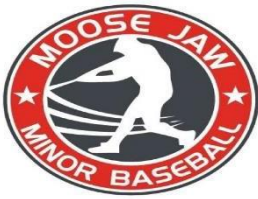


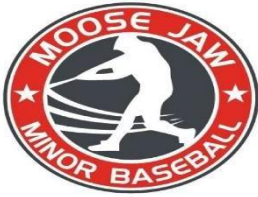


OPERATING RULES AND GUIDELINES
MARCH 2020



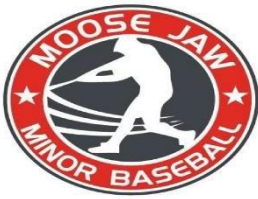
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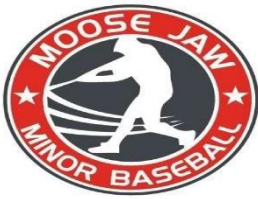


1. Organizational Rules - General

- 1 MJMBA shall be governed by Baseball Saskatchewan, Baseball Canada rules and regulations unless otherwise provided.
- 2 The fees will be assessed by the Board of Directors after the Treasurer has prepared a budget for the upcoming season.
- 3 Only players registered with MJMBA may participate in evaluations, tryouts, practices, and scheduled league, tournament or exhibition games.
- 4 Team rosters in all Divisions must carry a minimum of 11 and a maximum of 16 players for the season unless prior permission has been received from their MJMBA
- 5 A final roster must be established by Baseball Saskatchewan registration day. Prior to this date a player may be added or deleted.
- 6 The MJMBA Board of Directors will determine each year the process to be used to conduct evaluations and to establish the number of teams at the AAA, AA and A level based on player registrations in each given year.
- 7 Players registering with MJMBA may be required to produce a birth certificate and/or proof of address which would accompany the registration form. After the Baseball Sask. registration day, only those players properly registered with MJMBA and the Baseball Sask. may participate in MJMBA scheduled games and MJMBA sanctioned tournament games.
- 8 **A player's team shall be determined in the following manner:**
 - 8.1 In Rally Cap Divisions, 11U AAA, 11U AA, 13U AAA, 13U AA, 15U AAA, 15U AA and 15U A, and 18U teams will be drafted on a city-wide basis.
 - 8.2 The MJMBA Board of Directors will determine each year the process to be used to conduct the 11U AAA, 11U AA, 13U AAA, 13U AA, 15U AAA, 15U AA, 15U A and 18U drafts.
 - 8.3 The following applies to special requests for team placements:
 - 8.3.1 Requests to play with a specific player will only be considered in Rally Cap or the 11U and 13U "A" division. The MJMBA Division Co-ordinator shall make all decisions on specials requests. ALL requests will be FINAL. Allowable special requests are only valid for one season. Players must reapply each year.



- 8.4 The following applies to out of zone players wishing to play on Moose Jaw Minor Baseball Assoc. teams:**
- 8.4.1 The process for obtaining approval to play in Moose Jaw is as follows:**
 - 8.4.1.1 The player must first request and obtain a written release from the BASEBALL SASK. through the BASEBALL SASK. Zone Governor where the player resides and to Baseball Saskatchewan for the Zone in which they reside.**
 - 8.4.1.2 The player must then forward a copy of the release to the Zone Three Governor and to Baseball Saskatchewan, along with confirmation of their age, permanent address and reason for requesting to play in Moose Jaw; and**
 - 8.4.1.3 All releases should be forwarded to the Zone Three Governor and Baseball Saskatchewan by February 15th for Midget and March 1st for all other divisions of each year.**
- 8.4.2 Upon receipt of the release, the MJMBA Board will confirm placement.**
- 8.4.3 The Board will consider the following factors when determining the placement of out of town players:**
 - 8.4.3.1 If the player doesn't have a comparable team to play in the home zone.**
 - 8.4.3.2 The out of town player's geographic proximity to practice and playing locations.**
- 8.4.4 Placements of out of zone players on MJMBA teams are only valid for one (1) season. Players must reapply each year.**
- 8.5 The eligibility of players in dispute shall be determined prior to the Baseball Saskatchewan Association registration day, by the MJMBA Board of Directors.**
- 8.6 All players must play within the division specified for their year of birth, except for the following exceptions:**
 - 8.6.1 Players in their first year of 11U may be allowed to stay in Senior Rally Cap based on their parent's &/or Division Co-ordinator's opinion.**



8.6.2 Female players may, at the discretion of the Division Co-ordinator of the division their birth date would put them in, be allowed to play one year below their birth year but may not play at a AAA level. (i.e. a female player who would be first year 13U may play in the 11U AA or A Division.)

8.6.3 Any other exceptions to the above must be specifically approved by the MJMBA Board of Directors.

8.7 The following applies to any players from MJMBA applying for an Out of Zone Transfer:

8.7.1 Submit Zone Transfer Request form found on Baseball Sask's website to your originating Zone Governor and Executive. The Executive Director will then forward to the Zone Transfer Committee and all Zones involved.

8.7.2 The Zone Transfer Committee will review all requests and reply to you with their approval or denial of request.) **Zone Transfer Requests will not be reviewed by the Zone Transfer Committee until early May as they will determine what communities have baseball around your area prior to granting approval.)

8.7.3 All Zone Transfer Requests for 11U-18U must be submitted no later than April 20th. If a request is made after this date, it must be accompanied by a \$100 NON-REFUNDABLE late Zone Transfer request fee. (Rally Cap requests are not reviewed)

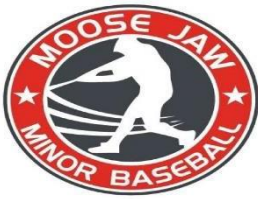
8.7.4 All Zone Transfer Requests for Senior must be submitted no later than June 12th. If a Zone Transfer Request is made after this date, it must be accompanied by a \$100 NON-REFUNDABLE late Zone Transfer Request fee.

9 MJMBA shall advertise, receive applications for and select the coach for every team in every division.

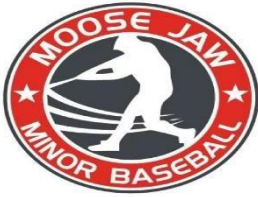
9.1 A Coaching Selection Committee, which will include the Division Co-ordinator shall be formed for each age division to make all coaching selections for each season. The Coaching Selection Committee should consist of a minimum of three members and shall not be related by marriage or blood.

9.2 Each Coaching Selection Committee shall make coaching selection recommendations based on criteria and guidelines as established by the Board of Directors.

9.3 Each Division Co-ordinator shall present their coaching selection recommendations to the MJMBA Board of Directors for approval.



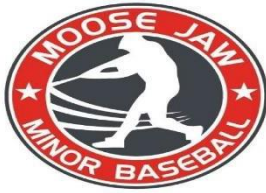
- 10 Each team will consist of one coach, a minimum of one assistant coach, one team manager and one treasurer. The treasurer should be elected by the parents from the parent group and should not be one of the coaching staff.**
 - 10.1 These positions must be provided to the Division Co-ordinator prior to the start of the season. Names, addresses, and full contact information is required.**
- 11 If the team has non-parent coaches, the team shall be required to cover expenses as stated in the “Minimum Recommended Guidelines for Non-Parent Coach Expenses” (see Appendix A). It shall be the manager/treasurer’s responsibility to ensure the team budget is developed to cover these expenses.**
 - 11.1 It will be the responsibility of the Manager/Treasurer to establish a team budget early in the season. The team budget will specify the dollar figure that each player is to contribute. The budget is to be submitted to the Division Co-ordinator prior to the start of the season.**
- 12 At the end of the season, and at such other times as may be required by the Division Co-ordinator or MJMBA Board of Directors, teams will be required to submit a detailed statement of all income and expenditures, complete with all applicable receipts and deposit records. This needs to be submitted at the time of equipment return. A financial record shall be given to the parents/guardians at this time as well.**
- 13 Coaches must see that all players participate on a fair and equitable basis. Coaches deemed by MJMBA to have not followed the minimum play rules for their division are subject to a one game suspension for their first violation to be served the first game after notification of such suspension. Subsequent violations will result in further suspensions.**
- 14 Practices after tryouts must be arranged by the coach or authorized team representative. Locations and times must be approved prior to usage.**
- 15 Players must wear MJMBA assigned uniforms for MJMBA scheduled league games, league tournaments and Baseball Sask. Provincials. In the event a second jersey is used it shall have the MJMBA logo on it.**
- 16 If a team does not have nine (9) or more players available for a league game or a league play-off game, designated affiliated players may be called up from a lower level of the same division or from a lower division to fill the roster. Coaches of the lower level team MUST be contacted to request permission to call up a player. Players called up may not pitch or catch**
- 17 Teams cannot call up a player from a lower division unless they have one or more players missing from their regular roster.**



- 18 All coaches must submit an original criminal record check (CRC) to the MJMBA with their application. Failure to submit a CRC will result in the coach(s) being ineligible to coach any further in the season until they submit one. Cost to be reimbursed by MJMBA.**

- 19 All coaches shall be in uniform and wearing baseball pants. As per Baseball Sask guidelines.**

- 20 All Teams shall use baseballs supplied by MJMBA.**

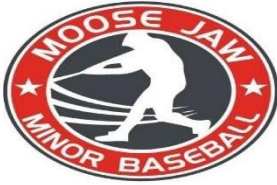


2. Game Rules - General

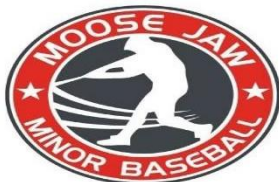
- 1 All league games shall be governed by the Baseball Saskatchewan Association (BASEBALL SASK.) and Baseball Canada rules and regulations unless otherwise provided.
- 2 A coach, assistant coach, manager, parent, sibling or player of a team shall not officiate in a MJMBA game (in or out of Moose Jaw) that is in the same Division and Level as their child, sibling or player's team except in the case of an emergency and with consent of both coaches.
- 3 Coaches shall clearly print names and numbers on score sheets which shall be exchanged at the home plate meeting prior to the start of every game. Coaches are responsible for correctly completing game sheets.
- 4 Any player or coach ejected from a game shall immediately leave the playing area. Playing area includes stands, bullpen, or any other area around the field. Ejected person may not participate in the game in any capacity and doing so will result in further discipline from Baseball Saskatchewan and MJMBA. This ejection will be dealt with according to the MJMBA's Code of Conduct (see Appendix B) and Code of Discipline (see Appendix C) and may result in suspension.
- 5 All protests must be submitted in writing by email to the President of MJMBA within 48 hours of the action in question. The MJMBA Protest Committee, which is to be formed by the President of MJMBA, will make a ruling on all protests.
- 6 MJMBA reminds all coaches that it follows the Canada Baseball Rules which states: THAT the use of all tobacco products, including smokeless tobacco and vaping, by all on-field participants (players, coaches, managers, umpires etc.) be prohibited at all competitions sanctioned by Baseball Canada, PENALTY: Automatic ejection from the game.
- 7 Coaches are responsible for the conduct and discipline of both players and fans and may impose reasonable sanctions. This can include sanctions for missing practices or games.
- 8 Starting time for all evening games and all divisions shall be 6:15 p.m., unless playing a double header or if both teams agree on an earlier start time and umpires are available.
- 9 No inning shall begin after 8:15 p.m. before June 1st and 8:30 p.m. thereafter. However, the umpire may adjust these times in the interests of safety. (11U-18U A) The Umpire in Chief is the sole person responsible for determining if a game will continue due to time limits.
- 10 MJMBA will follow a 4° at 4 pm rule. The 3 parks will be responsible for assessing the temperature from a common weather source and if the temperature is 4° C or lower at 4 pm, Mon – Friday, a cancellation notice will be placed on the park phone (Rally Cap- 18U A) and MJMBA social channels.



- 11 In the event a game is rained out or cancelled, the coach of the home team shall be responsible for rescheduling the game during the regular season. For playoffs, MJMBA will reschedule the games. The Team Manager is responsible for notifying umpires of the cancelation at least 30 minutes prior to scheduled start time.
- 12 For weekend double header games: (11U-18U A)
 - 12.1 Games shall be scheduled 3 hours apart (typically at 1:00 p.m. and 4:00 p.m.) Three- hour time slots are for field booking purposes only. The second game of the double header will start at the time determined by the Umpire in Chief of the first game as per Baseball Canada rulebook.
 - 12.2 For double header games (same two teams playing both games), and only when there are no games scheduled on the same diamond after the double header, there shall be no time limit on either game. i.e. both games shall be played to be a complete game as per the definition of a complete game for that age division. If lights are not available, no new inning shall start after 8:15 p.m. before June 1st and 8:30 p.m. thereafter.
 - 12.3 For any weekend games (including both games of a double header), when there is another game scheduled to follow on the same diamond, no new inning shall start 2 hours and 30 minutes after the scheduled start time. In the case of a double header with a third game scheduled following the double header, both double header games shall use the “no new inning after 2 hours and 30 minutes” rule. Note: Two back to back games for one team, where the second game involves a different opponent, is not considered a double header – in this case the 2 hour and 30-minute time limit rule will also apply for the first game. (11U - 18U A)
- 13 Pitch count rules set forth by Baseball Canada will be followed for all divisions.
- 14 Baseball Saskatchewan substitution rules will apply.
- 15 A clean shirt courtesy runner may be allowed for the catcher with two out to allow the catcher to put on his/her equipment, thereby speeding up the games. (11U- 18U A) If no clean shirt is available, then the last out of the inning will be used as the courtesy runner.
- 16 MJMBA follows the Baseball Canada rule requiring catchers in all age categories to wear a protective helmet with throat protector and mask while catching. NOTE: This includes practice and warm-up situations such as the bullpen or between innings. Coaches must wear at least a mask in all practice and warm-up situations.



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- 17 A rule of MJMBA is that all aspects of FAIR PLAY must be observed. Coaches will treat all members of their teams with fairness to ensure the development of players in the best spirit and traditions of baseball.
 - 18 If an AA or A team does not have at least nine players, the game will NOT be automatically forfeited for that reason. Teams may play out the game with the result being the official result. The team with a roster of less than nine players shall not have to take an automatic out for the one or two missing players. A team must have a minimum of 8 players and cannot be played with seven. If the team has less than seven players, the game is forfeited. Scheduled umpires will not stick around for “practice” if the game is forfeited. Any AAA team not having at least nine (9) players by 30 minutes past the official game start time shall forfeit the game. Nonetheless, the game may be played for practice purposes with the consent of both coaches and shall still utilize the scheduled umpires. (11U-18U A).
 - 19 Teams listed on the schedule as the home team shall provide the official scorekeeper for that game. Teams listed on the schedule as the visiting team shall provide the official pitch count tracker for that game. The home team coach or manager will be responsible for reporting the game score to the MJMBA website at www.moosejawminorbaseball.com. This must be done prior to 10 pm game day if possible. Failure to report scores may result in a team being ineligible for league playoffs. (11U-18U A) **If both teams are from Moose Jaw**
 - 20 For league play-offs teams must have played 60% of a full; if not, games will be counted as a LOSS, until the 60% mark is met. After making this adjustment, placings will be made according to win-loss percentage. (11U – 15U A).
 - 21 The league play-offs shall be decided by all coaches at the scheduling meeting. (11U-15U A)
 - 22 Coaches must register for MJMBA tournaments at least TEN (10) days prior to the scheduled tournament date. TEAMS ARE NOT AUTOMATICALLY ENTERED.
 - 23 During regular season, games that are tied after the last inning will be recorded as a tied game. For MJMBA sanctioned tournament games, tied games will be after the last inning will be detailed in the tournament rules. In the 18U AAA division, there will be extra innings played during regular season games using international tie breaker rules.
 - 24 Games called due to darkness or inclement weather will be up to discretion of umpire. Score to the last completed inning or legal inning based on definition of complete game.
 - 25 For 6 inning games a complete game is defined as 4 complete innings or 3 and a half innings when the home team is ahead in the score. For 7 inning games a complete game is defined as five complete innings or 4 and a half innings when the home team is ahead in the score.
 - 26 All 11U games shall use Rawlings 80cc baseballs. All 13U, 15U and 18U A games shall use Rawlings ROML baseballs. This applies to regular and MJMBA sanctioned tournament games.
 - 27 All home and away teams playing a MJMBA sanctioned tournament shall provide two baseballs per game.



3. Rally Cap Division

Ages: 5 and 6* (4 with approval from Division Co-ordinator and parent/guardian coaching) as of December 31 of current year.

***If already completed 2 years of Junior Rally Cap, player may consider Senior Rally Cap.**

Number of Coaches: 1 or 2 along with 1-2 parent helpers.

Concept:

Players' first experiences in baseball should be filled with active and engaging activities that are developmentally appropriate for their age. The Baseball Canada Rally Cap program introduces the game to children while developing skill in fun and entertaining manner. Three teams come to the baseball park for a 90-minute practice/game. The first 15 minutes is to organize and perform a skill warm-up with their coaches. When the official game begins – Team A and B will play a 20-minute game while Team C will be in the outfield with their coaches practicing hitting, fielding, running and throwing. Teams rotate taking 10 minutes to reorganize with Team B and C playing a 20-minute game and A practicing in outfield. Final rotation occurs for Team A to play C and B practices. Coaches will be provided with activity cards that they can use in the outfield for practice ideas.

The Rally Cap Program is Baseball Canada's official initiation program. It was designed specifically for young baseball players and aims to increase interest in baseball at young ages. Players will demonstrate their skill level early in the season following Baseball Canada's Rally Cap report card. Baseball Saskatchewan Association will designate a Rally Cap week in June for players to achieve their Baseball Canada Rally Cap by demonstrating their skills once again. There are different colored Baseball Canada Caps that players will earn according to baseball skill levels. MJMBA's Rally Cap Director(s) will assist in organizing the Rally Cap events.

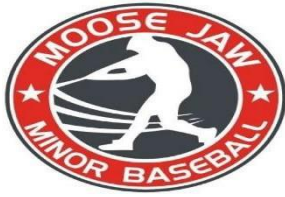
General Rules:

- **8-10 players on team –no more than 10 on a team!**
- **All players are on the field for defense.**
- **Players on defense will rotate positions at each inning.**
- **Catcher can be used when teams go to the pitching machine in June.**
- **Use of tee for first half of season unless player can hit from the pitching machine (coach's discretion).**
- **Pitching machine (Blue Flame) is to be used full time as of June 1st unless a player's skill level continues to require the batting tee. (coach's discretion)**
- **When using the pitching machine if player does not put the ball in play after the 4th pitch/foul ball the player will hit off the tee.**
- **Every inning the team at bat will start with loaded bases (increases activity level).**



MJMBA Operating Rules & Guidelines

- **Players will stop advancing once a defensive player fields the ball and throws it in the direction of the coach positioned in the infield. No advance on overthrows.**
- **Base paths should be 45 feet.**
- **Players at bat must hit the ball past the designated line in front of the plate in order to be considered a “fair ball”. This line should be about 5 feet directly in front of home plate. If the tee is hit and not the ball, then the player gets to try again. No line will be used – coaches to use their judgment.**



4. 11U Division

The following rules apply to the 11U Division:

- 1 Games shall be 6 innings long.
- 2 During league play, no more than six (6) runs may be scored by a team in one inning (in the event of an 'over the fence' home run, all runs will count).
- 3 Any team that is 10 runs up after 4 innings or subsequent innings shall win that game; however, the game may be continued for practice purposes with the consent of both coaches.
- 4 During league games, league tournaments and league playoffs, all players listed on the team roster shall bat.
- 5 MJMBA promotes fair play by introducing and enforcing the following:

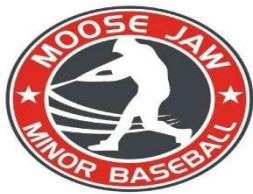
Every player must play at least two defensive innings during the first four innings. Every player must sit at least one inning every two games.

Exceptions for fair play shall be exempted for injuries during the game, disciplinary reasons and a catcher and pitcher who are still within their pitch count limits if they started the game as catcher and pitcher. Once the pitcher is no longer pitching then the catcher and pitcher must follow the rules as set out above. For example, if the pitcher is pulled or hits his pitch count limit in innings five, the player must sit out inning six as does the catcher.

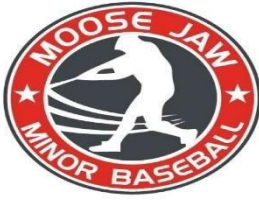
Violations subject to discipline - see 2.14)

This is not enforced at Provincials.

- 5.2 A pitcher removed from the mound may play in another position but shall not be permitted to return to pitch in the same game or in the day.
 - 5.3 All defensive substitutions shall retain their batting positions.
- 6 There is no leading off. A base runner must stay in contact with the base until the pitched ball crosses the plate. Penalties as per Baseball Canada – Official Rules of Baseball.
 - 7 Pitching limits as per BASEBALL SASK. Pitch Count Rules
 - 8 Curve balls are not allowed. Umpires will call a curve ball a “ball”.
 - 9 Coaches are responsible for the discipline and conduct of their players and may impose reasonable sanctions. This can include sanctions for missing practices or games.
 - 10 For the “A” Division only, players can only advance one (1) base on an overthrow and must be hit home or forced in by a walk.



- 11 For the “A” Division only, the pitching distance shall be 37 feet from start of the season to May 31. From June 1 to end of the season including playoffs, the pitching distance shall be 44 feet.**
- 12 For the “A” and “AA” Divisions, no player can steal home on a passed ball between the pitcher and catcher. (in “AAA” Division players can steal home on a passed ball).**
- 13 During league games, league tournaments, and league playoffs, bunting will not be allowed.**
- 14 As dictated by Baseball Saskatchewan 2019 Handbook, all catchers in 11U must wear a one (1) piece catcher’s helmet.**
- 15 For the “A” and “AA” divisions all batters shall start with the count of 1 and 1 from the start of the season to May 31. From June 1 to end of the regular season the batter shall start with the count of 0 and 0. For playoffs and MJMBA sanctioned tournaments the batter shall start with the count of 1 and 1.**



5. 13U Division

The following rules apply to the 13U Division:

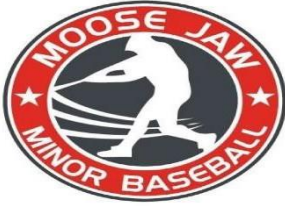
- 1 Games shall be 7 innings long for AAA & AA, and 6 innings long for A.
- 2 During league play, no more than eight (8) runs may be scored by a team in one inning (in the event of an 'over the fence' home run, all runs will count).
- 3 Any team that is 10 runs up after five (5) innings or subsequent innings shall win that game; however, the game may be continued for practice purposes with the consent of both coaches. For 13U A it shall be after four (4) or subsequent innings.
- 4 During league games, all players listed on the team roster shall bat. This rule shall also apply for League Playoffs and MJMBA tournaments for "A", "AA" and "AAA" divisions
- 5 Unlimited substitution is allowed, except for the pitching position. A pitcher removed from the mound may play in another position but shall not be permitted to return to pitch in the same game.
- 6 MJMBA promotes fair play by introducing and enforcing the following: Every player must play at least two defensive innings during the first four innings. Every player must sit at least one inning every two games.

Exceptions for fair play shall be exempted for injuries during the game, disciplinary reasons and a catcher and pitcher who are still within their pitch count limits if they started the game as catcher and pitcher. Once the pitcher is no longer pitching then the catcher and pitcher must follow the rules as set out above. For example, if the pitcher is pulled or hits his pitch count limit in innings six, the player must sit out inning seven as does the catcher.

(Violations subject to discipline - see 2.14)

This is not enforced for 9-man ball at Provincials, Westerns or Nationals.

- 7 All defensive substitutions shall retain their batting positions.
- 8 Pitching rules as per BASEBALL SASK. Pitch Count Rules.
- 9 For the "A" Division only, the pitching distance shall be 44 feet from start of the season to May 31. From June 1 to end of the season including playoffs, the pitching distance shall be 48 feet.
- 10 Moose Jaw AAA teams may use wood bats when they play other Moose Jaw AAA teams.
- 11 Coaches are responsible for the discipline and conduct of their players and may impose reasonable sanctions. This can include sanctions for missing practices or games.



6. 15U Division

The following rules apply to the 15U Division:

- 1 Games shall be 7 innings long.
- 2 Metal cleats are allowed.
- 3 During league play, no more than eight (8) runs may be scored by a team in one inning (in the event of an 'over the fence' home run, all runs will count).
- 4 Any team that is 10 runs up after five (5) innings or subsequent innings shall win that game; however, the game may be continued for practice purposes with the consent of both coaches.
- 5 During league games, all players listed on the team roster shall bat. This rule shall also apply for League Playoffs and MJMBA tournaments for "A", "AA" and "AAA" divisions.
- 6 Unlimited substitution is allowed, except for the pitching position. A pitcher removed from the mound may play in another position but shall not be permitted to return to pitch in the same game.
7. MJMBA promotes fair play by introducing and enforcing the following: Every player must play at least two defensive innings during the first four innings. Every player must sit at least one inning every two games.

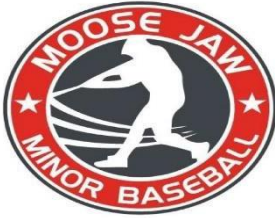
Exceptions for fair play shall be suspended for injuries during the game, disciplinary reasons and a catcher and pitcher who are still within their pitch count limits if they started the game as catcher and pitcher. Once the pitcher is no longer pitching then the catcher and pitcher must follow the rules as set out above.

For example, if the pitcher is pulled or hits his pitch count limit in innings six, the player must sit out inning seven as does the catcher.

(Violations subject to discipline - see 2.14).

This is not enforced for 9-man ball at Provincials, Westerns or Nationals.

8. All defensive substitutions shall retain their batting positions.
9. Pitching limits as per BASEBALL SASK. Pitch Count Rules.
10. All AAA teams shall use wood bats. All AA and A teams shall use bats with a maximum-3 weight/length differential for all league games, league tournaments & league playoffs.
11. Coaches are responsible for the discipline and conduct of their players and may impose reasonable sanctions. This can include sanctions for missing practices or games.



12. 18U and 21U Division

The following rules apply to the 18U and 21U Division:

- 1 Games shall be 7 innings long.
- 2 Any team that is 10 runs up after 5 innings or subsequent innings shall win that game.
- 3 AAA and AA games follow 9 man ball no re-entry rules as per Canada Baseball rules.
- 4 Metal cleats are allowed.
- 5 All teams shall use wood bats.
- 6 All 18U AA and AAA game rules will be determined and enforced by the Saskatchewan Premiere Baseball League in which MJMBA will enter its 18U teams.
- 7 All 21U AA and AAA game rules will be determined and enforced by the Regina Optomist 21U Premiere Baseball League in which MJMBA will enter its 21U teams.
- 8 Coaches are responsible for the discipline and conduct of their players and may impose reasonable sanctions. This can include sanctions for missing practices or games.
- 9 18U A shall follow MJMBA rules.

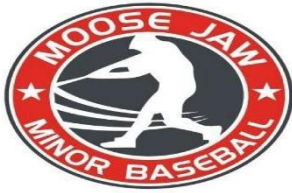


13. Rules and Regulations Governing Conflict Resolutions and Appeals

- 1 If an altercation occurs between four (4) or more parties as a result of MJMBA (herein after referred to as MJMBA) activities and is reported to MJMBA, the president of MJMBA (or their designate) shall notify the Executive Board within one (2) days of the report of the altercation. The Executive Board shall meet to investigate, conduct interviews with parties involved, discuss the situation and come to a conclusion.**
- 2 The decision of the Executive Board shall be rendered in written form by registered mail to the parties involved within fourteen (14) calendar days of the notification from the president of MJMBA, with a copy being forwarded to the president of MJMBA. The letter shall also contain the correct procedure to be followed should one or more of the parties wish to appeal the decision.**

The appeal procedure shall be as follows:

- 2.1 A registered letter is to be sent to the President of MJMBA within five (5) days of the date of receipt of the registered letter. The letter shall contain the name and address of the President of MJMBA**
- 2.2 The president of the MJMBA shall set up an appeal committee consisting of three (3) impartial individuals to hear the appeal within six (6) days of the receipt of the letter of appeal.**
- 2.3 The appeal shall be heard at a location that is neutral to all parties concerned.**
- 2.4 Witnesses shall be obtained from all parties and shall be contacted if the appeals committee should need additional information to render a fair decision.**
- 2.5 A registered letter stating the decision of the appeal committee shall be sent to the president of MJMBA within fourteen (14) calendar days, who shall in turn, forward the decision to the appellant, with copies being sent to the other involved parties, the Baseball Saskatchewan Association, the Executive Board, the umpire director and the zone governor.**
- 2.6 The decision of the appeal committee shall be final and binding.**



APPENDIX A

Coach Expense Guidelines:

Teams are required to cover the following minimum expenses for their coaching staff. Teams may exceed these minimum requirements at their discretion.

Team Clothing:

- Teams shall supply team wear and hats which are consistent with the clothing/uniform package supplied to the players. This shall be supplied to the below number of coaches (parent or non-parent) per team.
 - 9U & 11U – 2 coaches
 - 13U & 15U – 3 coaches
 - 18U & 21U – 4 coaches

Accommodations:

- For tournaments or overnight league play, teams shall supply non-parent coaches with a hotel room per the below table. Rooms are to be double occupancy and be booked and paid for by the team manager.
 - 9U & 11U – 2 coaches / 1 room
 - 13U & 15U – 3 coaches / 2 rooms
 - 18U & 21U – 4 coaches / 2 rooms
- For the 15U, 18U & 21U divisions, teams shall include hotel rooms for parent coaches as well as non-parent coaches in the event of team travel. Ie. Players and coaches travel as a group and their families are not required to travel with the team.
 - 15U, 18U & 21U – 4 coaches (parent or non-parent) / 2 rooms

Meals:

- For tournaments or overnight league play, non-parent coaches shall have their meal expenses covered by the team per the below table. This shall be paid for directly by the team and not exceed \$50/day per coach.
 - 9U & 11U – 2 coaches
 - 13U & 15U – 3 coaches
 - 18U & 21U – 4 coaches
- For the 18U & 21U divisions, teams shall include meals for parent coaches as well as non-parent coaches in the event of team travel. Ie. Players and coaches travel as a group and their families are not required to travel with the team.
 - 15U, 18U & 21U – 4 coaches (parent or non-parent)

Fuel/Mileage:

- Teams shall cover fuel or mileage expense for one non-parent coach vehicle when traveling to out-of-town league games and tournaments. Team treasurer will reimburse per original fuel receipts or pay mileage @ \$0.30/km per the coach's decision. Coaches may choose to travel with parents instead of taking their own vehicle if that option is available.

**** Teams are strongly encouraged to pay for these expenses directly from the team treasurer. Should reimbursement to a coach be required for any of the above expenses then original receipts must be Provided from the coach.**

***** Teams must report all coaching expenses to MJMBA no later than October 1st of each season or as requested by the MJMBA Board.**



Appendix B

Code of Conduct:

Every member* with MJMBA is expected to represent themselves, their team and MJMBA in an appropriate manner. Any behavior that is determined to be inappropriate is reason for and may lead to expulsion from MJMBA without refund of fees for the remainder of the season. MJMBA Executive members reserve the right to implement disciplinary measures.

All members are to respect the rules, their fellow teammates, coaches, opponents and officials at all baseball functions in which they are participants.

All parents/guardians are to observe a 24-hour waiting period before contacting coaches, team or league officials with any complaint.

All members are to not use profane language, ridicule or speak in a derogatory fashion or use physical violence at any time while representing MJMBA

All members are to not question the game official's judgment or honesty, only the head coach can question an official.

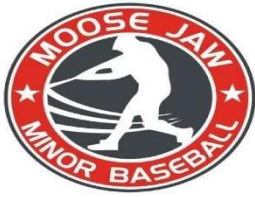
If a conflict arises at the team level between a parent/guardian, athlete and coach that cannot be resolved, the first form of resolution will be a meeting between the parent/guardian, athlete and team manager. Should there be no resolution to the issue the parent/guardian, athlete or coach must provide a written complaint to MJMBA and request a meeting with the team manager and the Division Co-ordinator.

All written complaints will be dealt with according to MJMBA's By-Laws.

Unsportsmanlike behavior is taken very seriously by MJMBA

MJMBA shall utilize the Code of Discipline to manage unsportsmanlike behavior.

* Member includes all players, their families and coaches.



Appendix C

Code of Discipline:

- a) Applies to all season play.
- b) If MJMBA finds that the behavior of the player or coach warrants a more stringent suspension, they can change the suspension accordingly.
- c) MJMBA may investigate ejections and as a result of that investigation determine if an ejection will count towards the Minimum Suspension levels below.
- d) Coaches are responsible for knowing and following the Baseball Sask. Code of Discipline.
- e) All player and coach ejections in league, tournament and exhibition games must be dealt with immediately by the coach and reported to the Division Co-ordinator within 48 hours of the ejection or before the next scheduled game, whichever is earlier. Coaches failing to notify the Division Co-ordinator are subject to suspension.
- f) Coaches must inform the opposing coaches that a player is suspended. Any players on suspension are expected to attend the game(s) but are not allowed to interact with their team and must remain in the stands.
- g) Failure of a coach to sit a suspended player will result in forfeiture of the game and suspension of the coach that allowed the suspended player to play.

Minimum Coach Suspensions: [considering b) and c) above]

One coach ejection – No action from MJMBA

Two coach ejections - Automatic suspension from the next scheduled game*

Three coach ejections – Automatic suspension of the coach for the remainder of the season**

Minimum Player Suspensions: [considering b) and c) above]

One player ejection – No action from MJMBA

Two player ejections – Automatic suspension from play at the next scheduled game*

Three player ejections - An automatic suspension from play for the next three scheduled games*

Four player ejections – An automatic suspension for the remainder of the season**

Once a game ejection has been applied the player or coach is on probation. Probation will be for the remainder of the season, including playoffs.

* Regardless of whether the next game is during a tournament, a double-header or league game.

** Suspended until further review by MJMBA



APPENDIX D

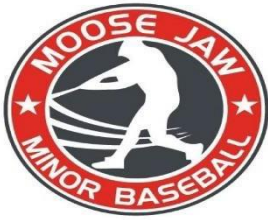
FUNDRAISING/SPONSORSHIP

1. MJMBA

- a. MJMBA, from season to season, may participate in an association wide fundraiser. All MJMBA registrants will be required to participate.

2. Teams

- a. All fundraising activities are to be included in the team's financial reports which are provided to the Division Director at mid season, the end of the season, or as when requested.
- b. The MJMBA Board of Directors may impose limits on team fundraising and or set maximum team budgets.
- c. Parents/players cannot individually profit from the team fundraising activities. Each individual parent/player account is to be treated as a not-for-profit situation. A player/parent shall not get back at season end more than they contributed in actual dollars (i.e. if a person has fundraised \$810.00 and contributed \$100 in cash for a total of \$910 with actual spending of \$600, then they can only receive \$100 at year end). These funds do not include the amount paid to MJMBA for registration.
- d. The team is to decide how they disburse any remaining funds at season's end (i.e. spend on team functions; donate funds to MJMBA, donate to Jumpstart, etc.).
- e. All team sponsorship over \$1000 needs to be approved by the MJMBA Board.



APPENDIX E

DIVISION CO-ORDINATOR RESPONSIBILITIES

1. Decides on number of teams and how many players each team will have. (article 5 of the constitution)
2. Makes decisions on all special requests (article 9.3 of the constitution)
3. Makes decisions on players playing down (article 9.6 of the constitution)
4. Sits on the coach's selection committee (article 10.1 and 10.3 of the constitution)
5. Obtains all contact information from these team(s) coaches, managers and treasurer.
6. Obtains budget information from the team(s) treasurer
7. Holds meeting(s) with the team(s) to relay all expectations, provides Schedule A, and hand out and review all team packages.
8. Work with the coach to set up tryouts, including booking facility's and advertising dates.
9. Be a liaison between the teams and the Board.
10. Prepare and present a general report on your division at the AGM