shall indicate to the Official Scorekeeper that the current Pitcher will incur an additional 4 pitches on the official pitch count.

Pitcher Rest Requirements

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

Tyke and PeeWee

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

Bantam

- a) 81 or more pitches in a day, 3 calendar days of rest required.

- b) 56 – 80 pitches in a day, 2 calendar days of rest required.
- c) 31 – 55 pitches in a day, 1 day of rest required.
- d) 1 – 30 pitches in a day, no day of rest required.

Midget & Junior

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

L. Protests – Regular Season & Playoffs

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

M. Playoffs

The following shall be adhered,

Format

- 1) Format for the play-offs will be established prior to the start of the regular season. The following format shall be used in the Hybrid Playoff Tournament system:

- a) The seeding of teams for playoffs will be based on the season end standing and will be communicated to coaches by the Convenor. Teams will be given 48 hours notification. Convenors making arrangements for playoffs must contact all teams regarding dates and times for all games and any further arrangements that might be necessary. At the start of the each game each coach will show previous game sheets to opposing coach to show which pitchers are ineligible to pitch.
- b) The top seed team gets home field (game played in their centre) in the first two games and the top seed will be the home team in all rounds at the tournament. The Convenor has the authority to arrange for an alternate site during playoffs if necessary. The home team in the first two games shall have control of the arrangements for the grounds, officials, etc.
- c) Each team MUST submit scores and pitch count records immediately after each game to the Convenor.
- d) Friday night games will be considered Saturday games for pitch count. During tournament play, scores and pitch count records must be handed in to the Convenor or designated representative. Failure to do so may result in the team's forfeit of their next game.
- e) Each team will pay for one umpire (rates to be set by SSMBA) and will provide 2 new game baseballs for each game
- f) Any protests, of weekend games, will be decided prior to the next pitch by the Convenor and his/her protest committee. A \$50 protest fee must accompany the protest and will be refunded only if the protest is upheld.
- g) Any protests during weekday playoff games must be submitted to the Convenor by 11:59pm of that day & the \$50 protest fee must be given to the Convenor within 12 hours thereafter. (see section L for protest guidelines)
- h) Games played on diamonds without lights during the week must be scheduled to start at 6pm
- i) Each Association affiliated with SSMBA, to participate in the playoffs, must be prepared to enter the playoffs on the dates set by the SSMBA Executive (for all series).
- j) Any team failing to play a game when so ordered will automatically forfeit their right to continue in SSMBA Playoffs.
- k) No playing member or coach of either team involved in any series will be allowed to act as Convenor.
- l) The SSMBA Executive reserves the right to order a sudden death game in any final playoff.
- m) The SSMBA Umpire-In-Chief (UIC) will be responsible for scheduling all umpires during tournament play.

Year-End Playoff Tournament Pitcher Rest Requirements

2)

DAILY PITCH TOTAL				RESTRICTIONS	
TYKE	PEEWEE	BANTAM	MIDGET	MID WEEK GAMES	WEEKEND GAMES
0-45	0-50	0-55	0-60	may pitch next day	may pitch again same day
46-65	51-70	56-75	61-80	cannot pitch in next mid-week game	cannot pitch remainder of the day
66-75	71-85	76-95	81-105	cannot pitch in next mid-week game and requires 2 rest days	cannot pitch rest of tournament
* Maximum pitch limits for each division applies during the tournament *					

Time Limits

- 3) For year-end playoff tournaments, the following are the time limits:
 1. Tee-Ball – no new inning after 1 hour;
 2. Junior & Senior Rookie – No new inning shall start after 1 hour and 30 minutes of play.
 3. Tyke, PeeWee, Bantam & Midget – No new inning shall start after 1 hour and 45 minutes of play.Note: If game is tied after 1 $\frac{3}{4}$ hours or after regulation time – number of innings, extra innings will be played where possible.
- 4) For Championship games, Tyke, PeeWee, Bantam & Midget – No new inning shall start after 2 hours of play

Playoff Tie Breaking Rules

- 5)
 1. 1) Game Tie-Breakers (elimination game)
 - a) Jr. Rookie, Sr. Rookie - extra innings will be played until a winner is determined. If an extra inning game is called because of darkness/weather before it can be completed, apply the formula's below in the order that they appear to all completed innings:
 - 1) Most at bats after the last full Inning
 - 2) Most defensive outs (outs not including strikeouts)
 - 3) Revert to last inning not ending in a tie
 - b) Tyke, Peewee, Bantam, Midget
 - 1) in (double) elimination format, extra innings will be played until a winner is determined. If an extra inning game is called because of darkness/weather before it can be completed, apply the formula below to all completed innings:
 - 2) Most total number of batters (at bats) up to the last complete inning.
 2. Game Tie-Breakers (championship game)
 - a) Jr. Rookie, Sr. Rookie
 - 1) Sudden death to a maximum of two additional innings can be played
 - 2) Revert to additional rules above
 - b) Tyke, Peewee, Bantam, Midget
 - 1) Championship games must be played to completion

N. Umpires

- 1) All umpires must be certified by the OBA to work in an SSMBA game.
- 2) All umpires who are commencing with their first or second year of umpiring must attend an SSMBA Umpire Consolidation Training Session prior to the commencement of the season.
- 3) Home teams are to supply both umpires unless otherwise decided and agreed upon by both coaches prior to the game.
- 4) All SSMBA sanctioned games require two umpires from Sr. Rookie to Midget divisions. If a game is played with one umpire, it must be agreed upon by both head coaches prior to the game. However, it shall be reported to the Convenor one umpire was used and will be reviewed by SSMBA. If no umpires are available, the game will result in a forfeit.
- 5) The approved SSMBA travel costs for ALL umpires will be \$0.33 per Km.
- 6) All OBA certified umpires must be declared through center rep by forwarding a list to the SSMBA UIC with the intent of using those umpires in SSMBA games and briefed by local UIC on the rules.

- 7) Exemptions from the above guidelines and/or recognition of outside organization qualifications can be submitted, in writing to the SSMBA Umpire-in-Chief and will be addressed on an individual basis.
- 8) Umpires can only be certified to one age group below their personal playing age group.
- 9) All umpires must sign the game sheet and include their number.

Umpire Positioning

- 10) All home plate umpires shall,
 - a) in Tyke and above divisions, umpire a game from behind the plate with a two, three or four person umpiring system.
 - b) in all other lower divisions, umpire a game from a safe distance of approximately 20 feet (6 meters) from either side of the home plate behind the baselines in a ready position to see every play. The umpire has the option to call a game in full protective gear behind the plate.

Umpire Dress Code

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

Umpire Equipment

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

Umpire Cree

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

- 14) Be courteous, impartial and firm.
- 15) To gain respect, be respectful.
- 16) Are not to use profanity towards coaches, players, parents or spectators.

O. All-Star Tournament

The Joyce Derech Memorial All-Star Tournament has a rich history in the SSMBA. It is expected that all team coaches will submit two weeks prior to the date of the All Star tournament two eligible players (or the number requested by the SSMBA) who exhibited outstanding improvement or performance to their respective Convenor.

P. Tee Ball Division

Quick Facts

Number of Fielders:

11

Base Length: 45 feet

Rubber: None

Home Plate: "Tee" over plate

Marker: 25' from Home

Game Length: 1½ hours

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

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

Q. Jr. & Sr. Rookie Playing Rules

Quick Facts

Number of Fielders: 10

Base Lengths: Jr. Rookie – 55 feet
Sr. Rookie – 65 feet

Pitching Machine (PM) location: 40 feet from Home Plate

Pitching Machine Safety Circle: 8 foot diameter centered around PM

Pitching Machine Safety Circle Markers:

4 ft. out from circle, perpendicular to release point of PM on each side of PM

Approved Ball: Rawlings 65 CC

Game Length:

JR – Minimum 2 innings, Max 1 hour 30 mins. Max 5 innings

SR – Minimum 2 innings, Max 1 hour 30 mins.

Ball Hit Past Infield:

Jr. Rookie – Base Runner(s) can advance bases until outfielder throws the ball toward the infield.

Sr. Rookie – Base Runner(s) can advance bases until outfielder gains possession of the ball – by either hand or glove.

Mercy Rule:

Jr Rookie - first four innings shall be limited to 4 runs for each team, with the 5th inning being open.

Sr Rookie - An inning shall be three outs or four (4) runs for the first four innings with remaining innings being open

A game will be considered complete if,

- a) visitor team has a 15 run lead after a completed inning;
- b) home team has a 15 run lead after a half inning;

General

1) Any person operating the pitching machine is required to use a baseball glove for safety and to speed up games. However, any ball interference by the coach outside of the circle shall be given one warning per team. Any subsequent interference will constitute an “out” on the batter runner.

2) Rookie games shall be a minimum of two innings in length with no new inning to start after 1.5 hours of play. Each player must play one inning.

3) The Base distance will be 55 Feet for Junior Rookie and 65 Feet for Senior Rookie.

4) A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has entered. Each team must have at least 1 manager and/or 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.

5) Each team shall have a catcher, 1st, 2nd, and 3rd baseman, shortstop, one left and right fielders, with two centre fielders and a pitcher in the line-up.

6) Infielders may ask for time in the infield area and may be given time at the umpires discretion.

7) All outfielders must play 30 feet behind

the base line.

- 8) It's recommended that each player play a minimum of one inning of an infield position during any regular season games. This rule is not applicable for tournaments or playoffs.
- 9) The plate umpire shall stand off to the side facing the batter. The 2nd umpire will position as a normal base umpire.
- 10) Up to 3 games may be played in one day.
- 11) The infield fly rule does not apply.
- 12) The approved ball shall be a Rawlings 65 CC – No other ball shall be used by any Centre. If a Centre refuses to provide the approved ball that Centre will forfeit all games until they do provide the proper approved ball.
- 13) A coach/manager may only communicate positive instructions to his/her players on the field. A coach shall not touch a base runner while play is on (Base runner is to be called out).

- 14) Coaches are allowed, at their discretion, on the field during the defensive fielding portion of the inning, with the following exceptions:
 - a) Jr Rookie - two field coaches are permitted in the outfield to assist fielders.
 - b) Sr Rookie – one field coach is permitted in the outfield to assist fielders.
- 15) All players in uniform must be in a continuous batting order, with the bat person being the exception.
- 16) All rules will be at the umpire's discretion.

Inning Limitations

- 17) **Junior Rookie** – An inning shall be three outs or four (4) runs for the first four innings with the fifth inning being open.
- 18) **Senior Rookie** – An inning shall be three outs or four (4) runs for the first four innings with remaining innings being open.

Pitching Machine Placement

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

Role of Pitcher & Safety Circle

- 20) The pitcher must stand beside the pitching machine outside of the safety circle and behind the release point of the machine. Also:
 - a) The safety circle shall have lines drawn from each side of the release point, intersecting the circle perpendicular to the pitching machine, to 4 ft beyond the circle.
 - b) The pitcher must be no more than four (4) feet from the safety circle, behind the white line until the ball is released from the machine.
 - c) Only the pitcher may return a live ball to the operating coach with runners on base.
 - d) The Jr or Sr Rookie pitcher must wear a regulation-batting helmet with an attached chinstrap.
 - e) The pitcher must not in any way breach the line of the 8ft diameter circle around the machine, whether stepping on the circle or reaching in. If the line is breached play will be called dead and one base will be awarded. All other forced runners will move one base.

Pitching Machine Speed

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

Pitching Machine Adjustments

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

Strikes

- 23) Each batter shall receive a maximum of 5 strikes as called by the umpire. If a batter does not hit a fair ball within 5 strikes he/she strikes out, unless a batter hits the ball foul on the 5th strike, then he/she continues to hit as per baseball "3rd strike" regulations. If a ball crosses the plate over a batters head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
- 24) Batters cannot walk or bunt. (Bunts are automatic outs.)

Base Runners

- 25) Base runners cannot leave the bases until the ball is hit. If an infraction occurs, one warning will be issued and for any further infraction thereafter, the runner will be called out. (Each team to receive 1 warning.) NO STEALING IS ALLOWED.
- 26) In the event a batted ball does not leave the infield, runners may advance at their own risk to the next base.
- 27) When a batted ball is hit past the infield the base runners may advance at their own risk and, however,
- a) **In Junior Rookie**, once an outfielder throws the ball toward the infield, all runners MUST stop at the base they occupy or the base they are advancing towards. (advancing means both feet are past the current base).
 - b) **In Senior Rookie**, may advance around the bases at their own risk, however, all runners MUST stop at the base they are advancing towards once an infielder is in possession of the ball in their hand or glove. (advancing means both feet are past the current base) *possession is an umpires judgement call – no arguing.
- 28) There is no base advancement on an overthrow.

Ball Interference

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

Jr & Sr. Rookie Equipment

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

R. Tyke Playing Rules

Field Dimensions

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

Game Length

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

Pitching Maximum's

Maximum 75 pitches per day, graduated rest requirement (Refer to Section K. 16-18)

- 66 pitches or more = 3 days rest
- 46 – 65 pitches = 2 days rest
- 26 – 45 pitches = 1 day rest
- 1 – 25 pitches = no rest requirement

Mercy Rule

In Tyke:

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

Player Infield Rotation

Each player shall play a minimum of one inning of an infield position during any regular season games. This rule is not applicable for tournaments or playoffs.

Stealing Restriction

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

Catcher Dropped Ball

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

Infield Fly

The infield fly rule is in effect.

S. PeeWee Playing Rules

Field Dimensions

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

Game Length

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

Pitching Maximum's

Maximum 85 pitches per day, graduated rest requirement (Refer to Section K. 16-18)

- 66 pitches or more = 3 days rest
- 46 – 65 pitches = 2 days rest
- 26 – 45 pitches = 1 day rest
- 1 – 25 pitches = no rest requirement

Mercy Rule

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

Player Infield Rotation

Each player shall play a minimum of one inning of an infield position during any regular season games. This rule is not applicable for tournaments or playoffs.

Infield Fly

The infield fly rule is in effect.

Other Rules

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

T. Bantam Playing Rules

Field Dimensions

- a) Base Lengths: 82 Feet
- b) Pitching Rubber: 55 Feet

Game Length

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

Pitching Maximum's

Maximum 95 pitches per day, graduated rest requirement (Refer to Section K. 16-18)

- 81 pitches or more = 3 days rest
- 56 – 80 pitches = 2 days rest
- 31 – 55 pitches = 1 day rest
- 1 – 30 pitches = no rest requirement

Mercy Rule

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

Other Rules

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

U. Midget & Junior Playing Rules

Field Dimensions

- a) Base Lengths: 90 Feet
- b) Pitching Rubber: 60½ Feet

Game Length

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

Pitching Maximum's

Maximum 105 pitches per day, graduated rest requirement (Refer to Section K. 16-18)

- 86 pitches or more = 3 days rest
- 61 – 85 pitches = 2 days rest
- 36 – 60 pitches = 1 day rest
- 1 – 35 pitches = no rest requirement

Mercy Rule

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

Other Rules

All other rules shall follow SSMBA Regulations and "Official Rules of Baseball".

V. Coaches Code of Conduct

Being a coach can have a very profound effect on the social, emotional, and physical development of an athlete of any age. Each player's experience on the baseball field, whether positive or negative may last their entire lifetime. The South Simcoe Minor Baseball Association strives to assure that the coach/athlete relationship and learning environment is always a positive experience so that each player's unique development can be maximized. Above all a SSMBA coach must exhibit the highest ethical and moral qualities while being a strong role model for each of the players he/she coaches.

Coaches must;

- Treat all players, parents, spectators and league officials with the highest level of respect and dignity.
- Ensure the safety of competitors and athletes.
- Exhibit sportsmanship at all times and require that his/her players do the same. Never engage in or allow his/her players to use profanity, trash talk, be verbally abusive, taunt or behave in ways that demean players, coaches, umpires or league officials.
- Exhibit an attitude of fair play and encourage learning amongst his/her players by building rotation into their lineups and allowing the players to try all of the positions that they show an interest in.
- Learn to control his/her competitiveness. Keep his/her ego out of coaching. Emotional negative outbursts such as anger and frustration are unacceptable. Make the experience for the players interesting, enriching and fun.

- Not challenge judgment calls by the umpire. It is acceptable to challenge the interpretation of a rule, but only in a courteous non-confrontational manner. Shouting or gesticulating reactions to umpires' calls are unacceptable.
- Remember the younger umpires are in a learning phase and should be treated with dignity and encouragement.
- Concerns should be forwarded to your divisional Convenor.
- Exemplify honesty, integrity, and fair play no matter what the impact might have on the outcome of the game.
- Ensure that winning and/or losing teams do so in a manner, which exhibits respect and good sportsmanship.
- Be drug and alcohol free while at any SSMBA event.
- Not use any tobacco products in or near the dugout or on the playing field.
- Be aware that if he/she forfeits a game during a regular season game a fine will be levied in accordance with the SSMBA Constitution, if it is a tournament or a playoff game a fine of will be levied in accordance with the SSMBA Constitution and the team will face the potential of being removed from the tournament
- Be aware that if a Coach or player is ejected from a game by an umpire for any reason you will face an automatic one game suspension and may be required to meet with league representatives to determine if any additional action will be taken. A Coach shall automatically serve this suspension during the team's next game; further action may be taken if this suspension is not voluntarily served.
- Be aware that, a second ejection in one season will result in an automatic 3 game suspension and the coach will be required to meet with league representatives to determine if any additional action will be taken.

SSMBA Quick Rules Chart

Note: this chart is for easy referencing only. This in no way supersedes or over-rules current rulebook.

	TBall	Jr Rookie	Sr Rookie	Tyke	PeeWee	Bantam	Midget
Innings	Min 2	Min 2 Max 5	Min 2	Min 3 Max 6	Min 4 Max 7	Min 4 Max 7	Min 4 Max 7
No New Inning	1.5 hrs	1.5 hrs	1.5 hrs	2 hrs	2 hrs	2 hrs	2 hrs
Lead-Offs, Stealing	No	No	No	Ball Crosses Plate	Yes	Yes	Yes
Runner Advances Once Ball Hit Past Infield?	Yes, but stops when outfielder throws toward infield *	Yes, but stops when outfielder throws toward infield *	Yes, but stops when any infielder has possession of ball *	Regular Rules	Regular Rules	Regular Rules	Regular Rules
Max No. of Fielders	11	10	10	9	9	9	9
5th Strike Auto Out	No	Yes *	Yes *	No	No	No	No
Max Runs/Inning	11 th Batter	4/4	4/4	5/4	5/4	5/4	N/A
Open Inning	N/A	5 th	5 th +	5 th & 6 th	5 th +	5 th +	All
Run Mercy	11 th batter	15 runs/5 th	15 runs/5 th +	15 runs/4	15 runs/4 10 runs/5+	15 runs/4 10 runs/5+	15 runs/4 10 runs/5+
Pitch Limit	N/A	N/A	N/A	75/day 25 NRR	85/day 25 NRR	95/day 30 NRR	105/day 35 NRR
Infield Fly*	No	No	No	Yes*	Yes*	Yes*	Yes*
Base Length	45'	55'	65'	65'	75'	82'	90'
Pitch Length	Tee	P.M. 40'	P.M. 40'	44'	50'	55'	60.5'
Pitching Machine Speed	N/A	Min 30 MPH Max 40 MPH	Min 30 MPH Max 40 MPH	N/A	N/A	N/A	N/A
Defensive Field Coaches Allowed	2	2	1	No	No	No	No
Regulation Balls Allowed	RIF 5S, T4S, CHTB or TVB	65CC	65CC	MLH, MLR, BCAF, 65CC, 80CC, ROLB1	MLH, MLR, BCAF, 65CC, 80CC, ROLB1	MLH, MLR, BCAF, 65CC, 80CC, ROLB1	MLH, MLR, BCAF, 65CC, 80CC, ROLB1

* Umpire Judgement Call – no arguing call