

BC Minor Baseball

2010 Rule Book

Umpire Edition

This is a condensed version of the 2010 BC Minor rule book intended for umpires. Only rules pertaining to on-field play are included in this version.

Rule 8; Single Season Procedures (Bantam AAA & Midget AAA)

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 15 – Manager, Coach, Player, and Parent – Code of Conduct

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.

15.08 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.

15.10 Artificial noise makers

That artificial noise makers, including but not limited to air horns, cow bells, thunder sticks, and bottles filled with rocks, are not permitted to be used by players, coaches, and spectators.

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.

18.08 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

19.04 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

20.02 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 (inches)	Max Diameter (inches)	
T Ball	30	2 1/4	
Tadpole	30	2 1/4	
Mosquito	32	2 1/4	
Pee Wee	33	2 3/4	
Bantam A/AA	42	2 3/4	
Bantam AAA	42	2 3/4	-3 Rule applies
Midget AA	42	2 3/4	-3 Rule applies
Midget 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.

20.07 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.

Rule 21: Protests and Penalties

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.

21.05 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 his/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

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.

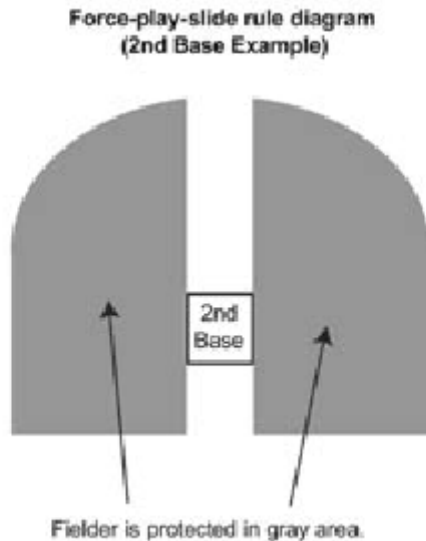
Exception: A runner may slide or run away from a base only if the runner slides or runs in a direction away from the fielder in order to avoid making contact with or altering the play of the fielder. Interference shall not be called.

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.



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 6th 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 7th 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.

24.12 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) 225-260 to CF	245-270 (lines) 280-300 to CF	285-320 (lines) 320-400 to CF
Height of pitchers mound			6 inches	6 inches	8 inches	10 inches

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.

27.04 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.

27.05 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.

27.06 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.

27.07 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.

27.08**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.