

BY-LAWS

MISSISSAUGA BASEBALL LAKESHORE LEAGUE

LEAGUE PLAYING RULES

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SECTION 1 - LEAGUE COMPOSITION & TEAM MEMBER ENTRY

The MBLL shall accept eligible Team Membership applications from Area Association Members in the following classifications subject to the terms and conditions laid down herein:

PLAYING YEAR					
SERIES	SEASON = 2022	2023	2024	2025	
	AGES	YOB	YOB*	YOB	YOB
Bantam	<u>14-15</u>	07-08	08-09	09-10	10-11
Midget	<u>16-18</u>	04-06	05-07	06-08	07-09
Junior	<u>19-22</u>	00-03	01-04	02-05	03-06

***YOB – Year of Birth**

Applications for team entries will be accepted from bona fide eligible Association Members. Mississauga Majors and Mississauga Southwest Baseball Association teams will be accepted as of right. Teams from other Mississauga based baseball associations may be accepted in the discretion of the Executive. Associations must enter ALL of their house league teams at a given age group to be considered for MBLL acceptance.

SECTION 2 – PLAYER REGISTRATION

2.01 Any player wishing to play for a team under the jurisdiction of the MBLL must complete the registration form provided by the local Association that is fielding the team in question. Proof of age must be provided.

at the time of signing. Once a player has signed with an Association, the player will not play for any other MBLL Association. Players may not play house league and rep/select in the same season unless granted a special exemption by the Commissioner. Other players may be granted special exemptions at the discretion of the executive.

2.02 The MBLL shall, when required, accept as proof of age:

- a) Provincial birth certification or Ontario notice of birth registration;**
- b) photo & birth identification cards issued by the Government of Canada to immigrant children;**
- c) English language, official birth date certification signed by authorities of foreign countries, town clerks, etc.;**
- d) translations of foreign countries birth registration information signed and sealed officially;**
- e) translations of birth hospital official certification of date of birth (countries outside Canada)**
- f) an Ontario driver's licence; or**
- g) passport.**

2.03 A "per team" registration fee shall be determined annually by the MBLL. This fee shall be submitted to the MBLL Commissioner by April 30th of the playing year. This fee is non-refundable once final schedules are completed.

2.04 All players shall be residents of the City of Mississauga.

2.05 Complete lists for all teams shall be submitted to the MBLL Commissioner by May 30th of the playing season. PENALTY: Failure to comply will result in a \$200 fine to the association.

A complete team list shall contain the player's name, address including postal code, telephone, date of birth and birth registration number.

2.06 The final date for verification and/or amendments to team lists shall be June 30th. If a non-verified player continues to participate in any regular season game or play-off game after June 30th, the game(s) shall be forfeited to the opposition. The MBLL Commissioner shall provide a final list of all teams, by division, to the associations by July 30th.

2.07 A player is expected to play for a team from his home Association (the one in which he resides). However, releases are not required for a player to play in a different Association.

2.08 A player can only be registered on one MBLL team.

SECTION 3 - CONVENOR DUTIES

3.01 Regular Season

- a) Shall be responsible for day-to-day operations of his division.**
- b) Shall keep an accurate and up to date list of managers, coaches, assistant coaches and their telephone numbers and e-mail addresses of teams within his Division. This information will be confirmed with the MBLL Commissioner.**
- c) Shall keep an accurate and up to date record of game results and standings for his Division and shall forward all scores and standings to the MBLL web master on a weekly basis.**
- d) Shall keep an accurate record of all ejections and provide the following information to the MBLL Commissioner within 24 hours of the ejection: Name of the player/coach; name of the team, the division the team is in; name of the Area Association; the nature of the offence; the name of the umpire and the date of the offence. Shall also ensure that the offender's automatic game suspension(s) is served.**
- e) Shall request the coaches of a cancelled game to re-schedule the game within fourteen (14) days of the date of the cancelled game. The Convenor shall be advised by the coaches when and where the game is to be played. Once the Convenor is advised of the re-scheduled date, the game becomes a regularly scheduled game and is governed by the MBLL rules.**

Failure for the teams to agree on a re-scheduled date within the fourteen (14) day time period shall cause the Convenor to

assign a date and place for the re-scheduled game. A minimum of 72 hours notice shall be given to the teams. The game becomes a regularly scheduled MBLL game and is governed by the MBLL Rules.

- f) Shall act as a liaison between his teams and the MBLL Executive.
- g) Shall attend all MBLL meetings (including the coaches' meeting) and issue a report on team standings and any matter of which the MBLL Executive should be aware.
- h) Shall ensure that all coaches are provided a copy of their Play Off Schedule prior to their first game.
- i) Shall be present at all Play Off games in his Division and shall act as the MBLL Representative. In the event the Convenor is unable to attend, an alternate will be appointed by the MBLL Commissioner.
- j) Shall inform the local President if a team in that Association has defaulted its second (2nd) game, its third (3rd) game and its fourth (4th) game. (See 5.02 a)

NOTE: *It is expected that, after the first call (when two (2) defaults have taken place), the Area President shall take whatever action he deems necessary to prevent further forfeits by the team in question*

3.02 Play-Off Series

a) Pre-Play-Off Preparations

- 1) Obtain copy of Approved Players List. The Convenor's list shall contain the player's information.
- 2) One new and one good used game ball supplied by the hosting association
- 3) Obtain copy of "Official Rules of Baseball".
- 4) Host Association to ensure that field preparation is done prior to the start of the game - bases, pitching rubber and lining the field.
- 5) Obtain qualified umpires familiar with the MBLL rules.

b) Game Preliminaries

- 1) Check team line-up against the Approved Players List. Team batting order must list both the players' and coaches' first and last names along with their jersey numbers.
- 2) Any player in the batting order who is not on the Approved Players List may not play. (Penalty: if a non-approved player plays in the game, the offending team will forfeit the game). The Convenor may approve said player if, by checking the team scorebook, it is verified that said player has played the required number of games in order to qualify for play-off competition.
- 3) Teams are not allowed to call up players from a lower division for the play offs unless approved by the Commissioner where the team would otherwise not be able to field 9 players.

- 4) **Make decision re: starting the game or delaying the game for reasons of weather in consultation with the umpire(s).**
- 5) **Each team must have nine (9) or more approved players present within fifteen (15) minutes after the scheduled starting time of the game, as determined by the Convenor's watch. Failure to do so will result in default of the game to the opposition, provided they have nine (9) or more approved players present.**

If neither team has nine (9) approved players present within fifteen (15) minutes after the scheduled starting time, as determined by the Convenor's watch, the result will be a double default.

In the case of a double default in the winner's bracket, the Convenor shall schedule a special game the next night, the loser of this game shall be excused from further play and the winner shall assume the position in the loser's bracket. In the winners bracket, there will be a bye. If the double default is in the loser's bracket, both teams shall be excused from further play.

- 6) **Home team is the team that finished higher in the season standings in the division. Home team will occupy the 3rd base dugout.**
- 7) **In cases where the winner of one division plays the winner of another division, a coin toss determines the home team.**

c) Game in Progress:

- 1) **Umpires judgement calls may not be questioned (safe, out, ball, strike, fair or foul, obstruction or interference, etc.)**

- 2) **Protests must be settled at the time. Protests will only be considered on matters of rule interpretation and will be settled by the Convenor after consultation with the umpires.**

THE CONVENOR'S DECISION IS FINAL AND NON-APPEALABLE.

Once a game has begun, the Convenor is the sole authority on whether or not the game shall continue, be delayed (as for rain), postponed or suspended. It is suggested that the Convenor consult with the Plate Umpire before making such a decision.

NOTE: Except in the event of a forfeit or mercy, all games shall be completed - i.e., they shall be full games.

Play off Games which cannot be completed shall be suspended and continued as re-scheduled by the Convenor. In such cases, the Convenor is to retain both scorebooks.

The Convenor should be advised that in Play Offs, Fri., Sat. and Sun. may be used if rain interrupts the play off schedule.

COMMISSIONER

The MBLL Commissioner has jurisdiction to rule on any matter not specifically covered by these rules.

The MBLL Commissioner has jurisdiction to waive any monetary fine imposed by these rules where he/she believes that to do so is in the best interests of amateur baseball in the MBLL.

SECTION 4 - TEAM REGULATIONS

4.01 A team which has not complied with the registration regulations shall be ruled ineligible for league or playoff games.

4.02 a) Any team which cannot start, and thus defaults, four (4) games during the regular season shall be removed from the league. If this occurs, all games involving that team shall be discounted from the standings. Games defaulted because of lack of umpires shall not be included in the four (4) game total.

b) The Executive may reject a team entry or cancel a team's registration at any time it is considered by the Executive to be in the best interest of the MBLL.

4.03 Team Rosters

a) The number of registered players on a team roster shall be a minimum of nine (9) and a maximum of eighteen (18).

4.04 a) Teams participating in league games shall play only those players whose registrations have been approved by the local Registrar.

b) In the case of a player being called up, a copy of that player's approved registration need not be produced at the game, but the opposing coach may request verification from the league. This request must be recorded on the official score sheet, duly signed by the umpire.

Failure to comply with this By-Law leaves the offending team open to protest of the game by the opposing team and, if an offence is found, subject to a penalty of forfeit of the game.

4.05 Any team found guilty of using a player who is ineligible under the Constitution, By-Laws or League playing rules is subject to review by the RD & P Committee who will determine penalties to be imposed up to and including game forfeitures and/or suspensions. It is the team manager's, and the coaches', and the local Registrar's responsibility to ensure that only eligible players participate.

4.06 Substitution from Lower Series Teams

- a) Players from a lower series team may compete in a higher series for the same local association as outlined hereafter with the prior consent of the coach or manager of the lower series team provided that the coach or manager of the higher team cannot field a team of at least nine (9) players. When more than nine (9) players are present at the game, including called-up players, a called-up player may not take a defensive position prior to the third inning, unless a regular player is disqualified by some action or injury. Players called up are not allowed to pitch and shall be designated as Player Called Up (PCU) on the batting order.**
- b) Number of players called up from a lower series for any one game is limited to four (4).**
- c) A player shall not substitute in any single higher series for more than four games (regular season and playoffs combined)**

per team. **PENALTY: 2 game suspension for higher division coach.**

- d) **Players may not be called up from a lower series for any MBLL playoff games unless approved by the Commissioner where the team would otherwise not be able to field 9 players.**

- e) **Substitution of players for MBLL games is restricted to the same local Association MBLL registered players as follows (regular rep and select players are ineligible):**
 - 1. **Bantam - may draw from Pee Wee HL teams, where rosters are filed with the Commissioner as per the next paragraph**
 - 2. **Midget - may draw from Bantam HL teams**
 - 3. **Junior - may draw from Midget HL teams**

Local Associations may file with the MBLL Commissioner a list of eligible players to be called up from their respective house leagues where those teams do not play in the MBLL (eg. Pee wee HL team players being called up to Bantam).

SECTION 5 - TEAM MANAGER AND COACH REGULATIONS

5.01 Team managers and/or coaches shall be appointed by the local Association. The local Association shall:

- (a) submit to the MBLL Scheduler, the names, email and telephone numbers of all managers and coaches of each team entered in the respective series upon request of the MBLL Scheduler.**
- (b) submit and update as required to the MBLL Commissioner, the names, email and telephone numbers of all managers and coaches of each team entered in the respective series before the season starts.**

5.02 Team managers and/or coaches are responsible for the action and conduct of their team players and spectators before, during and after games and shall comply with the provisions of the Constitution, By-laws and the league playing rules of the MBLL to foster and promote the purposes and objectives of the MBLL.

5.03 Team managers and/or coaches shall be responsible for the completion and signing of notification of protests together with the Plate Umpire.

5.04 A team manager and/or coach or official shall not actively recruit or cause to be recruited any player from outside his/her home association. PENALTY: Suspension from the League.

5.05 A team manager/coach or official may be censured, suspended or expelled from the MBLL by the Rules Discipline and Protest Committee and/or the MBLL Executive, if, in the opinion of the aforementioned, his actions, omissions or conduct is prejudicial

to the MBLL, or any team, player or game official within the jurisdiction of the MBLL.

5.06 The team manager/coach of both teams must report game score, ejections, protests and PCU (player called-up) to the MBLL Convenor within 24 hours of the scheduled game start.

When reporting an ejection, the team manager/coach of any team whose player, coach or manager was ejected shall provide the following information to the Convenor within 24 hours of the scheduled game start: name of the offender; name of the team; the division; name of the local Association; the nature of the offence; the name of the umpire who made the ejection; and the date of the offence. **PENALTY: One (1) game suspension (Refer 7.01 d).**

5.07 The team manager and/or coach of each team shall have the umpire(s) sign their names on the scorebook at the plate before the start of the game. The umpire(s) must also print their names above the signature.

5.08 Team managers and/or coaches are responsible for:

- a) appointing scorekeepers for each game who shall keep track of the outs, runs scored and all pitchers and pitching changes. The home team is the official scorekeeper.
- b) providing the players' and coaches' first and last names, jersey numbers and PCU's (if applicable) on the batting order.
- d) bat boys being a registered player of the team or a coach/manager of the team.

SECTION 6 - COMPETITION REGULATIONS

6.01 Unless specified within the By-Laws of the MBLL, playing rules for all scheduled games within the MBLL shall be the "Official Rules of Baseball"

6.02 Uniforms:

All team personnel, players, managers, coaches and assistant coaches must be in the baseball uniform issued to them by their home Local Association.

NOTE: Complete baseball uniform shall consist of:

- **corresponding tops or jerseys (with proper numbers),**
- **corresponding (similar) baseball caps,**
- **baseball pants or, in the case of coaches, shorts**
- **corresponding stirrup or baseball socks**

All players must wear a protective cup.

Any player, manager, coach or assistant coach not conforming to the foregoing uniform standards shall be levied a penalty.

PENALTY: A \$25 fine will be levied to the local Association for each violation.

6.03 Helmets:

The batter shall wear the same double ear-flapped protective helmet while on deck, at bat or running the bases.

6.04 Catcher's Equipment:

The catcher shall wear a protective helmet, a protective cup and an approved throat protector attached to all masks, excluding goalie type masks, in addition to his normal equipment while at his defensive position.

6.05 Bases:

It shall be the responsibility of the home team (as designated in the schedule) to ensure that bases and pitching rubber are on hand and positioned correctly at least five (5) minutes before scheduled starting time. If the bases and pitching rubber are not on hand after fifteen (15) minutes after the scheduled starting time, the game shall be forfeit by the home team and awarded to the visiting team provided the visiting team has nine (9) qualified players present.

6.06 Game Balls:

It shall be the responsibility of the home team to provide one new game ball and one good used ball of the design and size specified by the MBL. The home team shall also supply good used balls as necessary. The official game ball for each series may be approved by the MBL on an annual basis.

6.07 Batting Order:

- a) Both teams shall exchange batting orders consisting of a roster of eligible players and coaches present, prior to the start of the game. All eligible players present at the game shall be listed on the team's batting order as desired by the coach or manager and bat in that order. All players present must receive equal (or as close to equal as possible) defensive playing time.

- b) Scorebooks shall include the players' and coaches' full names and jersey numbers. Any player called up from a lower series (Rule 5.06 a) must be designated on the scorebook as "player called up" or "PCU".**

- c) Appointed scorekeepers are to check for properly completed batting orders. The game does not commence until the batting orders are done properly.**

- d) Eligible players arriving late may be added to the roster up to the time of completion of the fourth (4) inning. The manager and/or coaches arriving late shall also be added to the scorebooks. The opposing team shall be advised of all late arrivals immediately.**

- e) All eligible players present at the game shall be listed on the team's batting order as desired by the coach or manager and bat in that order (refer 8.07). All players present must receive equal (or as close to equal as possible) defensive playing time.**

- f) Substitution: Time permitting, each player present at the game must play in the field, unless injured, at least two (2) innings of the first four (4) innings. (PENALTY - Two (2) game suspension for the offending coach.) Substitution is allowed only at the end of an inning except in the case of an injury or pitching change.**

g) Pitchers: Trips to the mound shall be limited to two trips as per the Rules of Baseball.

Any person warming up a pitcher at any level, shall wear a protective face mask while catching.

h) Baseball Shoes:

Use of baseball shoes equipped with metal spikes or metal cleats is permitted at Bantam, Midget and Junior.

6.08 Length of Game

The game shall be seven (7) innings. In case of a tie, extra innings will be played if light/curfew permits.

Expired time

Early evening games – no new inning after 7:45. Dead ball at 8:10.

Late evening games -no new inning after 10:15. Dead ball at 10:40.

Home team wins if they are batting when the dead ball time arrives, otherwise the score reverts to the end of the last completed inning.

6.09 Mercy Rules

A game will be considered complete if a differential of ten (10) runs or more exists after five (5) full innings (or after 4½ innings if the home team is ahead).

A team can score a maximum of five runs in any one inning in innings 1 thru 5. Innings 6 & 7 only are “open” innings with no maximum.

6.10 Forfeits:

A team which does not have nine (9) eligible players present within fifteen (15) minutes after the scheduled starting time of the game shall default, and forfeit the game. The forfeit is to be recorded as 7-0 depending upon the number of innings scheduled to be played. If both teams are in a position to forfeit, then both teams shall be charged with a loss. No points awarded. The official time shall be determined by the home plate umpire.

If the game is forfeited due to lack of players, the teams are entitled to play a minimum of four (4) innings or one and half (1 1/2) hours. The assigned umpires are to officiate the game.

6.11 Home team manager’s and/or coach’s responsibilities re: Weather Conditions

- a) If the home team manager and/or coach considers a game cannot be played due to weather conditions making the field unplayable, he must advise the visiting team’s coach and/or manager, if possible, at least one (1) hour prior to the scheduled starting time. Failure to advise the visiting team’s coach in advance of the game shall mean that both teams are expected to appear at the ball park prepared to play.**
- b) Up to the scheduled starting time of the game, the home team manager and/or coach has the responsibility to determine if weather conditions prohibit playing the game. Normal procedures follow after the scheduled start times.**

- c) **The home team shall forfeit the game if no qualified umpire(s) arrive within the fifteen (15) minute grace period.**
- d) **The manager(s) and/or coaches from both teams shall check the time to determine the start of the grace period. If the umpire is present, then any team which does not have nine (9) players present shall forfeit the game regardless of weather conditions.**
- e) **If the game is cancelled, then the home team manager and/or coach shall inform his area umpire-in-chief and his MBL Series Convenor as soon as possible. (Refer 7.01 e).**
- f) **The home team manager and/or coach shall be responsible for rescheduling any cancelled home games, including securing a diamond through the home team's Area Association and scheduling umpires with the home team's Area Association Umpire-in-Chief. The selection of a time and date for the rescheduled game shall be determined in consultation with the visiting team manager and/or coach in order to avoid scheduling conflicts. The game may be rescheduled for any date prior to the end of the season, but the determination of that date must be settled, and the Convenor must be advised as to where and when the rescheduled game is to be played, within 14 days of the date of the cancelled game (Refer 7.01 e).**

6.12 Player Injuries:

Any player leaving the field due to an injury must remain out of the game for at least a complete defensive inning before re-entering the game in a defensive position. If a player is unable to take his next turn at bat, after having been removed from the field due to an

injury, he shall be removed from the line-up and removed from further play in the game (this is not an out nor is it considered batting out of turn). A batter taking his turn at bat may not have a pinch runner unless injured in a play during this turn as a batter/runner. A pinch runner will be the last recorded out (No pinch runner for catchers unless injured).

6.13 Umpires:

- a) If the home team cannot provide a minimum of one (1) qualified Umpire (OBA certified for the current year) within fifteen (15) minutes after the scheduled starting time, the game shall be forfeited to the visiting team.**
- b) Umpires shall only be scheduled to officiate at games up to one level below his playing age. (i.e., a Midget age player may only umpire up to and including the Bantam division.) PENALTY: A \$25 fine will be levied to the local Association for each violation.**
- c) Umpires are not to umpire games where they are related to a player or to any of the coaching staff. PENALTY: A \$25 fine will be levied to the Area Association for each violation.**
- d) Umpires shall be properly dressed. PENALTY: Suspension results until the umpire complies. The local Association UIC to be advised.**
- g) BOTH umpires must sign and print their names on BOTH scorebooks at the start of the game. (Refer 6.07)**

- h) If a team believes that any of the rules in this section 8.11 have been violated, the team should write the MBLL Commissioner providing the name(s) of the umpire(s) in question. The MBLL Commissioner shall investigate and may impose the sanctions listed in this section 8.11 or such other penalty as he/she determines to be appropriate.**

6.14 Rescheduling of Games:

The home team's coach is responsible for rescheduling any cancelled or unplayable games. They must arrange umpires and diamonds, then notify the Convenor of the date, time and location of the rescheduled game.

6.15 Smoking

Smoking is not permitted before or during the game while in either the dugout area or on the field. City by-laws must be observed (no smoking within 10 meters of the perimeter of the field area).

SECTION 7 - DISCIPLINE

7.01 Discipline:

- a) **In the case of a player or coach being ejected from a game, specific discipline shall apply:**

Completely leave the vicinity of the ball park plus automatic one (1) game suspension to be served for the next league game played by his team. Any person who has been suspended shall not be permitted to attend any game(s) from which he has been suspended.

Any Midget or Junior player who is ejected for the second time during the regular season will be suspended for three (3) games.

Any coach or player wishing to appeal the "automatic" suspension shall do so in writing to the MBLL Commissioner no later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after the happening of the event by registered mail, hand delivery, or e-mail.

The MBLL Commissioner, after compiling the facts, shall decide whether or not the appeal merits a special meeting of the Committee. If he believes there are not sufficient grounds to merit such a meeting, he shall decline the appeal.

These suspensions may be delayed by the MBLL Commissioner provided an appeal has been filed by the injured parties and the MBLL Commissioner has agreed to hear the appeal. Written confirmation of the delay in the

suspension pending a hearing must be obtained by the suspended parties, otherwise the suspensions must be served.

In such case, the Umpire shall submit a full report of such matters to the RD&P Committee and, if the Committee deems further action necessary, it may so act.

- b) 1. The RD&P Committee has the authority to suspend any player, coach, manager, or team official for a maximum of five (5) games (the total of five games shall include the automatic suspension). Any suspension of up to five (5) games may be appealed, in writing, by registered mail or hand delivered within seven (7) days to the MBLL Commissioner. The RD&P Committee shall submit any recommendation for further suspension to the MBLL Executive.**
- 2. The MBLL Executive shall review the RD & P Committee's recommendation for further suspension and may accept it as submitted, add to it, or reduce it. Under no circumstances may the MBLL Executive reduce the first five (5) games of any player's, coach's, manager's or team official's suspension.**
- 3. Any additional suspension invoked by the MBLL Executive or RD & P Committee is subject to appeal in writing, by registered mail or hand delivered within seven (7) days, to the President.**

In receipt of a written appeal, the President shall invite the suspended party(s) to attend the next MBLL Executive meeting where the Executive shall review the appeal.

The Commissioner shall notify the appellant of the Executive's decision in writing within seven (7) days of the meeting.

c) Ejections (Umpire Submit Report)

Umpires must ensure that any ejected player, coach, manager or team official is advised at the time of the ejection and record it on the game sheet of both teams. (Failure to record it on the game sheet does not nullify the ejection.) In the case of a player being ejected, the coach or manager of that team shall also be verbally advised of the ejection at the time it happens.

At the conclusion of the game, the umpire is responsible for informing the local Association Umpire-In-Chief of the ejection(s).

7.02 Protests:

a) A team wishing to protest an MBLL game based on an alleged misinterpretation of the rules must fulfill the following:

- shall request "time" be called.
- shall register such protest at the time of the incident.
- shall inform the plate umpire of the intended protest.
- the plate umpire shall record & sign the protest on both teams' score sheets.

- **both teams shall have a coach/manager sign the scoresheet.**

PENALTY: For a coach refusing to sign the score sheets is the forfeit of the game to the team that signs the score sheets.

A protest, meeting all of the above requirements, may then be filed per clauses b, c & d, with the RD & P Committee of the MBLL for a decision.

- b) **The team protesting shall file the protest in writing, signed by the team manager or coach, with the MBLL Commissioner, with copies to the manager or coach of the team protested against, not later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after the event by registered mail, e-mail or hand-delivery.**
- c) **A deposit of \$50.00 cash, or cheque payable to the MBLL, shall accompany all protests. This will be refunded if the protest is upheld and may, in the absolute discretion of the RD & P Committee, be refunded or retained if the protest is denied.**
- d) **The manager or coach of the team protested against may, at his option, file a written reply by registered mail, e-mail or hand-delivery to the MBLL Commissioner no later than 48 hours (exclusive of Saturdays, Sundays and Statutory holidays) after receipt of the copy of the protest by registered mail, e-mail or hand-delivery.**

7.03 Complaints:

A person wishing to register a complaint due to the actions of any MBLL representative, umpire, player, coach or manager shall submit such complaint in writing to the applicable Series Convenor not later than 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after the event by registered mail, e-mail or hand delivery.

The Convenor shall then advise the person(s) against whom the complaint has been made and invite the person(s) to respond in writing within 48 hours (exclusive of Saturdays, Sundays and statutory holidays) after notification of the complaint. After reviewing the complaint and response, if any, the Convenor may either mediate a solution between the parties, determine that the complaint is not warranted and dismiss the matter, or refer the matter to the RD & P Committee or Executive for appropriate action. The Convenor will forward a report on the action taken to the MBLL Commissioner for record purposes.

7.04 Team Conduct

Continued, prolonged or chronic harassment of officials/opposing team members, or conduct considered detrimental to the best interests of the MBLL by a team, player, coach or manager before, during or after a game, shall subject the offender(s) to forfeiture of the game and further penalty as deemed necessary by the Rules, Protest and Discipline Committee.

SECTION 8 - PITCHING RESTRICTIONS

8.01 The following restrictions apply:

Bantam' – A pitcher is permitted to pitch a maximum of four (4) consecutive innings to consecutive batters. (Including extra innings). Pitching in any portion of an inning counts as a full inning pitched.

Midget - A pitcher is permitted to pitch a maximum of five (5) consecutive innings to consecutive batters (including extra innings). Pitching in any portion of an inning counts as a full inning pitched.

Where two games are played on the same day (either regular season or playoffs) the maximum consecutive innings can be split over the two games. Example:

Game 1 – pitch innings 1 & 2

Game 2 – pitch innings 5 & 6

Junior- A pitcher is permitted to pitch a maximum of 100 pitches in a calendar day.

8.02 If a pitcher throws more than the following limits in a calendar day, he/she cannot pitch the next day – the player must have 2 nights' rest.

Junior	75 pitches
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8.03 If a team has no remaining players eligible to pitch in a game, the opposing coach may designate a player who has not yet pitched

in the game. This pitcher may not throw more than 30 pitches.

8.04 Illegal pitching penalty: Any infraction of the pitching rules shall result in the forfeiture of the game by the offending teams well as a Coach ejection and an automatic 1 game suspension.

- 8.05 (i) At Bantam, a pitcher may not pitch on 2 consecutive days.**
(ii) At Midget, a pitcher may not pitch on 2 consecutive days.
(iii) At Junior, there is no restriction on pitchers pitching on consecutive calendar days.

SECTION 9 – DIVISION SPECIFIC RULES: BANTAM, MIDGET

The following rules apply only to the divisions indicated.

9.01 Playing Field Distances:

The distance from the back point of home plate to the front of the pitcher's rubber shall be:

BANTAM = sixty feet six inches (60'6")

MIDGET/JUNIOR = sixty feet six inches (60'6")

The outside distance between bases shall be:

BANTAM = ninety (90) feet

MIDGET/JUNIOR = ninety (90) feet

9.02 Bats:

No drop/weight differential shall apply at Bantam.

The drop 3 (or minus 3 length to weight differential) bat rule will apply at Midget.

Bats must be wood or wood composite (no metallic elements) at Junior.

SECTION 10 - SCORING AND STANDINGS

10.01 a) Standings for league play shall be maintained on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. Official standings are not based on winning percentage.

Note: If a game is not played 24 hours prior to the first play-off game scheduled, it shall be classified as a double forfeit and no points awarded.

b) In the event of a tie in the standings which does not affect a team's qualifying for the final play-off position, the playoff position shall be decided by awarding the higher position to:

- 1. The team with the most wins over the season.**
- 2. If still tied, the team with the fewest runs allowed in the games between the two teams.**
- 3. If still tied, by the toss of a coin, with the winner taking the higher playoff position.**
- 4. If 3 or more teams are tied, the following shall determine their placing:**
 - i) Team with the most wins**
 - ii) Team with the fewest runs allowed**
 - iii) Draw the teams from a hat**

c) It is the MBLL's philosophy that teams which are tied for the final playoff position(s) should have the opportunity to decide

their fate on the playing field and not be administratively eliminated. The following guidelines have been established:

- i) In the event of a tie which will affect two (2) teams qualifying for the final playoff position, the teams shall play one (1) game (sudden victory) against each other. The winner of the game shall secure the final playoff berth.**

- ii) In the event of a tie which will affect three (3) teams qualifying for the final playoff position, the team names will be placed into a hat and the first name drawn will receive a bye and the other two (2) teams will play a sudden victory game. The winner will then play the bye team in another sudden victory game. The winner of that game will assume the final playoff berth.**

- iii) In the event of a tie which will affect four (4) teams qualifying for the final playoff position, the team names will be placed into a hat and the first name drawn will play the second name drawn; the third name drawn will play the fourth name drawn. The two winning teams will then play a sudden victory game for the final playoff berth. The winner will assume the final playoff berth.**

- iv) In the event of a tie which will affect three (3) teams qualifying for the final two (2) playoff positions, the team with the**
 - 1) most wins will be awarded the second last playoff spot.**

 - If still tied then,**

 - 2) most runs scored will be awarded the second last spot.**

The remaining two teams will play one (1) game (sudden victory) against each other. The winner of the game shall secure the final playoff berth.

- v) In the event of a tie which will affect four (4) teams qualifying for the last two (2) play off positions, the team names will be placed into a hat, the first name drawn will play the second name drawn for the second last playoff position; the third name drawn will play the fourth name drawn for the last playoff position.**

SECTION 11 - PLAY OFF COMPETITION

- 11.01 a) The Executive shall determine annually the number of teams to enter the Championship play offs for each division.**
- b) The Executive shall also determine the location of all play off games.**
- c) The respective MBLL Convenor shall co-ordinate with the local Area Association Umpire-in Chief to ensure that there are qualified umpires available for the play-offs.**
- 11.02 No Player from a lower series may be “called up” to play in MBLL play offs unless approved by the Commissioner where the team would otherwise not be able to field 9 players.**
- a) A roster player must have played in a minimum of 1/3 of the regular season games in order to qualify for play-off participation.**
- b) All play-off games (other than any game which may be the final) shall be scheduled for 7 innings and a curfew of 2 hours (finish the inning which has been started) shall apply unless forfeited or mercied. Any game which may be the final shall be scheduled for 7 innings and no curfew shall apply. Forfeit and mercy rules shall apply to final games.**
- c) A game shall be considered a mercy and complete if a differential of ten (10) runs or more exists after (i) five (5) full innings (or after 4½ innings, if the home team is ahead), OR (ii) at least two (2) hours have expired from the starting time. The plate umpire shall terminate the game at that point and**

the score shall be recorded as such. A team can score a maximum of five runs in any one inning in innings 1 thru 5. Innings 6 & 7 only are “open” innings with no maximum.

- d) Any playoff game which cannot be completed due to weather conditions, lack of light or eventual curfew shall be suspended and continued from the exact point of suspension as scheduled by the Convenor.**

11.03 a) Each player and coach on the finalist team (the team which loses the Championship Series) shall receive a finalist award.

- b) Each player and coach on the playoff Championship team shall receive a championship award.**