

GREATER VICTORIA MINOR BASEBALL ASSOCIATION

2008 Universal House Rules Governing League Play: Spring Season

PEE WEE DIVISION BASEBALL

Note: With the exceptions outlined below, The Official Rules of Baseball (Canadian Edition) and the rules of the BC Minor Baseball Association apply to all Pee Wee Division baseball played in the Greater Victoria Area. The following Universal House Rules also apply during all Exhibition, League, Inter-League and Playoff games during the Spring season. These House Rules may be amended from time to time by the GVMBA.

1. OFFICIAL GAMES

As per BCMBA Rule 18, Regulation Games shall be seven (7) innings in length. When the score is tied at the end of a regulation game, the game may go into extra innings until a decision is reached or the game is stopped by the umpire.

If bad weather, darkness or any other reason prevents completion of a game, the following procedures apply:

- a) If 5 innings have been completed or if the home team is ahead after 4.5 innings, the game is Official and the outcome is recorded. For League games, if the score is tied at the end of the last completed inning when the game is stopped by the umpire, it shall be declared a tie.
- b) If a **League game** is called for any reason before it is an Official Game, the entire game will be re-played. If a re-schedule is not possible, the game will be recorded as a tie.
- c) If a **Playoff game** is called for any reason before it is an Official Game, or if the score is tied at the end of the last completed inning when the game is stopped by the umpire, the re-scheduled game will resume where it was halted and will not be replayed as a new game.
- d) Decisions on whether to cancel/postpone a game due to inclement weather are made by the home team manager at the playing field at the start time for each game. Teams are expected to show up on time for all scheduled games.

2. FIELDING NINE PLAYERS

Generally, games are not to be postponed by Managers or Coaches because of a shortage of players. **If a team cannot field nine (9) players** from its regular roster to start the game, the following procedures are to be followed to enable games to go ahead as scheduled:

- a) Pick-up players are to be used to bring the temporary roster for that game to nine (9) players.
- b) Pick-up players must be registered on other teams in the GVMBA. They must be of the same age level or from a lower age level, as long as a pick-up's participation does not interfere with games/practices of his/her regular team. No player from a lower age level may play more than three games at the Pee Wee level, without exception. **Pick-up players are not allowed to come from Little League.**
- c) Pick-up players must bat last and must play in the outfield.

- d) Line-ups (with copies going to the Plate Umpire, Score Keeper and opposing Manager) must list absent or injured players and identify the pick-up players. Pick-up players must wear all required safety equipment and the uniform of their regular team.
- e) Regular team members always have precedence over pick-ups. Regular team members are not to be sitting while pick-ups are playing. Regular team members arriving late are to be inserted into game between half innings.
- f) As a last resort, a team may play with only 8 players without penalty. **If a team cannot field at least 8 players (including pick-ups), it will forfeit the game.** NOTE: Pick-up players may NOT be used to cover a player shortage resulting from an EJECTION. If a team cannot field eight (8) players after an ejection, the game will be immediately stopped and the opposing team will be declared the winner by forfeit.
- g) In the event that neither team can field 8 players, both teams will forfeit the game and a loss will be recorded for both. The game will not be re-scheduled.

3. SCHEDULED START TIMES

Teams will be given 15 minutes from the scheduled start time of a game to field at least eight (8) players. After the 15 minute delay, the game will either start or be declared over by forfeit, regardless of the reasons given for the inability to field a team.

4. PRE-GAME RESPONSIBILITIES AND WARM-UPS

- a) 25 minutes before game time, the Visiting team has the infield and outfield for the next 10 minutes.
- b) 15 minutes before game time, the Home team has the infield and outfield for the next 10 minutes.
- c) 5 minutes before game time, the Umpires will call the Managers for the pre-game meeting and exchange of line-ups.
- d) The home team will provide the Umpires with 4 balls at the start of each game.

5. PLAYING RULES

- a) At all parks in all tier “A” and “AA” games, a **CONTINUOUS BATTING ORDER** is to be used by all teams, as follows:
 - i. All players in attendance and playing defensively are to be listed on the batting line-up in the order that they will bat, and that order will remain constant for the entire game.
 - ii. Coaches must supply a batting line-up (with player names and uniform numbers) to the scorekeeper, umpire and to the opposing manager prior to the commencement of the game.
 - iii. Should a player arrive late to a game, his/her name is added to the bottom of the batting order.
 - iv. In the event of an injury, the following procedures will be followed:
 - **Injury to a runner:** the player last out will replace the injured player
 - **Injury to a batter:** the player last out will complete the turn at bat, assuming the existing count
 - **Injury to a fielder:** any player on the bench may replace the injured player
 Once an injured player misses part of his turn at bat, he/she may not return to the game.
 - v. If a player must leave the park, is injured, or is ejected by an umpire, he is simply skipped in the batting order. **He is not an automatic out.**
 - vi. A player listed as injured on the line-up roster shall not play at any time during the game.

- b) **UNLIMITED SUBSTITUTION:** Defensive changes may be made at any time (subject to the Fair Play and Pitching Rules, below) and to the limitation that a pitcher, once removed from the mound, may not pitch again in the same game.
- c) **FAIR PLAY RULES:** All players in attendance at a game, **must play at least 3 innings in a game**, except for injury or disciplinary reasons (which must be communicated to the Plate Umpire and the Score Keeper), or except in games where a full contingent of players is not present (see Rule 2) or where a game is terminated early pursuant to weather, darkness or the 10-Run Rule. Additionally **players may NOT sit out for more than 2 consecutive inning**. Failure to comply with these rules may result in forfeiture of the game.
- d) Use of a **COURTESY RUNNER** for the catcher on base is **mandatory after two outs**. The substitute runner is a player off the bench or, if everyone is playing, the last out.
- e) **TIME LIMIT:**
 - i. In all Exhibition and League games, when there is a game following, **no new inning is to be started after ¾ hour before the scheduled start time of the following game**. Games called because of the time limit will be considered Regulation Games regardless of the number of innings played.
 - ii. Playoff games are not subject to a time limit.
- f) **LEADOFFS.** Leadoffs are permitted in this Division.
- g) **DROPPED THIRD STRIKE.** Standard baseball rules apply. See BCMBA Rule 24.11 for a summary.
- h) **5 RUN LIMIT:** There shall be a limit of no more than **5 runs** scored per team per inning. In the 7th inning the visiting team (if already leading) can score only 5 runs, or (if trailing) can score as many runs as it takes to reach a 5 run lead. The home team can score as many runs as it takes to win the game.
- i) **MERCY (10 – RUN) RULE:** If the visiting team is ahead by 10 runs after at least 5 complete innings, or if the home team is ahead by 10 runs after at least 4.5 complete innings, or if the home team goes ahead by 10 runs or more before completing its at bat in the bottom of the 5th inning, the game is terminated and the team ahead is declared the winner.
- j) **SLIDE OR AVOID RULE:** BCMBA Rule 24.02 is as follows:
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.
- k) **HEAD FIRST SLIDES:** as per BCMBA 24.04, **no head first slides** to a base or home plate are permitted in this Division. Offending players will be automatically called out. (Diving head first **BACK** to a base already legally acquired is allowed.)
- l) **BLOOD RULE:** BCMBA Rule 24.05 is as follows:
Bodily Fluids Rule (Blood) ALL DIVISIONS
 - 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. 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.
 - ii. 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.
 - iii. 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.
 - iv. The substitute player is only a courtesy player until the original player returns.

- v. If a pitcher, while pitching, suffers an injury referred to in paragraph (i) 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.
 - vi. Should a team only have eight (8) players available at the time of an injury referred to in paragraph (i) 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.
- m) **EQUIPMENT.** Refer to BCMBA Rule 20. Note: All players, including players used as coaches, must wear double ear-flap CSA approved helmets equipped with chin straps (and these must be fastened). All catchers must wear a full helmet (or face mask with throat protector and skull cap) while catching at all times, including in all practice and warm-up situations such as in the bullpen or between innings. Shoes with **metal cleats are prohibited**. Bats may not be more than 33" in length or 2 ¾" in diameter.

6. PITCHING RULES

- a) For general pitching rules, refer to BCMBA Rules 13 and 21(D). In summary, Pee Wee pitchers are restricted to **12 innings per calendar week (Monday to Sunday)**. NO additional innings are permitted for pitchers in the event of tie games. A pitcher's delivery of one pitch to a batter shall be recorded as pitching one inning. **Two (2) nights rest are required after pitching in four (4) or five (5) innings in the same calendar day and three (3) nights rest are required after pitching in six (6) or seven (7) innings in the same calendar day.** Pitchers once withdrawn from the mound during a game are not permitted to pitch again in the same game. Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties outlined in BCMBA Rule 18.
- b) Up to and including **May 15th**, pitchers will be limited to pitching **three (3) innings** per calendar day. Starting May 16th a maximum of **seven (7) innings** per calendar day is permitted..
- c) **BALKS:** Up to and including May 15, **each pitcher will be given one balk warning per game.** This applies to balks related to pitching mechanics only (not to dropped balls, etc.).
- d) **Stepping off the rubber.** After a pitcher steps onto the rubber with the ball, the only way he/she can legally step off is to **step backward with his/her pivot foot.** The BC Baseball Umpires Association (BCBUA) has ruled that stepping off improperly is a balk.

7. CODE OF CONDUCT

All players, managers, and coaches in the GVMBA must follow the BC Minor Code of Conduct as defined in the BC Minor Rule Book:

BC MINOR CODE OF CONDUCT

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

- a) not complying with the rules, regulations or policies of BC Minor Baseball, as adopted and amended from time to time;
- b) Deliberately disregarding the Rules of Baseball as amended from time to time;
- c) Verbally or physically abusing an opponent, officials, umpires, spectators, or sponsors;
- d) showing disrespect to officials, including the use of foul language and obscene or offensive gestures;
- e) abusing playing equipment or playing area;
- f) failing to comply with the conditions of entry of an event including any rules with regard to eligibility or advertising;
- g) using tobacco products on-field at any BC Minor baseball sanctioned competition;
- h) any other unreasonable conduct which brings the game into disrepute, including but not limited to, abusive use of alcohol, non-medical use of drugs, use of alcohol by minors.

8. EJECTIONS

In the event of an ejection of a player, coach, or manager, the following will occur:

1. The ejected player, coach, or manager will leave the field of play immediately. A player may remain on the bench however a coach or manager must remove him/her self from the vicinity of the ball park.
2. The ejected player, coach, or manager will automatically serve a one game suspension following the game he/she was ejected from. No appeal will be allowed for this suspension.
3. Within 48 hours, the umpire that performed the ejection will submit a BC Baseball Umpires Association Ejection Report to a local park Umpire in Chief (preferably from the home team park).
4. If the ejection is deemed by the umpire or Umpire in Chief to be considered “offensive” or “very offensive”, as defined by the BC Baseball Umpires Association, copies of the ejection report must be forwarded onto the GVMBA Discipline Committee for review within 24 hours of receiving it. The Discipline Committee will review the ejection report and will decide if further disciplinary action beyond the one game suspension is warranted within 72 hours of all members receiving it. After the automatic one game suspension is satisfied, the player coach or manager may resume play pending the decision of the Discipline Committee. If further suspension is required, the player coach or manager must begin the suspension immediately.
5. A suspension greater than one game may be appealed in writing to the GVMBA Discipline Committee Chair, within 48 hours of the Discipline Committee submitting its decision. The

player coach or manager is still under suspension until the appeal is heard by a GVMBA Special Board Meeting which will occur within 72 hours of the appeal submission.

6. Within 24 hours of an ejection, the local park Umpire in Chief will forward the ejection report to the GVMBA Umpire in Chief. The GVMBA Umpire in Chief will then forward copies to BC Baseball Umpires Association, BC Minor and Baseball BC. The Umpire in Chief will also notify all League UICs and Presidents of any ejection.

9. INCIDENT REPORTS

Incident reports can be submitted by anyone involved in a baseball game (on or off the field) that involves a GVMBA team. An Incident Report is used to report **behavior** from any player, coach, manager, or umpire involved in a game that is felt not to be in accordance with the BC Minor Code of Conduct. Incident Reports should not include complaints of an umpire's judgment calls or rule interpretations. Incident Reports can be submitted to any GVMBA Board Member and may be reviewed by the Discipline Committee. It is at the discretion of the Discipline Committee Chair to decide on the appropriate course of action to deal with the situation.