



# BRAMPTON MINOR BASEBALL INC.

1 Wexford Road, Unit #9, P.O. Box 44057, Brampton, Ontario L6Z 2W1  
Telephone (905) 458-6963, Website: www.bmbi.net

## RULES AND REGULATION 2018 EDITION

### ALL RULE CHANGES OR ADDITIONS ARE PRINTED IN BOLD AND ITALICS PRINT.

#### 1. Age of Players

The minimum age for player registration is five (5) years of age before January 1st of the current year.

#### 2. Categories

T-Ball	under 7 years on January 1st of Current year		
Atom	“ 8	“	“
Squirt	“ 9	“	“
Mosquito Minor	“ 10	“	“
Mosquito Major	“ 11	“	“
Peewee Minor	“ 12	“	“
Peewee Major	“ 13	“	“
Bantam Minor	“ 14	“	“
Bantam Major	“ 15	“	“
Midget	“ 17	“	“
Junior	“ 21	“	“

#### 3. Registration of Players

Each applicant must submit a properly completed application form accompanied by the registration fee prescribed by B.M.B.I. Inc.

#### 4. Rules and Regulations

4.1 B.M.B.I. shall be governed by the Official Playing Rules of Baseball, except as amended by the O.B.A., C.O.B.A. and the B.M.B.I. Executive.

#### 4.2 Squirt Recreation League Only

(a) A batter may not advance to first base on a dropped third strike and shall be called out.

(b) The Infield Fly rule shall not apply.

(c) Base stealing is not allowed in this age group.

(d) Each defensive team shall field 10 fielders - a catcher, a pitcher, 4 infielders, and 4 outfielders.

#### (e) Designated Pitching Innings Only

(i) During the first three innings of each game a designated person shall pitch the ball **overhand** to his/her own batters and shall pitch from the pitcher's plate. Each batter shall receive four (4) pitches in which to hit a fair ball. The batter shall receive an extra pitch when he/she hits a foul ball, not caught in the air; on his/her fourth or subsequent pitch to a maximum 8 pitches. If the last pitch is fouled the batter is awarded first base (Q.A.B.). There shall be no award of first base on a walk, hit by pitch, catcher's interference (this will result in a new pitch) or other than by a fair hit ball.

(ii) The designated pitcher shall step aside after pitching the ball so as to allow the defensive pitcher to field the ball. The defensive pitcher shall stand to the side and slightly behind the pitcher's plate while the pitch is being delivered. If there is interference by the designated pitcher with a fair hit ball or with any defensive player making a play, the coach of the defensive team shall have the option (he/she must exercise) to take the resulting play. If the option is not exercised, the base runners shall return to their base and the batter shall return to bat with the pitch not being counted toward his/her total. **The ball shall be dead and play cease when an infielder makes an attempt to throw the ball to the**

**defensive pitcher or the designated pitcher, unless any base runner is attempting to advance, or a play is being made by the defensive pitcher on any base runner/batter runner.**

- (iii) Batters may not bunt during “Designated Pitching”. No base runner may leave a base until the ball is hit. In the event a base runner leaves a base prior to the ball being hit or swung at and missed, the play is dead and the offending base runner(s) shall be called out. Neither the pitch, nor any resulting swing shall count, and all base runners shall be returned to their previous bases. Should a base runner leave his/her base after the ball is swung at and missed, the offending runner is out and the swing and pitch count.
- (iv) Any designated person assuming the pitching position may verbally coach the batter, only from the pitching area, BUT may not coach the base runners.

#### 4.3

##### (a) **Mosquito Recreation League Only**

- (i) A base runner shall not leave a base until the pitched ball leaves the pitcher’s hand.  
**PENALTY FOR LEADOFF:** The offending base runner(s) shall be called out and the ball is dead immediately after the pitcher releases the ball towards home plate. The action of a pitcher, who stops in mid delivery and does not release the baseball causing the base runner(s) to leave the base, shall not be considered to be a lead off by the base runner(s).
- (ii) A batter may NOT advance to 1<sup>st</sup> base and shall be called out on a dropped 3<sup>rd</sup> strike. The ball is alive and rule 4.3(a) (ii) applies.

##### **Squirt and Mosquito Recreation League**

- (b) The Strike Zone shall be from the top of the batter’s shoulders to the top of his/her shins and four inches on either side of the plate.
- (c) A maximum of four (4) runs or three (3) outs per half inning whichever comes first, will apply to all innings before the last inning is called. The last inning will be called by the umpire in the last 15 minutes of time limit, which shall be an open inning in which an unlimited number of runs may be scored before three (3) outs are recorded. This is subject to the Mercy Rule [SEE NOTE IN RULE 4.5(a)]. When the maximum runs determines the end of the half inning, a maximum of 3 outs counts against pitcher of record for that inning.
- (d) Pitchers can be replaced by anyone on the field during an inning except the catcher. The catcher can only be replaced due to an injury.

#### 4.4

##### **Peewee Recreation League**

- (a) Commencing the first game of the season, up to and including the last game played in **June**, there shall be no award of bases when a BALK is called. The umpire will advise the offending pitcher of the infraction and then play will continue. Commencing **July 1<sup>st</sup>**, balks will be called and bases will be awarded.
- (b) A maximum of five (5) runs, or 3 outs, per half inning, whichever comes first, will apply during the first 5 innings. The exception will be the 6<sup>th</sup> and 7<sup>th</sup> and subsequent innings which shall be open innings, in which an unlimited number of runs may be scored before 3 outs are recorded. This is subject to the mercy rule 4.5 (a). When the maximum runs determines the end of the half inning, a maximum of 3 outs counts against pitcher of record for that inning.

#### 4.5

##### **Squirt through Junior Recreation League**

- (a) **MERCY RULE:** If after the completion of five (5) innings or four and a half (4 1/2) when the home team is ahead, and a differential of ten (10) or more runs exists, the plate umpire shall terminate the game at that point and the score shall be as it was at the point of termination and the game shall be official.  
**NOTE:** This rule shall not apply to SQUIRT during the regular season but will apply during the playoffs.
- (b)(i) All players present at the game shall be listed on the team’s batting line-up in the order desired by the coach or manager and shall bat in that order. If a game goes into extra innings, the batting order shall continue from where it left off in the last inning played.  
Late arrivals shall be added to the bottom of the batting order.  
(Note: The coach of the team receiving and adding the late player will not be subject to penalty or discipline due to any error or omission or mistake created by adding this player. This includes improper sitting of players after the addition of the late player, or failure to comply with the infield / outfield rule due to the addition of the late player.)

In the event a player must be removed from the game during his/her time at bat the next batter in the batting order shall come to bat assuming the balls and strikes count at the time the batter was removed. If the substitute batter becomes an out, he/she shall then assume his/her regular turn at bat.

If a runner is removed from the game by reason of injury or official ejection, the player last put out shall act as a pinch runner for the removed player.

By virtue of this rule there shall be no pinch runners or pinch hitters allowed.

- (ii) The time of the first pitch in all games will be announced by the umpire to both coaching staffs, and that time shall be recorded on the home team's score sheet.
- (c)(i) **All players in regular season and playoff games to play defensively:**
  - In a 3 inning game, not less than 2 innings
  - In a 5 inning game, not less than 3 innings
  - In a 7 inning game, not less than 4 innings
- (ii) In extra inning games, all players shall play at least every other inning.
- (iii) In Squirt, Mosquito and Peewee age groups each player shall play at least two (2) innings of each game in an infield position through the 5<sup>th</sup> inning, and in Bantam at least one (1) inning in an infield position through the 5<sup>th</sup> inning. This includes pitcher, catcher, 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> base and short stop. In Squirt, Mosquito and Peewee age groups each player shall play at least one (1) inning of each game in an outfield position through the 5<sup>th</sup> inning. **In squirt, a player must at least play 1 inning of outfield before another player plays twice.**
- (iv) No player shall sit out defensively for a second inning until all players have sat out one inning. Furthermore no player shall sit out a third inning until all players have sat out two innings and that no player shall sit out in two consecutive innings.  
**EXCEPTION:** For as long as a player remains in the pitching position he/she shall be exempt from this sub-rule, but either prior to, or immediately once removed from the pitching position he/she shall sit out the necessary number of innings in order to sit out the required number of innings.
- (v) There shall be no mid-inning defensive substitution unless for reason of legitimate injury or pitching change. In the case of injury, its legitimacy shall be confirmed by the umpiring crew and in that case the injured player shall be deemed to have played that inning defensively and the substituted player shall have deemed to have sat out that inning with the exception of the pitcher.  
When a pitching change occurs, either by coach's decision or as a result of an injury, the original pitcher shall have deemed to have played that entire inning, and the relief pitcher also if he/she has come into the game with less than two (2) outs.
- (vi) A breach of any part of Rule 4(c) shall normally result in the forfeiture of that game unless the protest committee is satisfied that the breach had no significant impact on the outcome of the game. In this event the committee may discipline the offending team manager and not the team.
- (vii) The defensive positioning sheets supplied by B.M.B.I. shall be utilized for all sanctioned games and must be kept until the end of the current season. They will be produced upon demand by any of the following: opposing coach/manager, game officials, convenor or B.M.B.I. Protest and Discipline Committee.
- (viii) The official scoring shall be recorded by the home team for that game. At the conclusion of each playoff game, coaches/managers of both teams will examine the official score sheet (home team's score sheet), and once satisfied it is correct, sign same prior to the score sheet being turned over to the convenor, who shall not accept it unless both signatures are present. If convenor is not in attendance at the game, coach of home team will retain official score sheet until requested by convenor.

#### 4.6 **Substitution from Lower Series Teams**

- (a)(i) It will be the Responsibility of the manager or coach from the higher series age group series, to contact the Head Convenor or her/his designate of the lower age series for the purpose of calling up a player or players.

The Head Convenor or his/her designate, will then submit to the requesting manager or coach, a list of managers or coaches he/she may call upon to request the call up(s).

Once the selection of player(s) has been made, it will be the responsibility of the manager or coach requesting the call up(s), to inform her/his Head Convenor with the name(s) of player(s) called up.

That Head Convenor will record all names of players called up in his/her age group for the purpose of assuring that no one player is called up more than four (4) games during regular season play.

In the event of an emergency situation when it would be impracticable to follow the above procedure, contact may be made directly with the player(s). It would then be the responsibility of the manager or

coach to contact her/his Head Convenor or designate within 24 hours of the completion of that game with the name(s) of player(s) called up.

- (ii) Players from a lower series may compete in a higher series game with the consent of the coach or manager of the lower series team provided that the coach or manager of the higher series team cannot field a team of at least 10 players.  
When 10 or more players are present at the game including called up players, the called up players shall play no more innings than the regular players, unless the regular player is ejected, injured or being disciplined. The called up player shall bat at the bottom of the batting order and shall not pitch. When using called up players a team shall not have a roster exceeding twelve (12) players in a regular season or playoff game.
- (iii) Substitution shall be allowed in the Playoffs only with the consent of the Director of Convenors or his/her designate, and the Head Convenor or designate from the higher age series.
- (b) The number of players brought up from a lower series for any game is limited to four (4) per higher series team.
- (c) A player will be allowed to substitute to a higher age series for four (4) games only.
- (d) Substitution of players for B.M.B.I. games is restricted as follows:
1. Atom from T-Ball
  2. Squirt from Atom
  3. Mosquito from Squirt
  4. Peewee from Mosquito
  5. Bantam from Peewee
  6. Midget from Bantam
  7. Junior from Midget
- (e) Violation of 4.6 (a)(b)(c)(d) shall normally result in a forfeiture of the game unless the protest committee is satisfied that the breach had no significant impact on the outcome of the game. In this event the committee may discipline the offending team manager or coach and not the team.

#### 4.7 **Pitchers Recreation League**

- (a)(i) During regular season, Playoff and Recreation League tournaments, the number of outs per game a player is allowed to pitch is as follows:
- |          |                        |
|----------|------------------------|
| Squirt   | Maximum <u>3</u> outs  |
| Mosquito | Maximum <u>6</u> outs  |
| Peewee   | Maximum <u>9</u> outs  |
| Bantam   | Maximum <u>12</u> outs |
| Others   | No Restriction         |
- The number of outs per **weekend** (Friday, Saturday and Sunday) shall not exceed:
- |          |                |
|----------|----------------|
| Squirt   | <u>6</u> outs  |
| Mosquito | <u>12</u> outs |
| Peewee   | <u>15</u> outs |
| Bantam   | <u>18</u> outs |
| Others   | 27 outs        |
- (ii) Squirt: Any player assuming the “Pitching Position” during the time of “Designated Pitching” (first three innings) shall have the option of wearing a batting helmet while in his/her defensive position.
- (iii) **No player at Squirt, Mosquito or Peewee shall pitch and catch or catch and pitch in the same game.**
- (iv) An out shall be recorded to a particular pitcher if he/she has thrown one or more pitches to a batter who is ultimately put out prior to becoming a runner, or if a runner is put out while that pitcher is actually the pitcher of record.  
**NOTE:** This may result in more than one pitcher being charged with an out with respect to the same batter.
- (b) A breach of the “outs per game or day” rules shall normally result in the forfeiture of the game unless the Protest Committee is satisfied that the breach had no significant impact on the outcome of the game. In this event the Committee may discipline the offending team manager or coach and not the team.
- (c) Once removed from the pitching position for any reason whatsoever, a player may not return to pitch in that game.
- (d) If a pitcher should exceed his/her allowable outs on a play which resulted in a double or triple play, this shall not be ruled as a breach of rule 4.7(a) (i).

- (e) No pitcher in Squirt, Mosquito or Peewee Recreation League will be allowed to throw a CURVE ball, SLIDER, or SCREWBALL. Any game official upon detecting a first offence shall call no pitch and warn the pitcher about the illegal pitch. He/she shall also inform the pitcher's coach of the infraction and the warning. A second offence by that pitcher in that game shall result in the pitcher being removed from the pitching position for that game.

The game official shall notify the Discipline Committee of the infraction with the name of the pitcher in question and that of the coach notified.

- (f) Anyone who assumes the pitching position shall not be permitted to wear any garment beneath the uniform jersey which has white sleeves that protrude below the uniform jersey on either arm.

4.8 **Restrictions on Coaches and/or Managers Visiting Pitchers**

Visits are limited to two (2) visits per inning and a total of four (4) per game, for each individual pitcher. The second visit in the same inning, or the fourth visit in a game to the same pitcher, will result in that pitcher being removed from the pitching position at that time.

**5. Suspension of Players**

- (a) A player shall be suspended for the remainder of the game in which he/she was ejected plus his/her next league, tournament or playoff game without appeal. Any of the following infractions, but not limited to these, substantiated as having been committed either before, during or immediately after any games sanctioned by B.M.B.I. The Discipline Committee, in reviewing the ejection report, may suspend the player for additional games:

- (i) Using profane or obscene language.
- (ii) Smoking or consuming of any alcoholic beverages.
- (iii) Showing disrespect to game officials or B.M.B.I. Executive members.
- (iv) Destruction or abuse of B.M.B.I. property or others, including the throwing of bats or helmets.
- (v) Ungentlemanly conduct on or off the playing field.
- (vi) Theft of property belonging to B.M.B.I. or others.
- (vii) The Phantom Tag. (Any action by a defensive player simulating a tag play at any base.)

- (b) Player Ejected shall completely leave the vicinity of the ballpark. A player of younger years under the control of a parent or guardian may remain. In all ejections the umpire shall submit a full report in writing to the Protest & Discipline Committee and if that Committee deems further action necessary, it may order a Discipline Hearing. Notification of the ejection shall be provided to the Director of Convenors.

(c) **Appeal of Suspension**

An appeal is allowed only if the Discipline Committee has imposed a suspension over and above the mandatory one game. In that event the request to appeal that ruling must be made to the appropriate Head Convenor at the time that person is notified of the additional suspension. The Head Convenor, upon being advised of the appeal will immediately inform the Executive Committee of the appeal.

- (d) The appeal will be heard within ten (10) days of the original ejection with the following persons being allowed to attend: the suspended player, his/her parent(s) and his/her coach.

The Appeal Committee will consist of the following: 2nd Vice President, Head Convenor for that age group and assistant Umpire in Chief. The original Discipline Committee members may also be present but shall not cast a vote in the appeal process.

- (e) A player may also be suspended for absence from six (6) or more games or practices without good reason. The Head Convenor of that player's age group shall decide upon the suspension.

**6. Responsibility of Managers and Coaches**

6.1 **Managers and Coaches shall be jointly responsible for:**

- (a) Assuring that their teams are properly dressed prior to scheduled game time. This includes the manager and all coaches. A complete uniform is that which is supplied by B.M.B.I.
- (b) Providing the opposing manager with a properly completed game line-up showing the name of the team, date of the game and the full names and sweater numbers of all participating players, at least 15 minutes prior to the scheduled game start time.
- (c) Assuring that all team equipment is collected and accounted for at the completion of each game.
- (d) Assuring that all team equipment is in safe playing condition at all times.
- (e) Shall notify their respective convenors within seventy two (72) hours in the event a player on their team permanently leaves the team for any reason. This applies during the regular season and playoffs.

This same notification is to be made if any player is absent for three (3) consecutive games without prior notice of his/her absence.

## **7. Conduct of Managers and Coaches**

The Executive Committee may suspend a Manager or Coach for any of the following reasons:

- (a) Being absent from three (3) consecutive games with good reason and not insuring that a competent replacement has charge of the team.
- (b) Not giving equal attention and consideration to every active player on the team. This also applies to instructional periods such as team practices.
- (c) Showing disrespect to any player, game official, fellow coaches and managers or Executive personnel.
- (d) Ungentlemanly or unsportsmanlike conduct particularly in the presence of players or spectators.
- (e) Managers or coaches ejected from a game shall be suspended for the next regular season or playoff game in that age series. If an additional suspension is imposed the appeal process in 5(c) applies.
- (f) Coaches and managers are also responsible for the conduct of their players, parents and supporters of their respective teams. Abuse directed at any player, coach, manager, supporter or game official is to be addressed immediately and appropriate action taken to have the person(s) responsible for said abuse to cease immediately.
- (g) All members of the managerial and coaching staffs of all sanctioned B.M.B.I. teams are prohibited from consuming any alcoholic beverages, or other intoxicants, immediately prior to, during or immediately after any game. During tournament play when more than one game will be played during a calendar day, this rule applies from immediately before the first game scheduled until immediately after the last game of that day.
- (h) Smoking is prohibited by any Manager, coach or any persons assisting same, while at the ball park. Any infraction of this rule will result in an immediate ejection from the game and park without warning, as well as the next scheduled regular season or playoff game in the age series.
- (i) The posting of any signs, banners or any other materials that refer in any way to the opposing team's play or abilities, is strictly prohibited.

## **8 Team Complement**

- 8.1(a) If a team cannot field eight (8) duly registered players (except T-Ball and Atom), an exhibition game will be played if the teams exchange players to "even" the sides. Provided that each team can now field eight (8) players, a full game will be played. The time limit in effect will be no pitch after 1 hour and 45 minutes from the scheduled start time. However even after the exchange of players, if either team cannot field at least eight (8) players, the umpires will umpire the game if the coaches choose to play the game.
- (b) In the event a player or players are removed from a game, and there are less than eight (8) duly registered players (except T-Ball and Atom), the game shall be immediately declared a forfeit. During the regular season only, an exhibition game will then continue subject to 8.1 (a).
- 8.2 For each game, regular season, playoff or tournament, that a carded Recreation League player participates in at the Representative level, the Head Convenor for his/her Recreation League series shall be informed by the Rep Coach of the call up, preferably prior to, but no later than seventy two (72) hours after the completion of the game(s) in question.
- 8.3 A Recreation League player is eligible to be carried or called up on a part time or full time basis to a representative team if he/she is actively playing on a Recreation League team. A player may be called up only if it does not conflict with any Recreation League obligations. The Director of Convenors or his/her assistant must approve any exception to this.
- 8.4 After April 1st, no player can be added to the roster of a Rep and/or Select team from the Recreational league pool without the expressed written permission of the V.P. of Convenors and the Convener of the age group of the player in question.

## **9 Regulation Games**

- (a) **Season , tournament and playoff games:**

T-Ball: Minimum four [4] complete innings / Maximum five [5] complete innings

Atom: Minimum four [4] complete innings / Maximum six [6] complete innings

Squirt – Junior: Minimum four [4] complete innings / Maximum seven [7] complete innings

**Squirt thru Junior:**

- (b) Games in regular season, regular season tournaments and preliminary round playoffs, when ties stand and the time limit is applicable, an official game is determined by the time limit, not by innings played. However, the maximum innings to be played is 7 innings.
- (c) In regular season, tournament or playoff games where there has to be a winner and the time limit is applicable, an official game is determined by the time limit, not by innings played (maximum of 7 innings still apply). However, if necessary, extra innings will be played until a winner is declared.
- (d) **For Peewee to Junior:** In the Divisional, City-Semi, City Championship & Consolation playoff games, where there has to be a winner, there will now be a maximum time limit of 2 ½ hours for these games, an official game is a minimum of 4 innings in length with the mercy rule in effect. The length of the game is 7 innings with extra innings if necessary.
- (e) **For Squirt & Mosquito only:** In the Divisional, City-Semi, City Championship & Consolation playoff games, where there has to be a winner, an official game is as follows:
  - a. When the 1 hour 45 minutes time limit is reached, the next inning will be the last, with no limit of runs for that inning. If a game happens to be tied after this last inning, game continues until a winner, with unlimited runs per inning.
  - b. Maximum of 7 innings still apply, with the 7<sup>th</sup> being open. However, if necessary, extra innings will be played until a winner is declared.
- (f) In regular season tournaments, all games, including the Championship and Consolation finals are subject to a time limit.

## **10 Game Times**

- 10.1 All games to start promptly at the times designated on the season schedule. There is a 15 minute grace period allowed for any team(s) that cannot field the required number of players at scheduled start time but this privilege should not be abused. Any such noted abuse should be reported to the Series Convenor, through the Umpire in Chief in order that appropriate action may be taken if required.
- 10.2 No full inning will start after 1 hour and 45 minutes have elapsed from the scheduled start time. In regular season and tournament games, the time limit is in effect from the scheduled start time [The start time will be adjusted only if the umpires cause the delay].
- 10.3 During the regular season there is to be a drop dead time of 8:15 pm for an early game. Game 2 will still start by time of pitch for time limit. Any batter at the plate at the drop dead time will be allowed to complete his or her at bat. Late games will have a drop dead time of 10:30 pm with the batter at the plate at the drop dead time being allowed to complete his at bat.

### **10.4 INCLEMENT WEATHER**

Should it become necessary for the umpire to interrupt a game as a result of inclement weather, he/she must abide by Baseball Ontario inclement weather rules before declaring a further delay or canceling the game. Should the game be restarted, there shall be no change in the time limit as described in Rule 10.1 and 10.2.

The umpire can restart the game at any time he/she feels the weather conditions permit. **IN PLAYOFFS ONLY:** When there is a weather/lights delay, the time elapsed during the delay is added to the overall game time.

## **11 Safety of Player - Equipment**

- 11.1 **Up to, and including, Peewee,** players assuming the position of batter or base runner must wear an approved helmet with chin strap. Said chin strap shall be worn securely under the chin.  
**In Bantam age series and above,** chin straps need not be worn, at the discretion of the individual player and his/her parents.
- 11.2 Gloves are optional except for catchers' gloves (deckers) which may only be used by the catcher. A trapper style glove can be used only by the catcher or first base man.
- 11.3 Plastic or moulded spikes/cleats are permitted at all age levels of Recreation League. Metal spikes are permitted in Junior. **IF METAL SPIKES ARE FOUND TO BE WORN DURING A SQUIRT TO MIDGET GAME, THE PLAYER WILL BE IMMEDIATELY EJECTED AND SUBJECT TO 5(a) (i).**
- 11.4 All aluminium bats shall have rubber covered or taped handles.
- 11.5 Any B.M.B.I. player or coach warming up a pitcher anywhere in the ballpark shall wear a catcher's mask.
- 11.6 A catcher shall wear the catcher's equipment supplied by B.M.B.I. or his/her own approved catcher's equipment. (Squirt and older age series)

## 12 Protests

- 12.1(a) A team wishing to protest an incident or ruling occurring during the game, shall immediately upon the occurrence thereof, notify the home plate umpire of the nature of the protest. The home plate umpire shall then notify the opposing manager that the game is being played under protest and the game will continue to its conclusion.
- The protesting team shall file a written protest signed by the manager or coach with the chairman of the Protest Committee not later than 48 hours after the conclusion of the game, by registered mail or hand delivery.
- (b) Deliver to the opposing manager or coach a copy of the above written protest.
  - (c) The manager or coach being protested against may file a written reply with the Chairman of the Protest Committee not later than 36 hours, exclusive of weekends or holidays, after the receipt of the copy of the protest.
  - (d) If the protest is lodged as a result of a perceived misinterpretation of a rule by a game official, an attempt shall be made to rectify the perceived misinterpretation at that time. If not the protest process is to continue as described.
  - (e) If suspension is involved or the matter grave enough, the person concerned may be requested to attend the Protest Committee meeting.
  - (f) A deposit of twenty five dollars (\$25.00) shall accompany all protests and be given to the Chairman of the Protest Committee. This deposit shall be refunded if the protest is upheld.
  - (g) If, in the opinion of the Protest Committee, an appeal or protest is based on personal differences as opposed to compliance to B.M.B.I. rules, it shall be rejected immediately and the ruling will revert to that of the Umpire in Chief.
  - (h) The Protest Committee will meet and hand down a decision not later than twenty four (24) hours before the next game of the affected teams, player, coach or manager involved.
  - (i) NOTE: Players, Managers and Coaches of Representative teams shall also be governed by Rules 5 (Suspension of Players) and 7 (Conduct of Managers and Coaches) of the B.M.B.I. Rules and Regulations with Rule 7(b) being exempted.
- 12.2(a) During tournament and playoff games, the normal protest and appeals process shall be by-passed as an immediate decision is usually required. If this is the case, in the Umpire in Chief's discretion he/she will by-pass the normal procedure and will designate two persons which may include himself / herself, to act as a Protest Committee whose decision shall be final and binding on all parties.
- (b) A team wishing to protest an incident or ruling during a playoff game shall, immediately after the occurrence in question, notify the home plate umpire that he/she is lodging a protest. The umpire will notify the opposing manager that the game is being played under protest and will continue to the conclusion of the game.
  - (c) At the conclusion of the game, if the protesting manager has not withdrawn his/her protest, the umpire shall immediately report the nature of the protest to the Umpire in Chief.
  - (d) The Protest Committee, upon receiving the complaint from the Umpire in Chief, shall hand down its decision as soon as possible with a view of not disrupting any playoff schedule if at all possible.
  - (e) The provisions of Rule 14.1(f) may, at the discretion of the Protest Committee, also apply to a protest pursuant to this sub-rule, 14.2.

## 13 PLAYOFF GAMES

- 13.1 All teams in age series – **Squirt to Junior**, shall participate in the playoff season with each team being guaranteed a minimum of three (3) games.
- 13.2 Any team forfeiting a round robin game will be ineligible for the championship round.

## 14 PLAYOFF RULES

- 14.1 ALL B.M.B.I. RULES APPLY EXCEPT AS NOTED THEREIN OR AMENDED HEREIN (ie. IF IT SAYS REGULAR SEASON ONLY, THEN IT DOES NOT APPLY IN THE PLAYOFFS.)
- 14.2
- (a) No new inning shall begin after one hour and 45 minutes has elapsed from the **actual** start time.
  - (b) In the event a game is **terminated** due to inclement weather or light failure, prior to the minimum number of innings having been played pursuant to Rule 9 above, then the game shall be rescheduled and played from the point of **suspension** until the completion of the maximum innings or the time limit, whichever comes first. If the time limit has been reached, or minimum innings completed, the



- score will revert back to the last complete inning. If this results in a tied score, then the game is considered a suspended game, and it is continued from point of termination.
- (c) In the event a game must be resumed and played from the point of termination, then batting orders and pitching/catching limitations shall carry over in the same fashion as if the play had continued on the original day or as close as possible thereto. Any player(s) not present for the completion of the game shall have his/her name removed from the line up sheet. Conversely, any player attending for the completion of the game, who was not present at the original game, shall be added to the bottom of the line up sheet.
  - (d) If a game is terminated due to mechanical light failure before time has expired or the maximum number of innings have been played, then the game shall be resumed on such later date as may be set, and play shall continue until the earliest of time expiring or maximum inning are played.
  - (e) In the “Preliminary Rounds”, noted on your playoff schedule, if a game is tied and the maximum number of innings has been played, or the time limit prevents further play, then the tie shall stand. No extra inning games are permitted in these rounds.
  - (f) There will now be a maximum time limit of 2 ½ hours for Day of Champs games,
- 14.3 During the first two games of the preliminary round, the home team shall be that team listed first (left hand side) on the schedule. For all subsequent games, home team will be determined by a flip of the coin.
- 14.4(a) In each Division the number of teams advancing to the “Playoff” round is indicated under the heading, “Preliminary Round Standings”. These standing are determined by most number of points:  
 WIN = 2 points    LOSS = 0 points    TIE = 1 point. In the event of a tie in the standing between two teams, these tie breakers shall apply in the following order:
- (1) Result of any game between the two teams
  - (2) Run Differential-Total runs for divided by total runs against-highest differential wins. The most runs that will be allowed will be the losing team’s score plus 10 runs, regardless of when they were scored. Scores of all playoff games played are counted towards run differential.
  - (3) Coin toss or playoff game as decided by committee of Head Convenor, President and Director of Convenors
- (b) In the event of three (3) or more teams being tied, then only #2 and # 3 apply as tie breakers.
  - (c) Even though run differential may be important, the game will end in accordance to the rules of baseball. ie: when the losing team can no longer come back to tie the game.
- 14.5 The mercy rule applies throughout the playoffs in all age series.
- 14.6 After the preliminary round, all games must proceed to a winner. Where a tie cannot be broken because of darkness, the game will resume at a later date from the point of suspension.
- 14.7 Match ups for City Quarter Finals and BYES, if any, shall be determined by the best run differential calculated in accordance with paragraph (4) above. Scores of all playoff games played by those teams are counted. If this results in a tie, then a coin flip between teams will determine who receives the bye.
- 14.8(a) Winning teams are required to report scores, or in the event of a tie, the home team. This shall be done as directed by the Head Convenor of the age group. Failure to do so within **12** hours of the completion of the game may result in the forfeiture of that game.
- (b) Fielding and score sheets from both teams will be turned over to the convenor by the winning coach, or home team in the event of a tie.
  - (c) When teams play two games on the same day, a list of pitchers and how many outs each has recorded in the first game, shall be exchanged by opposing coaches.
  - (d) Each head coach will provide to the other, a copy of his/her proposed fielding line up prior to the start of each game. Coaches will keep opposing coaches apprised of any changes thereto in advance of each inning. An opposing coach shall bring to the attention of his/her counterpart and the umpires any anticipated rules infraction with respect to sit outs or pitching he/she notices with respect to the opposing teams fielding line up. The potential infractions are to be corrected in advance so as to minimize the possibility of a protest.  
 Refusal by the defensive team’s coach to correct any anticipated infraction when requested to do so or failure of the opposing coach to bring anticipated infractions to the attention of the umpire and/or coach before they become infractions, shall be considered with respect to any protest lodged.

## **15 Umpires**

- 15.1 All B.M.B.I. umpires shall wear uniforms approved or provided by B.M.B.I... No exceptions shall be allowed unless specifically authorized by the Umpire in Chief.

- 15.2 In the event of an umpire crew shortage for a game, the chief umpire for that game may choose an O.B.A. carded umpire from among the spectators. If none is available a person chosen by the home team, or visiting team if the home team declines, may be used. Such substitute umpire will be compensated at the appropriate fee for that game.

**PLAYING FIELD DIMENSIONS**

<b><u>AGE GROUP</u></b>	<b><u>HOME PLATE TO 1ST OR 3RD BASE</u></b>	<b><u>HOME PLATE TO PITCHER'S PLATE</u></b>	<b><u>HOME PLATE TO SECOND BASE</u></b>
T-Ball & Atom	60'	42'6"	84'10"
Squirt	60'	40'	84'10"
Mosquito	65'	44'	92'2"
Pewee	75'	50'	106'4"
Bantam	82'	55'	116'2"
Midget-Junior	90'	60'6"	127'3"

NOTE: All distances measured from the back of home plate, with first and third base being fully within the dimensions stated, and second base being centered on the specified dimension.

NOTE: It is the responsibility of the HOME TEAM to ensure that the field dimensions are laid down correctly as per the above scale.



# **BRAMPTON MINOR BASEBALL INC.**

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## **T-BALL AND ATOM SPECIAL RULES 2018 EDITION**

- 1.1** T-Ball and Atom are divisions of the B.M.B.I organization of Brampton and will be conducted by the general rules of baseball and B.M.B.I. (rules and regulations) except as herein amended.
- 1.2** T-Ball and Atom are designed primarily to get young people interested in the game of baseball by stressing and maintaining participation of all players as well as teaching these players basic fundamentals and skills of baseball, rather than emphasizing the winning or losing aspects of the game.
- 1.3** In order to achieve these goals, there will be no score keeping done. Teams will play their games as usual using only their lineup sheet.
- 1.4** All T-Ball and Atom special rules apply to regular season as well as the All-Star games. With the exception of Rule 1.8.
- 1.5** T-Ball games will try to finish 5 innings; Atom games will try to finish 6 innings.
- 1.6** All T-Ball and Atom regular season games shall commence at 6:30 P.M.
- 1.7** In all T-Ball and Atom regular season games, no full inning shall commence after 8:00 P.M.
- 1.8** During regular season games, there shall be no 15-minute grace period implemented should one or both team have insufficient players to start a game. The game will be commenced with whatever players are available.
- 2.1** All players while participating in a game must wear league issued uniforms.
- 2.2** Each player shall wear a protective helmet with chinstrap while at bat and running bases.
- 2.3** During T-Ball innings, a catcher shall be required to wear only a facemask.
- 2.4** During pitched innings, a catcher must wear regulation catchers equipment.

- 2.5** All players will be required to wear a helmet/mask combination when playing the pitcher's position.
- 3.1** The distance between all bases shall be 60 feet.
- 3.2** The distance between the point of home plate and the front of the pitcher's rubber shall be 42' 6" feet.
- 3.3** The infield arc is a line dividing the infield area from the outfield. It has a 50 foot radius from the centre of the pitcher's rubber extending from foul line to foul line, and from each foul line to the out of play line perpendicular to the foul lines.
- 4.1** The playing line is an imaginary line running directly from first base to third base, which is a guide for the plate umpire to determine a fair hit ball.
- 4.2** A fair hit ball is a legally batted ball that in the plate umpire's opinion will or could have firmly crossed the playing line in fair territory, even if fielded in front of the playing line (applies to T-Ball innings only).
- 4.3** A dead hit ball is a legally batted ball, which in the umpire's judgment will not or could not have crossed the playing line, even if fielded in front of the playing line (applies to T-Ball innings only).
- 4.4** A strike shall be called when the ball on the tee is swung at and missed (above or below the ball) by the batter, when he has less than two strikes.
- 4.5** Provided a ball is not hit to the outfield (this to be defined as the grass line), when any defensive player has control of the ball in the infield area, holding the ball aloft in either hand or in the judgment of the umpire there is no attempt to make a play on any of the runners, time shall be called and the base runner will be held on the base they last occupied or the unoccupied base they were approaching when time was called. In determining whether the runner shall advance or return, the umpire shall be guided by whether the runner had advanced half the distance to the next base. If so, the runner advances, if not he returns. No advance shall be awarded in the event that the base the runner was approaching, was occupied by a runner who is not otherwise entitled to advance. If the ball is hit to the outfield, then at least one throw must be made before play can stopped. The umpire should indicate if a legal throw has been made. Bowling the ball to another play shall not be deemed a legal throw.
- 4.6** An appeal must be made before play is called for the next batter or in the case of the last batter, before the last defensive player is off the field. There shall be no appeal necessary when a runner misses a base. If the umpire notices the infraction, he shall allow play to continue until time is called and at that point the runner shall be called out if the runner had gained an advantage by not touching the base. The second and third sentences of this rule do not apply to home plate where normal rules apply regarding an appeal.

- 4.7** An illegal swing occurs when the batter does not take a full swing (bunts). (Strike called if less than two on the batter, out if batter already has two strikes).
- 5.1** In T-Ball and Atom there shall be no walks and the infield fly rule does not apply.
- 5.2** Each team shall have a starting line-up of at least 7 players in order to start the game.
- 5.3** Batting orders shall be in accordance with rule 4.5(b) of the General Rules and Regulations of B.M.B.I. but note that 10 players shall bat in each inning. Batters in each innings shall be the same players who assume or will assume a defensive position in that inning. In the event that only 10 players are present for a game, the batting order is submitted as normal but shall follow this order. In the first inning the batter listed at the top of the order is the first batter. In subsequent innings the first batter shall be the second player listed in the order after the last batter of the previous inning.
- 5.4** Each defensive team shall have a catcher, a pitcher (who must assume a set position with both feet across the pitcher's plate until the ball is hit), four regular infielders (who shall assume positions in the infield area and shall not cross the playing line until the ball is hit), and 4 outfielders (who shall assume positions in fair territory outside the infield area and shall not enter the infield until the ball is hit). In the event this rule is contravened before the ball is hit, the ball is dead and the player shall be warned or removed in the case of a repeat offense.
- 5.5** All players must play at least two innings in an infield position excluding the catching position and one inning in the outfield. As well no player may play the same position twice in one game or more than two innings in the outfield, unless all players present at the game have played the outfield twice.
- 6.1** A batter is called out when his fair hit ball is caught before touching the ground. There shall be no strikeouts for the first three weeks of T-Ball play.
- 6.2** The batter shall be required to set up in the appropriate batter's box with both feet inside the box prior to swinging at the ball in the case of T-Ball or prior to pitcher delivering the ball in case of Atom. Thereafter the batter shall not be called out for making contact with the ball while outside the batter's box.
- 6.3** For the purpose of 6.2 above, the batter's box will be drawn with a straight line down the inside edge of the plate.
- 6.4** No base runner shall leave his base until the ball is hit. In the event a base runner leaves his base prior to the ball being hit or swung at and missed, the play is dead and the offending runner shall be called out. Neither the pitch nor any resulting swing shall count, and all base runners shall be returned to their previous base. Should a base runner leave his base after a ball is swung at and missed, the offending runner(s) is out and the swing and pitch shall count. When the tee is in use, no penalty shall be imposed if the runner leaves his base after the tee has been hit with the bat.

- 6.5** In the event a thrown ball leaves the playing field, the offensive team shall be permitted to advance one base. From their position at the time the ball was thrown. Those runners with last batter status are the exceptions, they are allowed to continue to score.
- (a) In both T Ball and Atom, a legally batted or thrown ball may not be rolled to an infielder or catcher in order to record an out. If a ball is fielded and rolled to another player for the purpose of recording an out, that player runner shall be awarded that base and in the event of “Last Batter”, all runners will score.
- 6.6** When a runner(s) is on base in a force play situation and a ground ball is hit to a defensive player, who makes an out and removes the force play and then holds up the ball stopping the play, the forced runner still advances as if no out had been made.
- 6.7** After a fly ball has been caught and the defensive player attempts to make a play on a runner who has not tagged up, no base will be awarded on a ball thrown out of play.
- 6.8** The offensive teams turn at bat ends when:
- (a) The last batter has 3 strikes called or in the case of Atom the last batter is entitled to receive no further pitches as a result no runner’s score.
- (b) The last batter has hit the ball illegally, the ball is dead no runners score.
- (c) The last batter’s fair hit ball is returned to the catcher on home plate. The ball must be thrown over the playing line at least once on it’s way to the catcher, however in the event a player fields a live ball in front of the playing line, he/she must throw the ball to the catcher from where he/she has fielded it without having to throw it over the line. The catcher may field a ball himself/herself and run it back to home plate (Pitched innings only). Violation of this rule by the defensive team shall result in all runners including the batter scoring.
- (d) Only the pitcher is allowed to assist in the home plate area. Only the pitcher may hand the ball to the catcher (while in the home plate area). Violation of this rule by the defensive team shall result in all runners including the batter scoring.
- (e) A base runner with last batter status is hit with a fair ball before the ball is touched by the pitcher or passes an infielder other than the pitcher, the ball is dead and no runners score.
- (f) The last batter’s fly ball is caught and there are no runners on base.
- (g) For the purpose of 6.8(d) above, “assist” means touch the ball and “home plate area” means a circle with a radius of 5 feet with home plate as its centre.
- 7.1** Any player on the offensive team who are base runners when the last batter is at bat are regarded in the same way as the last batter and no defensive play can be made on them while running the bases. They are forced to home plate.

- 7.2** In the event the last batter's fair hit ball leaves the playing field by going over the outfield fence either in flight or bouncing, it will be a home run and all runners shall score. But if the ball goes under or gets caught in the outfield fence interfering with the fielder's chance to play the ball, all runners will be allowed to score but not the batter.
- 7.3** If the last batter is out on a caught fly ball the base runners shall be permitted to score provided they retouch their base after the ball is caught. These runners then have to score prior to the ball being returned to home plate.
- 7.4** In the event of last batter or any base runner with last batter status, is obstructed in any manner by a member of the defensive team while running the bases the umpire shall determine whether said runner would have scored but for the obstruction and shall be awarded bases accordingly.
- 7.5** It is the duty of the umpire, after he has been notified, to announce "LAST BATTER" and failure to do so shall nullify any play, which must be replayed.
- 7.6** If the last batter's fair hit ball deflects off a fielder's glove and goes out of play, all runners will score (if any) but not the batter.
- 8.0** In Atom, during the 2<sup>nd</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 6<sup>th</sup> and 7<sup>th</sup> innings a designated pitcher (or coach) shall pitch the ball overhand to his/her own team instead of the players hitting the ball from a tee (a tee shall be used in the 1<sup>st</sup> and 4<sup>th</sup> innings). Each batter in these innings shall receive 4 pitches only, in which to hit a fair ball, except that a batter shall receive an extra pitch when a foul ball is hit (which is not caught in the air) on the fourth or subsequent pitch. There shall be no advance to first base on a walk, hit by pitch, catcher's interference (this will result in a new pitch) or otherwise than by a fair hit ball. The catcher may stand well aside and will retrieve the ball after each pitch. The designated pitcher shall step aside after pitching the ball so as to allow the defensive pitcher to field a fair hit ball (The designated pitcher must not remain in a position which forces the defensive team to have to throw the ball around or over him in order to make a play on a runner). The defensive pitcher shall stand to the side and slightly behind the pitcher's plate while the pitch is being delivered. Any interference by the designated pitcher with a fair hit ball or with any defensive player making a play, the coach of the defensive team shall have the option (he must exercise) to take the resulting play, otherwise the base runners shall return to their base and the batter shall return to bat with the pitch not being counted towards his total. During the first 8 scheduled regular season games only, the designated pitcher may deliver the pitch from any point in line with the pitcher's plate at least 30 feet from the back point of the plate to as far back as the pitcher's plate (42' 6"). For the balance of the regular season and playoffs the designated pitcher must deliver the pitch from the pitcher's plate. The dead ball rule of T-Ball shall not apply to a hit ball whether last batter or otherwise.
- 9** Once the defensive players have taken their positions on the field and the umpire has called play for the inning, there shall be no change between infield and outfield defensive positions with the exception of injuries or emergency.

- 10** The umpires shall have the authority to rule on any situation not covered specifically in the playing rules.
- 11** In the All-Star, games will be played to the completion of all innings, regardless of score, subject to lighting and weather conditions. However the most runs that will be allowed in the official score will be the losing team's score plus 10 runs, regardless of when they were scored.