

NORTH DELTA BASEBALL ASSOCIATION RULES

(Amended February, 2008)

A. GENERAL DRAFTING RULES FOR ALL DIVISIONS

1. The order of draft is to be drawn out of a hat. It will be a reverse draft: 1-6, 6-1, etc.
2. NDBA team staffs officially consist of up to two coaches, one of whom is designated to be the "Team Manager" and is the head coach responsible for the team. After the draft has taken place the Manager may designate other parents as Coaches or Team Parents to help with the duties. Spring teams should not have more than 4 coaches total (including the Manager). Summer team staffs are governed by BC Minor rules.
3. PROTECTIONS - Excluding the sibling rule teams may not have more than two protections in the draft. Protections must first be used for the Coaches' children. For teams with only one coach, one protection must be used for the highest rated of their children playing on the team. The second protection may be declared for any other eligible player in that division (this does not have to be used for a second child). Coaches with no children on the team may only protect one player rated in the first round of the draft.
4. In PEE WEE AA, the sibling of a player already on the team may be protected; however, the Manager must declare their intention to take the other sibling when drafting the first player.
5. In TADPOLE and MOSQUITO, siblings shall be taken according to the Division drafting rules. In PEE WEE siblings shall be taken where they rank for 12 year olds and in the 6th round for 11 year olds. In BANTAM and MIDGET, siblings must be taken in the next open round.
6. Letters for protection must be submitted to the Division Rep. prior to the commencement of tryouts, except for T-BALL, where the letters must be submitted prior to the commencement of the draft.
7. Any discrepancies during the draft will be decided by the officers running the draft. Their decision is final. (Exception: See the MIDGET Division Drafting Rules.)
8. All players have to attend tryouts. Players who do not attend tryout should be evaluated by the Managers and Coaches prior to the drafts if at all possible. Exception: T-BALL, where players are not required to attend tryouts. Players who are not known to the Managers and Coaches are to be drawn from a hat. The last round of the draft shall be drawn out of a hat.

9. All players must attend tryouts to be eligible for AA. The Executive has the discretion to and will consider an individual player's request to be excused from the tryouts if it is brought to the Executive by the Division Rep. In PEE WEE & BANTAM players evaluated before their draft are available for selection in AA. Players registering after AA draft are available for A draft. Players registering after A draft has taken place will be available for A teams in a lottery open to teams with less players than other teams or to all teams if they all have the same amount of players.
10. No registration will be accepted after April 30th without executive approval.
11. PLAYING UP – Any player wishing to play up in a higher division (not including call-ups) must be individually assessed by the Division Rep in the higher division and at least 2 other members of the Executive prior to the drafts to determine their ability to compete at the higher level. Playing up from T-BALL into TADPOLE will only be permitted when one of the player's parent/guardians is an official team coach in the TADPOLE division (same assessment rule applies).

B. SPECIFIC DRAFTING RULES

T-BALL:

1. There is no draft in T-BALL. Teams are to be arranged by the Division Rep using location and age as a guide. Requests are to be honored wherever possible.

TADPOLE AND MOSQUITO:

1. All players will be evaluated according to skill not age.
2. All protections will be taken in rounds they are evaluated.
3. In any 1st year protections rated in 1st, 2nd, or 3rd round will be taken in the 4th round.
4. If a team has a second 1st year protection rated in the 1st to 4th round they must be taken in the 5th round.

PEE WEE AND BANTAM:

1. The first two rounds of the AA draft are designated pitchers rounds. The open draft commences at round one after the pitcher's draft. Immediately following tryouts, the Managers, the Division Rep. and one other Executive member (preferably the President) shall meet to identify the designated

pitchers for the AA draft (by majority vote). There should be at least twice the number of pitchers identified as there are teams in AA.

2. Designated pitcher protections must be taken in the pitching rounds. Managers may draft other than the designated pitchers.
3. In the AA draft, second year protections (other than designated pitchers) must be taken where they rank and first year protections (other than designated pitchers) must be taken where they rank.
4. When the AA draft is finished, the A draft will be held. The A draft will be an open draft. All protections must be taken where they rank.

MIDGET:

1. Immediately following the tryouts the Managers and the Division Rep. shall meet to determine in which round the protections will be taken and to identify pitchers, to a maximum of three per team, in order to assist in the drafting process.
2. Any discrepancies or disputes during the tryouts and draft will be decided by the Division Rep. or other member of the Executive who attended the tryouts. Their decision is final.

C. GENERAL PLAYING RULES.

1. Official Baseball Rules shall apply unless superseded firstly by N.D.B.A. rules, secondly by League Interlock rules, and thirdly by B.C. Minor Baseball rules.
2. All members of the NDBA Executive and all Team Managers and Coaches must COMPLETE the criminal record check process prior to Opening Ceremonies for spring league and prior to July 1 for summer ball. Failure to do so may result in indefinite suspension from the Association.
3. SELECTION OF FIELD MANAGERS:

In the event that there are more Field Managers applying for teams than there are teams, the following rules shall apply:

- i) All applicants shall apply in writing, stating qualification and experience.
- ii) All applicants shall be reviewed by the Selection Committee and be interviewed.

- iii) The selection Committee shall be comprised of the Coaching Director, President, Vice-President and two (2) or more other members selected by the Coaching Director, which will include certified (NCCP) baseball coaches, experienced coaches (years) and members who have been involved in the Association and/or Executive for enough years to either know the candidates or have a good feel for the selection process.
 - a) a minimum of five members are required for a quorum.
 - b) if there is an even number, the President will abstain from voting.
 - c) if a committee member is an applicant, he/she may not vote.
 - d) if required, the Coaching Director will add members for a quorum.
 - iv) All Selection Committee decisions are final.
3. Before a scheduled game time each manager must give a copy of his batting line-up to Official Scorekeeper and at the pre-game meeting the original and one copy must be given to the home plate Umpire.
 4. No shorts or suggestive articles are to be worn by Managers or Coaches.
 5. . If a game is scheduled to begin and a team does not have nine players, a maximum extension of 15 minutes will be allowed before the game is forfeited. One team may borrow players so that an exhibition game can be played. In the event that neither team can field nine players, the game will be rescheduled. Tadpole and Mosquito games may be played with eight players. The official game report shall note which team(s) played with only eight players. If a team is abusing this concession, that team shall be forced to play with nine players or risk the game forfeit. This rule does not apply to T-Ball
 6. All players are to be listed on the batting line-up in the order that they will bat, and the order remains constant for the entire game. If a batter cannot complete his turn at bat due to an injury, the next batter in the line-up will assume his count and the injured batter is removed from the game. No out shall result. An offensive or defensive player who is injured, and who is removed from the game because of the injury, may not return to the game to field or bat. A player listed as injured on the lineup roster shall not play.
 7. In MOSQUITO all players in attendance at a game, including players brought up from a lower league, must play at least 3 innings except for injury or disciplinary reasons (which shall be noted in the score book and on the lineup roster) or a game terminated by Rule 11. In TADPOLE, PEE WEE and BANTAM all players in attendance at a game, including players brought from a lower league, must play at least 4 innings except for injury or disciplinary reasons (which shall be noted in the score book and on the lineup roster) or a game terminated by Rule 11. In TADPOLE and MOSQUITO, players must sit out no more than 1 consecutive inning and in

PEE WEE & BANTAM, players must sit out no more than 2 consecutive innings. Failure to comply with this Rule may result in forfeiture of the game.

8. TADPOLE, MOSQUITO and PEE WEE players may play a maximum of 3 games at a higher level. PEEWEE A players may play a maximum of 5 games at PEEWEE AA level. BANTAM players may play a maximum of 5 MIDGET games. MIDGET AA players may play a maximum of 5 MIDGET AAA games. Only second year players may move up to play games in a higher Division. Any player moving up to play in tiered Division must play in the lower tier. Any player called up cannot pitch for that team. Teams in any Division can only bring up players to a maximum of 10 players on their game roster lineup.
9. T-BALL and MOSQUITO games are to be 6 innings in length. TADPOLE, PEEWEE, BANTAM and MIDGET games are to be 7 innings in length. In the event of a tie in PEE WEE, BANTAM and MIDGET one extra inning is to be played. PEEWEE and BANTAM games are governed by the interlock rules.
10. Infields are to be taken by the visiting team first, 15 minutes prior to the scheduled game time and home team , 10 minutes prior to the scheduled game time.
11. All games must be played at the scheduled time unless agreed upon by both Managers and the Division Rep. 48 hours prior to the game. In MOSQUITO, PEEWEE, BANTAM and MIDGET no new inning is to be started after 2-1/2 hours from the first pitch. All T-BALL games are to be limited to 1-1/2 hours from the first pitch. In TADPOLE, no new inning will be started after 2 hours, if the 2 hour limit is reached and the open inning has not been played, there shall be no open inning. At the start of an inning and after 1 hour 45 minutes either manager can ask the umpire to declare the open inning.
12. Four innings in T-BALL and MOSQUITO and 5 innings in TADPOLE, PEE WEE, BANTAM and MIDGET constitute a complete game. A suspended game must be completed to 6 innings in T-BALL and MOSQUITO and 7 innings in TADPOLE, PEE WEE, BANTAM and MIDGET, subject to the 10 run rule. The 10 run rule is in effect after 5 innings, i.e. if one team is ahead by 10 or more runs after 5 innings (4.5 innings if the home team is leading) the game is over.
13. In T-BALL and TADPOLE there shall be a 6 run maximum per inning except the last inning which shall end after 3 outs or batting once through the longest lineup. In MOSQUITO there shall be a 4 run maximum per

inning unless 3 outs occur beforehand, with the exception of the last inning which shall be open PEEWEE, BANTAM and MIDGET run limit is determined by the interlock rules.

14. Each defensive team shall have a catcher playing the usual position with full protection. All catchers must wear throat protectors.
15. Managers and Coaches shall not smoke during any NDBA event. No food or refreshments other than water shall be allowed in the dugout. Managers and Coaches may wear presentable shorts to be approved if necessary by the Executive of the Association. Crested shirts in good taste may be worn.
16. If a Manager or Coach goes onto the playing field to talk to any player, (exception for injury) more than once in a half inning while the same player is pitching, a pitching change must be made (except in T-BALL and TADPOLE). Managers, Coaches and players shall remain in the dugout unless they are base coaching, warming up a pitcher, in the hole or are on deck.
17. The Home team will supply the official scorekeeper for the game to be played. If a protest is based on an interpretation of the Rules, the objecting Manager must at the time the play occurs, notify the home plate Umpire, the opposing Manager and the Official Scorekeeper, who will note in the official score book that the game is being played under protest, and submit the protest in writing to the league President or Division Rep. within 48 hours of the completion of the game. The decision of the Protest Committee is final. Protests are not permitted in T-BALL and TADPOLE. The Protest Committee is composed of the President, the Umpire-in-Chief and the appropriate Division Rep. Should one of the members of the Protest Committee be involved in the protest or unavailable the Vice President shall sit in his or her place.
18. Only the Manager is allowed to question the Umpire, and in the event that the Manager is absent, one of the coaches must be designated as the acting Manager. If the Manager arrives during the game, the acting Manager will remain the Manager throughout that game.
19. All batters and runners must wear helmets with chin straps attached from the PEE WEE Division down to T-BALL. All players must wear an athletic supporter with a cup in order to play. Shoes with metal cleats are prohibited except in the BANTAM and MIDGET Divisions. Shoes with molded, mullet-rubber cleats (soccer shoes) may be used.
20. No head first slides to a base or home plate are allowed in T-BALL, TADPOLE, MOSQUITO and PEE WEE. All offending players will be

automatically called out. Diving back to a base on a pick-off attempt will be allowed.

21. As per standard baseball rules (see: “The Official Rules of Baseball section 7.05) extra bases shall be awarded on overthrown balls. This rule does not apply to T-BALL
22. Tie breaking in League standings: Firstly the record against each other, secondly the runs for and against each other and, thirdly the runs for and against all teams during the season.
23. PITCHING RULES:
 - i. In TADPOLE, MOSQUITO, PEE WEE, BANTAM and MIDGET the pitching calendar week is from 12:01 a.m. Monday to 12:00 p.m. (midnight) the following Sunday. The regular season final game (Family Days) shall always be designated a new week. (The 2 days rest rule is always in effect.)
 - ii. Any player may pitch, subject to other restrictions of the pitching rules. No prior registration is necessary.
 - iii. A pitcher shall not be allowed to pitch unless they have 2 nights rest after pitching: in TADPOLE 2, in MOSQUITO 3 or more; in PEE WEE 4 or more; in BANTAM 5 or more; and MIDGET 6 or more innings in the same calendar day. The 2 night rest rule carries forward from calendar week to calendar week. In BANTAM a pitcher shall not be allowed to pitch unless they have 3 nights rest after pitching 6 or 7 innings in a calendar day.

This rule shall be interpreted as follows:

In the case of team playing more than one game on the same calendar day if a pitcher pitches the number of innings in the first game which give rise to the 2 night rest rule then he may not pitch any further innings that day.

EXAMPLE 1: If a PEE WEE pitcher pitches 3 innings in the first game, he may pitch a further 4 innings in his team’s second game of the day. However, if a PEE WEE pitcher pitches 4 or more innings in team’s first game, he must have 2 nights rest before he may pitch again and therefore not eligible to pitch the team’s second game.

EXAMPLE 2: A PEE WEE team is using the “rotation” system of its’ pitchers. Pitcher #1 pitches 3 innings, pitcher #2 pitches 3 innings and pitcher #3 pitches 1 inning in the team’s first game. On the same day,

in the second game, the same pitchers are used but the order is reversed and pitcher #3 pitches 3 innings, pitcher #2 pitches 3 innings and pitcher #1 pitches 1 inning. All three pitchers must have two nights rest.

EXAMPLE 3: A PEE WEE game is suspended. Pitcher A pitched 2 innings for Team 1 and pitcher B pitched 4 innings for Team 1. Pitcher C pitched 6 innings for Team 2. The game is resumed the next day. Pitcher A for Team 1 is ineligible as he cannot return to the mound in the same game and pitcher B for Team 1 is ineligible as he has not had 2 nights rest. Pitcher C for Team 2 is ineligible as he has not had 2 nights rest. Any pitcher who could not pitch when the game began because of the two nights rest rule is still not eligible to pitch in this game even though it is resumed the following day after their two nights rest are completed.

- iv. A pitcher who is withdrawn from the mound but who stays in the game at another position shall not be permitted to return to the mound as a pitcher in the same game.
 - v. A pitcher is charged with the number of innings pitched in the specific calendar day and week in which they are pitched, regardless of whether they are league games, play-off, postponed, suspended, tie, exhibition or games ruled “no contest” due to being called.
 - vi. When a starting pitcher or relief pitcher comes in the Umpire shall allow him to warm up properly with at least 8 warm up pitches.
 - vii. The penalty for the use of an ineligible player shall be the immediate removal of the player and Manager/Head Coach from the lineup and upon appeal by the opposing Manager, or notification by the official scorer or League Official, provided the official score book or other League records verify the ineligibility of the player concerned. The Manager/Head Coach also becomes ineligible to Manager/Coach in the team’s next scheduled game.
24. Slide or avoid rule is in effect.

D. SPECIFIC PLAYING RULES

T-BALL:

- 1. There is no pitching, the ball is hit off a stationary “T”. The “T” must be on home plate when the ball is hit. During the first half of the season the

batters shall hit off of the “T” and during the second half of the season the offensive Coaches shall pitch to their own batters. If the batter is unsuccessful after three pitches, the “T” will be re-instated.

2. All players on the defensive team may be on the field at one time but with a maximum of seven players in the infield. Outfielders must be outside of the perimeter line. All players on the roster are to bat. The batter must take a full level swing at the ball (no bunting). The batter must be in the batter’s box with his feet pointed towards home plate and inline with the mound when the ball is hit.
3. No player, while a base runner, shall take a lead-off from the base he is on until the batter has hit the ball from the “T” or has made contact with a pitched ball. If a base runner leads off, all base runners and the batter will return to their original positions with the count on the batter to remain the same. No outs shall result and no runs shall score.
4. The Managers and Coaches are to umpire their own games. The offensive team Manager or Coach shall umpire at the plate and shall adjust the “T” for his players. Parents should not be asked to umpire unless it is an emergency.
5. Any overthrown ball that goes out of play is dead and the runner(s) advance to the base(s) he is going to. The runner on third base may score.
6. The pitcher must play half-way between the mound and second base until the ball is hit.
7. The infield fly rule does not apply.
8. When any defensive player has control of the ball in the infield area and, in the judgment of the plate umpire there is not attempt to make a play on any of the base runners, “TIME” will be called, and the base runners will be sent to the closest base at the time that the defensive player had control of the ball. A perimeter line will be put in place between first, second and third bases, six feet behind each base.
9. Any player who in the judgment of the Umpire throws his bat on the follow through of the swing is out. The six foot dirt area around the plate is used as a basis for judgment on whether or not the bat has been thrown. This rule is explained to the players during the first few games where warnings are given.
10. Any ball not passing beyond the 15 foot circle in front of the plate will be considered a foul ball. If stopped on the line it is still a fouled ball.

11. When a runner is in position to score, the plate umpire must pull the "T" out of the way so the catcher is able to make a play on the runner and so that the runner will not trip on the "T".
12. A runner is out if he runs more than 3 feet off the base line while trying to avoid being tagged out. A batter may run through first base without fear of being called out and he may turn to the left or right without being called out unless an attempt is made to advance to second base.
13. Runners cannot pass each other on base. If a runner passes one of his teammates and gets tagged, even if he is on the base, he is out. If the runner can get back to his original base in time, he is safe.
14. All players must stay on the bench when their team is at bat.
15. Two Coaches from the defensive team may coach their players from the outfield. They must be a minimum of 12 feet behind the perimeter line. No physical assistance is to be given by the Coaches to the players fielding or running.
16. Each player must be rotated between the outfield and the infield (excluding the catcher's position) for a minimum of 2 innings in each game and can only play the same position for a maximum of 2 innings in each game.
17. Standings will not be kept during regular league play. At the end of the season a jamboree will be held (i.e., no winners or losers) to be organized by the Division Rep. or designate. Representative teams to play at Annieville Park on Family Days are to be drawn from a hat.

TADPOLE:

1. All games will be played with a pitching machine. All players on the roster are to bat. There is to be a maximum of 6 infielders including the pitcher and catcher, a total of 9 players on the field for the defensive team. All players must play at least one inning in the infield and the outfield every game. A player can only play the catcher position a maximum of three innings in any game unless there are not enough players to rotate. Players can only play the same position for 2 innings each game.
2. The infield fly rule does not apply.
3. Bunting and running on dropped 3rd strike are not permitted. If a base runner leads off, all base runners and the batter will return to their original

positions with the count on the batter to remain the same. No outs shall result and no runs shall score.

4. The pitching machine will be operated by the team at bat. If necessary, adjustments shall be made only at the start of each ½ inning. However, adjustments may be made at any time deemed necessary, with the consent of both Managers. The person operating the pitching machine may not coach from the mound. The speed of the pitching machine shall be agreed upon at the beginning of the season by the Tadpole Rep. and the Managers.
5. If the ball hits the pitching machine the batter is awarded first base and it is treated as a walk. If a ball hits the pitching machine operator the ball is dead with no count penalty. If, in the judgment of the Umpire, the machine operator intentionally plays or deflects a fair hit ball, the ball is dead, the batter is out and runners cannot advance. No walks are allowed.
6. If a base runner stops forward movement, he must return to his previously occupied base when a defensive player has control of the ball in the infield and in the judgment of the Umpire, there is no throw or attempt to make a play on any of the base runners.
7. Pitching
 - a) The first two innings of each game will be pitched (instead of the pitching machine). A maximum of 2 runs will be allowed for each of those two innings.
 - b) Piching Distance will be 46 feet.
 - c) A player may pitch a maximum of 2 innings per calendar week. The Victoria Day Tadpole Tournament may specify a variation to this rule.
 - d) Walks will be allowed for the first 2 innings (on balls or a hit batter). No stealing or leadoffs are permitted in a Tadpole game.

MOSQUITO:

1. All players on the roster are to bat.
2. A pitcher may pitch a maximum of 3 innings in a calendar day and 6 innings in a calendar week. Pitching distance is to be 46 feet. No “Balk Balls” may be called against a pitcher, except where a pitcher deliberately fails to deliver the ball when the batter squares to bunt.

3. No player, while a base runner, shall take a lead-off from the base he is on before the pitch has crossed home plate. If the base runner leads off the offending runner is called out. The batter cannot run on a dropped third strike. The infield fly rule is in effect.
4. If a base runner stops forward movement, he must return to his previously occupied base in the following situations: a) when the pitcher has control of the ball on the mound and, b) when the ball is being returned to the pitcher on the mound by the catcher.
5. 9 YEAR OLD PITCHER
 - a) Each Manager must use a 9 year old player as a pitcher for the first two innings of each game. A maximum of two runs will be allowed for each of those two innings.
 - b) Base runners cannot steal home on a wild pitch, passed ball or on an errant throw back to the pitcher.

PEE WEE:

1. A pitcher may pitch a maximum of 7 innings in a calendar day and 10 innings in a calendar week.
2. The standard pitching and lead-off rules of baseball apply.
3. All players on the roster are to bat.

BANTAM:

1. A pitcher may pitch a maximum of 7 innings in a calendar day and 14 innings in a calendar week.
2. Teams entering tournaments may choose players of their choice from other N.D.B.A. Bantam teams not playing in any tournaments at that time. In the event of two or more tournaments at the same time, the first place team shall have the first pick overall.

It shall be the responsibility of the Division Rep. to reschedule rain-out games, preferably the week they occur.

E. UMPIRE REGULATIONS/DISCIPLINE/EJECTIONS AND SUSPENSIONS/BODILY FLUID RULE (BLOOD)

1. UMPIRE REGULATIONS

- i) Umpires shall be a minimum of 10 years of age as of December 31 of the previous year and have successfully completed the British Columbia Baseball Umpires Association Level 1 Clinic. Exceptions may be made by the Umpire-In-Chief.
- ii) A minimum of one umpire although a preference of two or more umpires shall be Allocated to each game.
- ii) Umpires are requested to be at the field 30 minutes before the starting of the game and on the field 15 minutes before the start of the game to monitor team infields. At a minimum umpires are required to be on the field 5 minutes before the start of the game to conduct a pre-game meeting. Umpires and/or Managers are to telephone the Umpire-In-Chief or the Umpire Allocator for that division regarding any problems encountered during a game, including no-shows or lates. The Umpire-In-Chief shall have the authority to suspend or fine any umpire whom no-shows, cancels or is late for a game without 24-hours notification.
- iii) Umpires shall wear League approved attire. No shorts or suggestive articles are allowed to be worn at any time while umpiring. All shirts shall be tucked in.
- iv) Umpires shall conduct a pre-game meeting at home plate with the (1) manager or the (1) acting manager of each team 5 minutes before the scheduled game time. Umpires shall introduce themselves on a first and last name basis and shake hands with each manager. Umpires shall obtain the original and 1 copy of each teams batting line-up from each manager, verify both and distribute the 1 copy of each to opposing managers and keep the original for the duration of the game to be used to record any offensive substitutions in nine man ball, pitching changes and ejections. Umpires shall obtain a minimum of three League approved baseballs for use in the game from the home team manager. Ground rules should then be discussed by the umpire or if requested by the umpire, the home team manager. Umpires shall ask if there are any questions and answer where necessary and if not shake hands again with each manager. Following the home team will be allowed to take the field, pitcher warm-up properly with at least 8 warm-up pitches and on deck batter warm-up in the on deck circle. The umpire may take usual position behind the catcher and watch the pitchers warm up pitches. The umpire should met the catcher and if possible the pitcher during the

warm-up. Following the warm-up the umpire, with the first batter in the batters box and pitcher on the rubber with the ball shall point at the pitcher and state "Play".

- v) After the game Umpires shall stand behind the mound and watch both teams shake hands, return all baseballs used in the game to the home team and after both teams are back at their dugouts the umpires may leave the field, change and proceed to the concession to sign the Umpire Record and receive their game pay.

2. DISCIPLINE

- i) The Division Rep. must be advised whenever a Manager sits a player out of an entire game or portion of a game for discipline reasons. The Division Rep. will then determine if such an act is or was justified and take the appropriate action.

3. EJECTIONS AND SUSPENSIONS

- i) Abuse of players, team representatives and umpires shall not be tolerated. The Manager or the acting Manager is the only one allowed to approach and question the Umpire. All ejections shall be reported to the Umpire-In-Chief within 24-hours. Ejected players must sit in the dugout in uniform unless instructed to leave the field by the umpire. Ejected team representatives must leave the field. Any player or team representative ejected from a game will be suspended for a minimum of one game. Suspended players or team representatives may come to the field to watch although shall wear street clothes and may not sit near the team's bench or coach from the stands.

4. BODILY FLUID RULE (BLOOD)

- i) 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 and immediately substituted for by the last out without penalty. The substituted player is only a courtesy player until the original player returns. The player may return to the game only after the bleeding has stopped and affected or open wound has been completely and securely covered to the satisfaction of the umpires. Should the same player start bleeding again or the affected are show signs of bleeding, the umpires can remove the player for the duration of the game. Should any blood be on the player's uniform, it must be washed out completely to the satisfaction of the umpire prior to the player returning to the game.

F. ALL-STAR RULES

1. Any Manager or Coach may apply for the position of All-Star Manager in his or her respective Division. Seniority or standing in the league does not have any bearing on being picked for the position of All-Star Manager.
2. The Coaches' Selection Committee shall select the All-Star Manager in all Divisions. Applications shall be made in writing from Coaches and Managers who have helped to coach a team for that particular year, stating qualifications and availability. The applications must include a copy of their current NCCP Passport and shall be submitted to their Divisional Reps. by May 31st. The selection committee as defined in Section C part 2, will be assigned to select the All-Star Manager.
3. The All-Star Manager shall choose the players. Other Managers shall submit a roster of potential players to help the All-Star Manager with his selection. There shall be tryouts held for any All-Star team and any player may request to attend the All-Star tryouts for their Division.
4. Players must attend tryouts for the first All-Star team to be eligible for any additional All-Star teams. The Executive has the discretion to and will consider an individual player's request to be excused from the tryouts if it is brought to the Executive by the Division Rep.
5. One Field Manager or Coach applying to manage, or who is selected to help coach a MOSQUITO, PEEWEE A or BANTAM A All-Star team must hold a full NCCP Level 1 certification (practical, technical and theory) all other Coaches must hold a Level 1 Technical. One Field Manager or Coach who applies to manage or who is selected to help coach a PEEWEE AA must hold a full NCCP Level 2 certification; all other Coaches must hold a full Level 1. Two Field Managers or Coaches applying to manage, or who are selected to help coach a MIDGET AA All-Star team must hold a full NCCP Level 2 certification and all other Coaches must hold a Level 1 Technical. All Field Managers or Coaches applying to manage, or who are selected to help coach a PEEWEE AAA, BANTAM AA, BANTAM AAA, MIDGET AAA or PREMIER must hold a full Level 2 Certification.
6. Every All-Star Manager and Coach in any Division must wear a N.D.B.A. All-Star uniform for all games being played during their All-Star season.
7. Any player selected to an All-Star team will NOT be given a release to another association unless the player is selected to play for an All-Star team of higher ranking in that division. (i.e. the player was chosen by NDBA to "AA" but was selected by another association to play "AAA", that player will be granted a release.)

8. Any manager of an All-Star team which has to make changes to the roster prior to zone or provincial competitions is required to contact the coaching director prior to the change being submitted to BCMBA.

G. FUNDRAISING

• **Spring Team Budget Policy**

1. Any spring team budget that exceeds \$50 per player must be submitted to the Division Rep for approval and will be reported to the Executive.
2. Submissions must include the names of 2 parents responsible for the money.
3. All parents/guardians of the players must sign off on the budget.
4. Budgets must include an outline of how monies are to be spent.
5. Any money left over at the end of the team's season must be returned to the team.
6. Spring teams are not entitled to group fundraising activities unless they meet the definition of a "traveling team" (see Summer Team rules).

• **Summer (All-Star) Team Budget Policy**

1. Any summer team budget that exceeds \$100 per player must be reviewed by the Executive prior to the July meeting and must include any fundraising plans for the summer season. This figure excludes and summer registration fees.
2. Submissions must include the names of 2 parents responsible for the money.
3. All parents/guardians of the players must sign off on the budget.
4. Budgets must include an outline of how monies are to be spent.
5. Any money left over at the end of the team's season must be returned to the team.

6. Only teams traveling outside the Lower Mainland as part of their summer season are entitled to group fundraising activities.
7. A “traveling team” means a team that travels outside the Lower Mainland for tournaments, regular scheduled games, or Provincials. This includes both spring and summer teams.
8. The Lower Mainland is defined as Horseshoe Bay to Chilliwack inclusive.
9. Any group fundraising activities, regardless of the team budget amounts must be pre-approved by the Executive. This is so that multiple fundraising activities can be fairly coordinated and that the Executive is aware of (and approves) any activities or venues taking place using the NDBA name.
10. These fundraising policies do not apply to the North Delta Junior and Senior Premier teams as they have their own budget, fundraising and sponsorship guidelines.

H. SPONSORSHIP

1. Any individual or organization wishing to sponsor a specific team may do so up to a maximum amount of \$500. Any amount above that must go to the Association.
2. No one team may be sponsored in excess of \$600 (total) without Executive approval.
3. The Division Rep and one of the Secretary or President must be notified of and approve any sponsorship requests..
4. Every reasonable effort will be made to recognize sponsors through the Yearbook and other vehicles.
5. These sponsorship policies do not apply to the North Delta Junior and Senior Premier teams as they have their own budget, fundraising and sponsorship guidelines.
6. Sponsorship information (advertising such as patches, printing and embroidery) are not permitted on NDBA uniforms.