

WINNIPEG MINOR BASEBALL (W.M.B.)

RULES & REGULATIONS FOR ALL CITY WIDE DIVISIONS

11U 'AA', 13U 'AA', 15U 'A' & 'AA', 18U 'A' & 'AA'

GENERAL RULES

Please also refer to the

- Official Rules Of Baseball- Canadian Content
- Baseball Manitoba MBA Handbook
- Pink Section - Appendix I - Field Dimensions/Equipment Summary
- Pink Section - Appendix VI – Pitch Count Rules for Pitch Count Regulations

The Winnipeg Minor Baseball rules supersede the Baseball Manitoba rules, which supersede the Baseball Canada rules. All coaches should read and understand the rules as presented.

Please share with players and parents.

Coaches, players and parents should also be aware of Baseball Manitoba's Policies covering Code of Conduct, Social Media, Discipline and Complaints and Respect in Sport

<https://www.baseballmanitoba.ca/content/policy>

	Regular Season Start	Regular Season End
15U A	Mon May 6	Sun Jun 16
18U A	Mon May 6	Sun Jun 30
11U AA	Mon May 6	Mon July 8
13U AA	Mon May 6	Mon July 15
15U AA	Mon May 6	Mon July 15
18U AA	Mon May 6	Mon July 8

1. CODE OF CONDUCT

- 1.1 AT NO time are Coaches, Managers, Players, or Scorekeepers allowed to smoke, vape, chew tobacco, or drink alcohol on the playing field, bench or within sight of any official during player warm-ups or during the game, as per a municipal bylaw. If an official smells alcohol or cannabis on these persons(s) before or during the game, they will be ejected and subject to suspension.
- 1.2 Coaches must wear suitable clothing (no cut-offs, short pants, or muscle shirts) when on the playing field or bench during the game.
- 1.3 If a coach is ejected from the game, they must leave the playing area and not be able to coach or be seen by an umpire.
- 1.4 Coaches are the designated representative of their team and must control or prevent any disrespectful or disruptive behavior by their players/parents/spectators which is directed toward an opponent, umpire, or a spectator.

- 1.5 Umpire abuse, from coaches, players or parents will not be tolerated.
- 1.6 **Disciplinary action by the WMB board against any coach, team, or player will follow the guidelines of Baseball Manitoba**

2. BEFORE GAME RULES

2.1 BEFORE THE START OF GAME, THE HOME TEAM MUST:

- Coaches have authority to cancel the game up to the time that play begins, afterwards the umpire has full authority to cancel the game.
- Check to see if the field is playable no less than two (2) hours before game.
- If field is NOT playable, the home team coach must do the following:
 - 1st Call the umpire assignor in your association to **cancel the umpire's**
 - 2nd Call the visiting team coach at least 90 minutes before game time
 - 3rd Contact the league convener within 24 hours.
- If the field is playable, set up the diamond at least 45 minutes before game time.

3. REASON AND PROCEDURE FOR RESCHEDULING A GAME:

3.1 THE FOLLOWING ARE ACCEPTABLE REASONS FOR RESCHEDULING A GAME:

- Bad weather (i.e. rain, snow) or diamond is too wet.
- Diamond unsafe to play or poorly maintained.
- Diamond double booked.
- Team short of players. 24 hour advance notice is required.

3.2 PROCEDURE FOR HOME TEAM TO RESCHEDULE A GAME:

- Regular game days for the specific age group should be looked at for rescheduling. Friday, Saturday and Sunday are the preferred options.
- Select three dates and confirm diamond and umpire availability for these dates.
- Call the other team and confirm a date for the game.
- Notify your league convener of the rescheduling.

3.3 Teams must confirm a date and location for the rescheduled game within one week.

3.4 If a team fails to reschedule their game within one week, then the league convener may schedule the game on the designated rainout weekend. If coaches subsequently reschedule these games, they must inform the league convener.

3.5 Playoff elimination games can be played no later than (5) five days prior to the start of city playoffs (barring weather)

3.6 Unplayed games will be marked as a loss for both teams at the end of the season.

4. TEMPORARY PLAYERS (T.P.) RULES:

4.1 Teams are allowed to bring up two (2) T.P. per game.

4.2 T.P. can be called up an unlimited number of times during the regular season.

4.3 T.P. are not allowed to pitch - **PENALTY: automatic default of the game and one game suspension for the offending coach.**

4.4 T.P. cannot be used by more than one team in a league during regular season.

4.5 All T.P. must be listed on game line up sheet and mark with a T.P. beside their name.

4.6 All T.P. must be registered with Baseball Manitoba during the current baseball season.

4.7 Teams may only call up from a lower division or from a lower age group for example: a 15U AA team may call up a player from a 15U A team (lower division) or from a 13U A or AA team (lower age group)

4.8 Players registered with WABA for AAA are not eligible as Call Ups

5. DEFAULTS, FORFEITS, AND INSUFFICIENT NUMBER OF PLAYERS TO START A GAME:

- 5.1 **All teams make the regional playoffs**; therefore, teams may play with less than nine players at the start of the game (Regular Season and Regional Playoffs only).
- 5.2 **Defaults - occur when a team has less than seven players.**

The minimum safe number of players is seven (7) to ensure a safe game. If a team believes they will have less than seven players, the team should consider rescheduling. **WMB encourages coaches to share players where possible in the event of a default so that an exhibition game can still be played.**

- 5.3 **Forfeits** - are when a team DOES NOT show up for a game without any prior reason.
Forfeits are scored as a 7 – 0 final. Division convener will decide if the game is a forfeit
- 5.4 Teams with either three (3) defaults, or two (2) forfeits in a season are disqualified from league playoffs.
- 5.4 **Teams that forfeit a game during the playoffs will be suspended from further play.**
- 5.5 Teams may add a player to the bottom of the batting order when they arrive. Players may enter the field of play at the end of the half inning.
- 5.6 Teams may still call up players if desired according to the existing call up rules.
- 5.7 There are no automatic outs for playing with less than nine batters.

6. SUSPENSION (S) OF PLAYERS OR COACHES:

- 6.1 Any noteworthy ejection of a player or coach must be sent to the league convener and a report then forwarded to the Winnipeg Minor Baseball Board for any further disciplinary action.
- 6.2 A coach may appeal the suspension of a player or coach by a written request to the league convener. If the Winnipeg Minor Board considers the request warranted, a formal hearing will be held by the Board according to the format approved by Baseball Manitoba

7. DURING and END of GAME RULES

- 7.1 Warmups
- The home team should begin warm up practices on the field no later than twenty-five (25) minutes before game time.
 - The away team should begin warm up practices on the field no later than fifteen (15) minutes before game time.
 - Warmups for each team should be no longer than ten (10) minutes.
 - Teams should expect and be ready for the umpire meeting five (5) minutes before the start of the game.
 - In the event another group is completing a game teams should attempt to warm up in an open area to permit the game to start on time

7.2 Start of the game

- The start time of the game is the sole discretion of the umpire who is the official timekeeper.
- Provide official game sheet to the opposition scorekeeper fifteen minutes prior to game.
- The home team needs to provide two (2) NEW and two (2) playable baseballs.
- A playable baseball is at the plate umpire's discretion. All Baseballs must be RAWLINGS or equivalent quality (i.e. Diamond).
- RTDC, or any other practice balls are prohibited from play.

Age Group	11U AA	13U AA	15U A	15U AA	18U A	18U AA
BALLS	65cc	80cc	80cc	80cc	80cc	80cc

7.3 During the game

- A game is official if five (5) innings have been played or the home team is leading after 4 ½ innings (11U is official after 4 innings or the home team is leading after 3 ½ innings)
- Games that are called before the 5th inning (4th inning for 11U) may be suspended and be continued another day.
- The convener has the right to have called games replayed from the start.

7.4 After the game

- The game scores and pitch counts must be confirmed by both teams before leaving the diamond.
- If preferred, use the **WMB - Game Sheet** to record the score and pitch counts and have both coaches sign before leaving the field
 - The **home team** must enter the scores and pitch counts into the <http://www.wpgminorbaseball.com/> website **no later than 24 hours after the game.**

THE HOME TEAM IS THE OFFICIAL SCORER OF THE GAME AND IN CASE OF ANY DISPUTES THE OFFICIAL SCORER WILL BE CONSIDERED CORRECT.

8. RULES ABOUT PITCHING IN GAME AND WARMUPS:

8.1 When player / coach is warming up a pitcher

- The coach must at least wear a mask and a player must wear a mask / helmet combination in all warmup situations (Baseball Canada 2018 Rules Interpretations 1.17)

8.2 All new pitchers will get six (6) warm up pitches and then four (4) pitches before each inning. If a team is slow coming onto the field an umpire can reduce the number of warm up pitches

8.3 A pitcher is not allowed to wear a white or grey long sleeved undershirt.

9. BATTERS:

- 9.1 **11U AA thru 18U A** - All players of a team are part of the continuous batting order for each game.
- The order will be set by the coaches at the beginning of the game and may not be changed.
 - The first nine (9) players listed on the line up sheet do NOT have to be the starting nine (9) players that start on the field.
- 9.2 The re-entry rule is in effect for the regular season and city playoffs. It cannot be used for an ejected player but can be used for an injured player. The last player removed from the game can re-enter for the injured player. The umpire must be informed of the injury. The injured player cannot re-enter the game.
- 9.3 If a player is ejected their spot in the batting order is skipped without an out being recorded
- 9.4 When a player leaves the game for any reason including injury or illness etc. that players' spot in the batting order is skipped without an out being recorded. The umpire and opposing coach must be informed immediately after the player leaves. This player can re-enter the game.
- 9.5 An out is recorded if a player misses the at bat for no apparent reason. This player may continue to play.
- 9.6 Coaches can make unlimited substitutions on the field at any time.

- 11.7 **18U AA ONLY** - All players are to be listed on the lineup card.
- Only the starting nine (9) players are to be included in the batting order.
 - A designated hitter is listed as DH and the pitcher must be listed on the game sheet in the number ten (10) spot on the lineup card (or number eleven (11) spot if the EH is added)
 - **Extra Hitter Rule**
 - Prior to the beginning of each game, the manager may elect to add a tenth (10th) hitter to the batting order. The player will be indicated in the line-up as the "EH." The "EH" cannot be added to the line-up once the game begins.
 - The "EH" will be treated as any other starter, and cannot be eliminated during the course of the game. If a team starts with 10 players, the team must finish with 10 players. Penalty shall be a forfeit.
 - The EH may appear in any spot in the line-up.
 - The EH will now be considered a defensive position and eligible to be switched between any defensive position provided he stays in the same spot he started in the batting order, and since the EH is a starting player, the re-entry rule would also apply to the EH position.
 - The purpose of the EH is to replace a position player allowing the replaced player to come off the field to warm-up for pitching

10. BASE RUNNERS:

- 10.1 Courtesy runners are acceptable for the catcher when there are two outs.
- 10.2 Contact Rule for all players is in effect. Runners are instructed to slide or attempt to avoid making contact with a fielder. Malicious contact is to be penalized whether committed by an offensive or defensive player. Please refer to Baseball Canada contact rule 6.01 (6.05) for details.
- 10.3 See chart below for leadoffs and stealing.

Age Group	11U AA	13U AA	15U A	15U AA	18U A	18U AA
LEAD OFFS	NO	YES	YES	YES	YES	YES
STEALING	Yes, after ball cross plate	YES	YES	YES	YES	YES
Stealing Home	NO	YES	YES	YES	YES	YES
Dropped 3rd Strike	NO	YES	YES	YES	YES	YES
Bunting	YES	YES	YES	YES	YES	YES

11. PITCH COUNT REGULATIONS:

- 11.1 In the interest of good sportsmanship and for the benefit of all players, an opposing coach, scorekeeper or other official should inform the team coach before an infraction occurs
- 11.2 Pitchers and managers shall follow the pitch count and rest rule guidelines of the Baseball Manitoba pitching chart - Refer to the supplied pitch count book or the Baseball Manitoba handbook – Pink Section - APPENDIX VI – Pitch Count Rules for Pitch Count Regulations
- 11.3 **Age advanced players must be identified before the game. These players are restricted to the number of pitches for their age group and not to the age group of their team. Thus, a 15U-aged player age advanced to 18U is restricted to the pitch count for 15U. (the exception is a Grand Slam player advanced to 11U who may pitch to the 11U limits)**
- 11.4 **T.P. (temporary players also known as call-ups) are not allowed to pitch.**
- 11.5 **Intentional walks**
 - Only pitches thrown will be included in Pitch Count totals (New intentional walk rule excludes pitch count when a player is intentionally walked)
 - Automatic balls during an intentional walk do not count towards Pitch Count totals.
 - Example: if during a count of 2 balls - 0 strike, a team signals to the umpire that a batter will receive an intentional walk, only 2 pitches will be counted for pitch count
- 11.6 A pitcher who is removed from the mound during the game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game in another position or the game is suspended and resumed on another day.
- 11.7 A coach who violates the pitch count regulations will be subject to a one-game suspension. Any subsequent violations will result in penalties as per disciplinary guidelines in the Baseball Manitoba Handbook

- 11.8 All pitches, regardless of regular season, tournaments, **or high school play**, must be recorded in the Baseball Manitoba Pitch Count App.

Pitchers are allowed to finish the batter even if their maximum pitch limit for any threshold is exceeded during the at bat. However, ***the coach must notify the umpire prior to the pitch count being exceeded***. The pitch count then will be recorded as the maximum for that threshold limit. For example, a 15U player has 50 pitches. The coach can declare to the plate umpire and pitch counters for both teams that this is the final batter. He finishes with 54 pitches, but only 50 are recorded and that player is removed from pitching.

11.9 Baseball Manitoba Pitch Count App

- Baseball Manitoba has developed a Pitch Count App for 2023. Pitch Count books will NOT be available this year, as we fully transition to the App.
- The Baseball Manitoba Pitch Count app is a new, free tool for coaches. Use this mobile app to easily keep track of every pitch thrown in a game and view statistics from other Manitoba teams. To download the app search “Baseball Manitoba pitch count app” in the App Store for iPhone users and Google Play App Store for Android users.
- **Teams may still use pitch count booklets to track pitches, but all teams are now required to submit their pitch counts through the app. Pitch count booklets are no longer being distributed but printable/downloadable pitch count forms are available at www.baseballmanitoba.ca/forms.**
- **Home teams will be responsible for entry of pitch counts with verification from the visiting team. All team rosters will be automatically uploaded to the app from the RAMP registration system.**
- The Baseball Manitoba website provides helpful tutorials for using the app, and more information will be provided to coaches.

12. DOUBLE HEADERS:

- 12.1 1st and 2nd games should start at the game time on the schedule.
- 12.2 Double header games shall be 5 innings in length.
- 12.3 The 2nd game of a double header will start no earlier than 30 minutes after the completion of the first game and no later than one hour after completion of the first game, regardless of when the first game finished.

13. END OF INNING and END GAME RULES:

- 13.1 A team’s turn at bat in an inning will end after
- 3 outs have been recorded or,
 - the maximum runs per inning have been scored (**for 15U AA and 18U AA only an unlimited number of runs can be scored in all innings**)

Age Group	11U AA	13U AA	15U A	15U AA	18U A	18U AA
Innings Played	6	7				
Max Runs/Inning	5	6	5	Unlimited	6	Unlimited

Last Inning	6th unlimited	7th unlimited	7th 10 runs	Unlimited	7th 10 runs	Unlimited
Time Limit	2 hours after the start of the game	2 ¼ hours after the start of the game		Unlimited	2 ¼ hours after the start of the game	Unlimited
Any inning in progress at the time limit must be completed						

- 13.2 A 10 run mercy rule applies after 5 innings of play or 4½ if home team is ahead (The 10 run mercy rule for 11U AA is after 4 innings or 3½ if home team ahead).
The mercy rule also applies in all regular and playoff games.
- 13.3 The umpire has the discretion to call the game due to darkness. If a game is stopped before the completion of an inning, then the score reverts to the last completed inning. Games are allowed to end in a tie
- 13.4 Games called due to weather or darkness can be considered final upon agreement from both coaches, otherwise decision of a final result or replay will be deferred to the age convener.
- 13.5 Delays due to weather or unforeseen circumstances are included for all games with time limits (If a team has a 2:15 time limit and loses 30 minutes due to rain they do not get to play an extra 30 minutes)
- 13.6 The end time of the game is at the sole discretion of the umpire who is the official timekeeper

2024 PLAYOFF HOSTS

11UA Zone 1 Prov	13UA Zone 1 Prov	15UA Zone 1 Prov	18UA Zone 1 Prov
July 5 - 7	July 5 – 7	July 5 – 7	July 5 - 7
North Winnipeg	Red River Valley	Bonivital	Winnipeg South

11U AA City	13U AA City	15U AA City	18U AA City
July 12 - 14	July 19 – 21	July 19 - 21	July 12 - 14
Bonivital	Red River Valley	Red River Valley	Winnipeg South

PLAYOFFS

1. TEAMS QUALIFYING

Age Group	11U AA	13U AA	15U A	15U AA	18U A	18U AA
Teams Qualifying	Top 10 Teams	Top 10 Teams	Top 6 teams West League and Top 4 Teams East League	Top 10 teams	Top 5 Teams	Top 10 Teams
Teams Qualifying for AA Provincials	5	5	N/A	5	-	3

2. ELIMINATION GAME AND PLAYOFFS

- 2.1 A maximum of ten (10) teams may qualify for the city playoffs. Teams are ranked in the standings by a point system in which three points are awarded for a win and one for a tie. If teams are tied in points at the end of the year the first tiebreaker is wins and the second is head-to-head games
- 2.2 In a single league of more than 10 teams, a one game elimination is played against the bottom ranked teams to form a city playoff of ten teams: 10th vs 11th in 11-team league, 9th vs 12th and 10th vs 11th in 12-team league, etc. Coaches of the home team are responsible to book their diamond and the umpires. The elimination game must be played no later than five days before the start of the playoffs. Winning teams in playoff elimination games are ranked by their place in the standings.
- 2.3 If a league has more than one division, the number of teams to qualify in each division is twice the number of associations represented in the division. The number of teams in each division must be greater than the number of teams who may qualify.

3. PLAYER DRAFT/CALL UPS for PLAYOFFS

- Teams are permitted to draft or call up from a lower division, up to a total of two (2) players. Drafted players and Call-Ups must be identified **prior** to playoffs.

3.1 Drafting Players

- Teams who qualify for the city playoffs may add (draft) up to two players from other teams within their league or division from eliminated teams.
- Coaches must send a list of up to five players, in order of preference, to the league convener immediately after all teams qualify.
- Players are drafted from the list according to the seeding of teams with the first place team drafting first in each round.
- Players, who are requested in the draft, but decline are ineligible to be drafted by another team and will not play in the city playoffs. Teams are subsequently awarded the next available player on their list.

3.2 Call Ups

- Teams are allowed to add (call up) two players, or the amount needed to replace injured players, from a lower division only (i.e. 11U AA may call up from 11U A)
- These players are available only for city playoffs but may be added to the team's roster by the drafting of these players for the provincials.
- Call ups (T.P.) are **not** allowed to pitch – same rules as the regular season.
- Players registered with WABA for AAA are not eligible as Call Ups

4. INSUFFICIENT NUMBER OF PLAYERS TO START A GAME

4.1 When one team has 8 or fewer players at game time the following happens:

- A 15-minute grace period is allowed.
- Team that is short may bat first.
- Any open place in the batting order when it comes will be an out.
- If a team does not have 9 players when it takes the field, the game is a forfeit, and the team is disqualified from the playoffs.

5. PLAYOFF TIME LIMITS

5.1 A new inning cannot start.

Age Group	11U AA	13U AA	15U A	15U AA	18U A	18U AA
Time Limit	2 hours after the start of the game	2 ¼ hours after the start of the game				
Any inning in progress at the time limit must be completed.						

- 5.2 If a game is tied after seven innings or once time limit expires, the Baseball Manitoba rule for extra innings will go into effect:
- The two last batters of the previous inning will go to first and second base to start the inning.
 - The first batter is the next player in the batting order.
 - If a game is still tied after the first extra-inning, the game will continue until there is a winner.
 - Each extra inning will be a 10 run maximum.
- 5.3 Runs scored and defensive outs in extra innings are not included when the Baseball Manitoba tiebreaker formula rule is used if three or more teams are tied after the pool round.
- 5.4 The championship game has no time limit and must be played until a winner is declared.