

GREATER VICTORIA BASEBALL ASSOCIATION

2018 Universal House Rules Governing League Play: Spring Season

11U (MOSQUITO) DIVISION BASEBALL

NOTE: With the exceptions outlined below, The Official Rules of Baseball (Canadian Edition) and the rules of the BC Baseball Association (BCBA) apply to all 11U Division baseball played in the Greater Victoria Area. In addition, the following Universal House Rules also apply during all Exhibition, League, Inter-League, Mid-Season Tournament and Playoff games during the Spring season.

For a park fielding more than one team in a division must follow the universal drafting procedures: To be found on the www.victoriabaseball.com/rules/ “Spring Season Draft Rules”

1. OFFICIAL GAMES

As per BCM Rule 18.01, Regulation Games shall be six (6) innings in length. When the score is tied at the end of a regulation game, the game is declared a tie. **NO EXTRA INNINGS ARE TO BE PLAYED.** The only exceptions to this are the playoff Semi-finals and Championship games which are single knockout games where a winner must be determined.

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 team that is ahead at the end of the last completed inning will be declared the winner and the outcome will be recorded. If the score is tied at the end of the last completed inning when the game is stopped, it shall be declared a tie. **NOTE:** In the event that the game is halted in the first or second inning, an attempt will be made to reschedule the game in its entirety, subject to field and team availability.
- 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, it will be considered a suspended game and the re-scheduled game will resume where it was halted. It will not be replayed as a new game. **NOTE:** In this instance, any innings pitched by a pitcher in the first part of this game (see Rule 7) will carry forward to the re-scheduled game, as will all “Fair Play” rules as outlined in Rule 6c.
- 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.
- e) The game’s start time shall be declared by the umpire to the scorekeeper immediately before the 1st pitch is thrown. The scorekeeper is to record that time on the official score sheet, and indicate what watch or clock is being used to determine the game’s time limit.

2. FIELDING DEFENSIVE PLAYERS

Subject to both teams having a full contingent of players (See Rule 3 below), all house-league games, including playoffs, will be played with **10 defensive players** on the field including **4 outfielders**. The 4 outfielders must play a normal outfield depth and not act as a "rover" or "short" fielder.

NOTE 1: For regular season games, upon agreement of both managers at the beginning of a game, both teams may use a standard 9 player defense. **HOWEVER**, managers will need to ensure in this case that ALL the Fair Play rules and guidelines outlined in Rule 6c are met.

NOTE 2: All playoff games including round robin and elimination games will be played with the 10 player rule. Teams not having 10 players available for a game may and should utilize call-up players (as per Rule 3) to fill in the roster for that game.

3. FIELDING 10 PLAYERS

Generally, games are not to be postponed or forfeited by Managers or Coaches because of a shortage of players. **If a team cannot field 10 players** from its regular roster to start the game, pick-up or call-up players may be used to bring the temporary roster for that game up to 10 players (to meet Rule 2 above), using the following procedures:

- a) Pick-up and call-up players must be registered on other teams in the G.V.B.A. They may only be from the same Division (Mosquito) or from the next lower Division (Tadpole), as long as their participation does not interfere with games/practices of his/her regular team. **Pick-up or call-up players are not allowed to come from Little League Associations.**
- b) **One additional call-up player from the Tadpole Division** may be used to bring the temporary roster for that game up to 11 players.
- c) **Pick-up players from other Mosquito Division teams:**
 - may play any position, but may not pitch;
 - must bat last; and
 - may not play in any playoff game.
- d) **Call-up players from Tadpole Division teams:**
 - may play any position, but may not pitch or catch;
 - may bat anywhere in the lineup;
 - may play in playoffs games; and
 - are restricted to a total of 5 games in the Mosquito Division plus one invitational tournament (as per BCM Rule 10.05).
- e) All pick-up and call-up players are subject to the Fair Play rules outlined in Rule 6c. However, regular team members always have precedence over pick-up/call-up players and should not sit out more innings than pick-up/call-up players. Regular team members arriving late are to be inserted into the game between half innings.
- f) 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/call-up players. Pick-up/call-up players must wear all required safety equipment and the uniform of their regular team.

NOTE: A player listed as injured on the line-up roster shall not play at any time during the game.

- g) 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/call-ups), it will forfeit the game.**

NOTE: Pick-up/call-up players may NOT be used to cover a player shortage resulting from an EJECTION. If a team cannot field 8 players following an ejection, the game will be immediately stopped and the opposing team will be declared the winner by forfeit.

- h) In the event that neither team can field 8 players, both teams will forfeit the game. The game will not be re-scheduled.
- i) In the event that a team fields only 8 players as described above, there must be a player stationed at all 6 infield positions. The remaining players shall play in the outfield. **NOTE:** In such a circumstance it is understood that meeting the full obligation of the Fair Play rules (Rule 6c) may be difficult, although managers should do their best to rotate players between the infield and outfield positions as needed to meet the intent of this Rule as much as possible.

NOTE 1: Any Mosquito player who is used as a Pee Wee call-up may NOT play more than three games at the Pee Wee level (plus one tournament), or penalties will be imposed as per BCM Rule 10.05.

NOTE 2: “Underage” eight-year olds who are “playing up” full time in the Mosquito Division are not considered call-ups. They are considered “first-year” Mosquito players, as per BCM Rule 10.04.

NOTE 3: Summer Play. Once a player’s team has been eliminated in the Spring playoffs, he may then play according to Summer rules. If a player’s Spring team is still playing, he must get approval from his Spring coach to play for a Summer team. He cannot pitch for a Summer team during the GVBA’s Spring playoffs as long as his Spring team is still playing.

4. 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.

5. 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 at least 2 new balls and 1 good used ball at the start of each game.

6. PLAYING RULES

- a) **CONTINUOUS BATTING ORDER:** At all parks 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. Managers must supply a batting line-up (with player first and last 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
 - **An injured player that recovers may return to the game at any time.**
 - v. If a player must leave the park for any reason, 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:** To afford all players equal playing time, regardless of their abilities, and to provide all players a reasonable opportunity to play infield positions, the following steps are to be followed in all games:
- All players in attendance must play **at least two innings in the infield (IF) and one inning in the outfield (OF) in each 5 inning game, and at least 2 innings in the IF and 2 innings in the OF in each 6 inning game**, except for injuries or disciplinary reasons (which must be communicated to the Plate Umpire, the Score Keeper, and the Opposing Manager);
 - **No player shall sit out 2 defensive innings before all other players have sat out 1 defensive inning, and no player shall sit out 3 defensive innings before all other players have sat out 2 defensive innings.**

NOTE 1: It is the general intent of this rule that, over the course of the season, all players will be given an opportunity to play an equitable number of defensive innings (taking into account the number of innings each player is available).

NOTE 2: When a lineup exceeds 12 players, it may not be possible to achieve the above minimum Infield/Outfield playing times in some games. Managers are encouraged to ensure that those minimums are made up as soon as possible in subsequent games. For developmental purposes, over the course of the season, Managers should also attempt to rotate players through as many different infield and outfield positions as possible (subject to ability and safety issues), including pitcher.

NOTE 3: These Fair Play Rules apply to all league games in the spring season, including the park and city-wide playoffs (if any).

NOTE 4: The above Fair Play Rules are not in effect for the play of the **Prospects Teams**. For those teams, BC Minor's Minimum Play Summer Rules are in effect: a continuous batting order is to be used and no player may sit out 2 consecutive innings (as per BCM Rules 26.02 and 27.02).

- d) **COURTESY RUNNER:** Use of a Courtesy Runner for the catcher on base is mandatory when two are out. The substitute runner is the player who was the last out.
- e) **RUN LIMITS:**
 - **In the first 2 innings:**
 - **Up to and including May 15th: no more than 2 runs may be scored per team per inning;**

- **Beginning May 16:** no more than 4 runs may be scored per team per inning;
 - **In the subsequent innings (except the last inning):** no more than 4 runs may be scored per team per inning; and
 - **The last inning** (usually the 6th, but see (f) below) **shall be a Modified “Open” Inning.** In a **Modified Open Inning**, the visiting team (if already leading) may score only 4 more runs, or (if trailing) may score as many runs as it takes to reach a 4 run lead. In a **Modified Open Inning**, the home team may score as many runs as it takes to win the game.
- f) **TIME LIMIT:** Even if it is not yet the 6th inning, a new inning started after 1:45 have passed from the game’s official start time will be declared a Modified Open Inning. If that inning ends after the 2 hour mark then the game is over. If that inning ends BEFORE the 2 hour mark (and it was not yet the 6th inning), then ONE more Modified Open Inning will be played. Games called because of the time limit will be considered Regulation Games regardless of the number of innings played.
- EXAMPLE:** if the 5th inning begins at the 1:46 mark, it is declared a **Modified Open Inning.** If it is a quick inning and ends at 1:55, then a 6th inning is played, which is also a **Modified Open Inning.** If the 5th inning in this example ends after the 2 hour mark, then the game would be over.
- NOTE 1:** A new inning officially begins the moment the last out is made in the previous inning.
- NOTE 2: Playoff games are not subject to time limits.** In playoff games, the 6th inning is a **Modified Open Inning** as are any extra innings required to break a tie.
- g) **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.
- h) **LEADOFFS:** Runners may not lead off until the ball has crossed the plate or is hit.
- When the pitcher is in contact with the rubber, with the ball in his/her possession, preparatory to the act of pitching, all base runners shall return to their bases and cannot leave until the pitched ball has crossed the plate or is hit. If there is a leadoff the ball is dead, “No Pitch” shall be called by the umpire, and the runner(s) shall be called “out.”
 - When a runner is making a legitimate attempt to advance to the next base, the pitcher cannot then return to the rubber and stand in a position preparatory to pitching for the purpose of having the runner return to his/her previous base.
- i) **BASE STEALING:** Base stealing is allowed in this Division. Runners attempting to steal may not leadoff from a base until the ball has crossed the plate as per Rule 6h above.
- j) **STEALING HOME:** Base runners shall not steal home on a wild pitch or passed ball (Rule in effect until May 15.)
- k) **DROPPED THIRD STRIKE.** Batters may NOT run on a dropped third strike. The batter is OUT.
- l) **OVERTHROWS and THROWS BACK TO THE PITCHER** Beginning May 15th (see below for rules prior to May 15th):
- i) **For overthrows that go out of bounds** or into a dugout, all runners will be awarded ONE extra base from that which they already acquired.
 - ii) Any overthrow to any base or any throw back to the pitcher which is not caught **and does not go out of play** will be considered “live” and runners may advance at their own risk subject to Rule 6h above.

- iii) **OVERTHROW rule until May 15th:**
 - 1. **For overthrows to any base that go out of the field of play or into a dugout**, all runners will be awarded ONE extra base from that which they already acquired.
 - 2. **All overthrows to the pitcher (unless touched) or to any base which remain within the field of play will be considered “live”** and runners may advance at their own risk. Runners may be awarded a maximum of 1 base on any one overthrow or multiple overthrows in the same play.
 - a) Runners on any base **may not advance on a wild pitch or a passed ball.**
 - b) **A batter that is walked may not advance to second base on the same play.**
- m) **BUNTING:** Bunting will be permitted for the entire season of play, including playoffs.
- n) **INFIELD FLY RULE:** The Infield Fly Rule is in effect in this Division.
- o) **“SLIDE OR AVOID” RULE:** Refer to BCM Rule 24.01. If a play is being made, or is about to be made, it is **MANDATORY** for players 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.
- p) **FORCE-PLAY SLIDE RULE:** Refer to BCM Rule 24.02. In summary, on any force play, a sliding runner must slide directly into the base (or on the side of the base opposite to that of the fielder to avoid making contact or altering the play of the fielder). Interference will be called when (a) any contact occurs between the runner and fielder outside of the straight line between bases, or (b) the fielder is forced to avoid contact (by jumping or other means) outside of the straight line between bases. Contact is only permitted on a direct slide into a base.
 - PENALTY:**
With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and all runners must return to the base they occupied prior to the pitch. (Note: there are **NO EXCEPTIONS** to this);
 - With two outs, the interfering runner shall be declared out and no other runner may advance;
 - If the runner’s slide is flagrant, and injures or has a high likelihood of injuring the fielder, the runner shall be ejected from the game.
- q) **HEAD FIRST SLIDES:** as per BCM Rule 24.03, 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.)
- r) **BLOOD RULE:** Refer to BCM Rule 24.04.
 - i. Any player who is bleeding or who has an open wound during a game 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.
 - iv. 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 cannot return in this time a pitching change must be made.

- v. 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 Rule 3(g) will need to be implemented, and the game will be forfeited.
- s) **EQUIPMENT.** Refer to BCM Rule 20.
- Batters, on deck batters, base runners, and bat boys 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 32" in length or 2 1/4" in diameter.
- t) **COACH'S DRESS.** Coaches must wear long pants (no shorts). These do not have to be uniform baseball pants. In addition, as a minimum, coaches must wear a team cap and may not wear open-toed shoes or sandals. Coaches that fail to comply with these rules are not allowed in the dugout or on the playing field during games.
- u) **PLAYERS AS BASE COACHES.** In this Division, players are not permitted to be used as base coaches.

7. PITCHING RULES

a) **NUMBER OF PITCHES AND REQUIRED REST**

- 1-25 pitches = no rest
- 26-40 pitches = 2 nights rest
- 41-55 pitches = 3 nights rest
- 55-65 pitches = 4 night's rest
- 66-75 pitches = 5 night's rest
- 75 pitch maximum in a day

NOTE 1: Pitches thrown in warm-up, in the bullpen, or ruled No Pitch by the umpire do not count towards the pitch count.

NOTE 2: Pitch count is recorded after each game. A pitcher who requires rest after the first game of the day cannot pitch in the second game. Example: A Mosquito pitcher who throws 31 pitches in game one is NOT eligible to pitch in game two.

NOTE 3: If a pitcher has two appearances in the same day his total pitch count for the day is combined for the purpose of rest. Example: A Mosquito pitcher who throws 25 pitches in Game One and 30 pitches in Game Two has thrown 55 pitches for the day and requires 3 nights rest.

NOTE 4: The following is a definition of a nights rest. If a pitcher requires three nights rest after throwing a 1PM game on a Sunday, he/she rests Sunday night, Monday night, Tuesday night and can pitch when he/she wakes up on Wednesday morning.

- b) **EXCEEDING LIMITS TO FINISH BATTER.** Refer to BCM Rule 23.02. A pitcher is permitted to exceed the daily maximum pitch limit to complete pitching to a batter. For example: A Mosquito pitcher starts pitching to a new batter at 68 pitches. At the end of facing that batter the pitcher has thrown 76 pitches. The pitcher must then be removed from the game and he/she requires 3 nights rest.

- c) **PITCHING ON CONSECUTIVE DAYS.** Refer to BCM Rule 23.03. Pitchers may not pitch on three consecutive days.
- d) **PITCHING AND CATCHING ON THE SAME DAY.** This is now permitted.
- e) **HIT BATTER:** If a pitcher hits 3 batters in any game, he is to be removed from the mound.
- f) **PITCHER REMOVED.** Pitchers once withdrawn from the mound during a game are not permitted to pitch again in the same game.
- g) **PITCHING VIOLATIONS.** Pitchers in violation of any of the pitching rules shall be considered ineligible players, subject to the penalties outlined in BCM Rule 22.
- h) **BALKS:** No Balks are called at the Mosquito level.

NOTE: In some instances during a bunt situation, a pitcher may be surprised and may stop his delivery. In this case, he will be provided with a warning from the umpire. Should it happen again, the umpire shall declare the pitch a “ball.” Any runners on base will NOT be awarded an extra base in this situation.

- i) **PITCHER’S GLOVE, ETC.** The pitcher’s glove may not be white, gray or, in the judgment of an umpire, distracting in any manner. Pitchers must not wear a light-coloured long-sleeved shirt while pitching. Pitchers must not wear batting gloves, wrist bands or bracelets on either hand.
- j) **WALKS: Up to May 15th,** if a player pitcher walks a batter, the batter does NOT proceed to first base. A coach is to place a ball on a tee at home plate and the batter is permitted unlimited swings until the ball is hit into play. **Beginning May 15th, walks are permitted.**

8. CODES OF CONDUCT

All players, managers, coaches, and parents in the GVBA must follow the Code of Conduct as presented in the BC Minor Rule Book (BCM Rule 15.01):

BC MINOR CODE OF CONDUCT

BC Minor Baseball 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.

NOTE: Coaches are advised to refrain from attempting to influence the calls of umpires by shouting “Safe,” “Out,” “Ball,” “Strike,” etc. before, during or after an umpire makes a call. Coaches who do this will receive one warning and then may be ejected from the game if the behavior persists.

PARENT CODE OF CONDUCT (BCM Rule 15.08)

Parents and spectators attending BCM sanctioned events are expected to role model appropriate behavior for the youth players competing on the field. When conflict situations occur, parents and spectators are expected to resolve the conflict appropriately. Players, coaches, and umpires have the right to participate in the game without being subjected to abuse or distractions from outside the playing field. Examples of unacceptable behaviour include but are not limited to: showing disrespect to umpires, opposing players, coaches, parents, and league administrators including: taunting, insulting language, angry outbursts, gestures, and physical aggression. The consumption of alcohol is not permitted at BCM sanctioned games.

Coaches are expected to make their best efforts to ensure these expectations are met by their parents and supporters.

Any parent or spectator that fails to meet these expectations may be asked to leave the area surrounding the field by the umpires. The umpire may speak directly to the individual being asked to leave or may choose to have the appropriate coach communicate this decision to the parent. If a parent or spectator refuses to leave the area surrounding the field the umpire may suspend the game without making any judgment as to the final score, which will be determined by the BCM.

Any BCM director may request that a parent or spectator leave the area surrounding the field of play as per the requirements of BCM Rule 16.

The BCM may review any reports submitted in writing regarding unacceptable parent behaviour and issue discipline as they feel warranted.

9. EJECTIONS & AUTOMATIC SUSPENSIONS

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

- a) 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.
- b) The ejected player, coach, or manager **will AUTOMATICALLY serve a ONE game suspension following the first game he/she is ejected from. If a player, coach or manager is ejected more than once in the spring season, he/she will AUTOMATICALLY serve a THREE game suspension following the second (etc.) game he/she is ejected from.** No appeal will be allowed for these automatic suspensions. In the case of an automatic suspension, if there are less than the prescribed number of games remaining in the spring season (including playoff games), then the suspension will be carried into the next year.
- c) Within 24 hours, the umpire who performed the ejection will submit a BC Baseball Umpires Association **Ejection Report** by filling out an electronic form at the BCBUA website (www.bcbua.ca).
- d) A copy of this form will be forwarded to the GVBA Umpire in Chief and the GVBA President by the BCBUA. If the ejection is deemed by the umpire or GVBA UIC to be considered “offensive” or “very offensive,” as defined by the BC Baseball Umpires Association, copies of the ejection report must be forwarded on to a GVBA 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 or three game suspension is warranted. After the automatic one or three 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 after the decision is given.
- e) A penalty greater than the automatic one or three game suspension may be appealed in writing to the GVBA 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 GVBA Special Board Meeting, which will occur within 72 hours of the appeal submission.
 - f) The GVBA President will notify all Association Presidents and Association UICs of the final outcome of all ejections.

9. INCIDENT REPORTS

Incident reports can be submitted by anyone involved in a baseball game (on or off the field) that involves a GVBA 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 GVBA Board Member and may be reviewed by a GVBA 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.

Incident Report forms may be downloaded from the GVBA website (www.victoriabaseball.com).