

**WATERDOWN MINOR BASEBALL ASSOCIATION
2011 RULES AND REGULATIONS – CODE OF CONDUCT**

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The definitions and general rules of The Ontario Baseball Association shall apply, subject to certain exceptions as described in these Amendments.

Rules as defined in this document apply to Houseleague divisions from Blastball to Mosquito. In other divisions, play is governed by the rules of the respective leagues (for example: COBA/OBA, SOBA, BOMBA Interlock, and FMSA) in which the WMBA chooses to participate.

The Code of Conduct is the minimum standard expected of all players, coaches, parents and umpires when representing the WMBA in any level of participation.

1. CONDUCT

- 1.1. The actions and conduct of Players, Coaches, Assistant Coaches, Scorekeepers, Umpires and League Officials must be above reproach. All Coaches and Executives MUST be police screened.
- 1.2. The use of tobacco or alcoholic beverages in any form is prohibited on the playing field including the benches.
- 1.3. Players, Coaches, Assistant Coaches, Managers, spectators are not to deliberately harass or direct any discourteous remarks at the officials or any member of the opposing team.
- 1.4. Teams shall shake hands at the end of every game.
- 1.5. Players, Coaches, Assistant Coaches, Managers, spectators engaging or persisting in poor conduct contrary to the spirit principles and objectives of good sportsmanship in baseball shall receive a single warning from the umpire. If the offence or offences continue, the offender or offenders will be removed from the game.
- 1.6. Anyone removed from the game must leave the playing field and spectator area. Failure to do so will result in forfeiture of the game. The umpire shall file a report of any removal with the convener. Further penalties may be imposed by the WMBA Executive following a disciplinary hearing.
- 1.7. Harassment of umpires will not be tolerated at any time.
- 1.8. The City of Hamilton's ZERO TOLERANCE POLICY is posted at all parks. There is a minimum 2 month suspension for any act of / or threat of physical or verbal violence or abuse. This includes any overt activity aimed at intimidating persons including racial or ethnic slurs.

Please see

<http://www.hamilton.ca/CityDepartments/PublicWorks/Parks/Programs/ZeroTolerancePolicy.htm>

2. GENERAL (Rules apply to T-Ball, Grasshopper, Rookieball and Mosquito)

2.1. **LINE-UPS** including position rotations are to be shared between coaches and the umpire at ground rules. Concerns with regard to 2.3 below must be expressed prior to game start. In the event that a change to the lineup occurs during the game the coach must make the umpire and opposing coach aware of the change prior to the start of their defensive half of the inning or when the change occurs.

2.2. Free substitution will exist in all divisions.

2.3. PLAYER ROTATION

- a) No player shall sit out a second inning until each player has sat out one inning per game. The innings sat out shall not be consecutive.
- b) A turn on the bench (sit) does not constitute any "position", in either the infield or the outfield.
- c) NO PLAYER SHALL PLAY IN THE OUTFIELD MORE THAN 2 INNINGS PER GAME until every player has had 2 innings in the outfield.
- d) NO PLAYER SHALL PLAY THE INFIELD MORE THAN 3 CONSECUTIVE INNINGS.
- e) A player cannot play the position of catcher for more than 3 innings per game. One pitch constitutes an inning.

PENALTY: If in the case a coach fails to follow the lineup and player rotation without notification of a lineup change and agreement from the opposing coach that the revised lineup complies with rule 2.3 and a violation of rule 2.3 occurs, the opposing coach must approach the umpire with the observed rotation violation prior to the first out of the half-inning being made. The offending coach will be given an opportunity to correct the mistake without penalty. If the offending coach refuses to make the correction, the remainder of the game will be played under protest. On protest review, confirmed violation of this rule shall result in forfeiture of the game. (See Section 8 HOUSELEAGUE PROTESTS/APPEALS).

2.4. **CALL-UPS & TEAM SIZE** (Applies to Grasshopper, Rookieball and Mosquito):

- a) A hardball team unable to field a team of 10 players may bring up players from the league below to add to their roster (Up to a total of 10 players). Players who are registered members of the team shall have full opportunity to play without being passed over for a call-up player.
- b) Any called up player will now be part of the team roster and must play and is subject to rule 2.3.
- c) Any player called up will not be allowed to pitch.
- d) Call up's must not play more innings than the least innings played by a regular roster player.
- e) A team may play with 7 players. Less than 7 players will constitute forfeiture.
- f) Players arriving after the start of the ball game will be added to the bottom of the batting order
- g) In the event that neither side can form a legal team (of a minimum of 7 players), the game must be rescheduled. It is recommended that an EXHIBITION game will be played at this time.
- h) Teams may not play with fewer players if a full rostered team is available.
- i) In T-ball the team must bat the number of players in attendance every inning.
- j) When bringing up players, the coach must determine that the player does not have a regular team game on the same night. Players called up to play in the next higher league may play a maximum of five games during the regular season and five games during the playoffs.

2.5. **AGE:** The age of a player shall be determined by their age as of December 31 of the playing year.

2.6. **GAME TIMES:** Starting times for regular season evening games will be as follows:

- a) WMBA houseleague games will start at 6:30 sharp and coaches are to be on the field at 6:15. In all cases, no new inning can start after: T-Ball – 7:30, Grasshopper & Rookieball – 8:00, Mosquito - 8:15 p.m. Once an inning has started, every attempt will be made to complete the inning. The game may be called by the umpire for safety reasons. Other scheduled diamond uses MAY also force the premature end of an inning. The last complete innings score will apply subject to minimum innings required.
- b) 2nd games on lit diamonds will start at 8:30 p.m. No new innings will start after 10:15 p.m. Game ends at 10:55 p.m. (Lights off at 11 p.m.)
- c) Starting times for day games will be set by the appropriate convener. No new inning will start 15 minutes prior to the scheduled end of a game.

2.7. **EQUIPMENT & UNIFORMS:**

- a) T-Ball & Grasshopper will use the 9" Softy Ball" as supplied by The WMBA. All other divisions will use a regulation hardball as supplied by The WMBA.
- b) Helmets must be worn at all times by batters, base runners and catchers. Minor aged assistant coaches or helpers under 14 must wear a helmet and chin strap while on the field.
- c) Chinstraps on helmets must be fastened and worn properly.
- d) Helmets with facemasks must be worn by the pitcher in Rookieball & Grasshopper.
- e) All players must wear an athletic supporter with cup or jill.
- f) Catcher's equipment must consist of a chest protector, shin guards, facemask with throat protector and helmet, all of which must be worn during practice, warm-up, and games.
- g) The full uniform supplied by the WMBA, consisting of hat, shirt and pants, must be worn at all times by all players while participating in a game. Any player arriving in shorts or sandals will not be allowed to play.
- h) Coaches are expected to share equipment with opposing teams in situations where, due to breakage or normal wear and tear, there is insufficient safety equipment available.
- i) NO player will be allowed to play wearing shoes with metal cleats except in Junior. Any player found wearing metal cleats during a game will be ejected from the game but will not serve an additional suspension.
- j) Any person warming up a pitcher must wear a facemask.
- k) All jewelry must be removed. MedicAlert bracelets are exempt.

2.8. **TIES:** Ties will not be broken except in the case of playoffs.

2.9. **HOME TEAM:**

- a) Home team is responsible for removing bases to the storage area at the end each game.
- b) Home team is responsible to supply game balls.

2.10. **SCORE REPORTING:**

- a) The home team coach must report game scores to the convener within 24 hours of the game.
- b) Win = 2 points, Loss = 0 points, Tie = 1 point

2.11. **UMPIRES:** Umpires must sign both game sheets upon completion of the game.

2.12. **RAINOUTS:**

All rained out games or cancelled games must be rescheduled as soon as possible. Rescheduling is the responsibility of the home team coach and arrangements shall be reported to the league convener to allow appointment of umpires at least 3 days prior to the rescheduled game. RESCHEDULED GAMES

WILL TAKE PRECEDENCE OVER THE USE OF DIAMONDS FOR PRACTICES. THE LEAGUE CONVENER WILL ARRANGE TO HAVE ANOTHER TEAM'S PRACTICE CANCELLED WHERE NECESSARY. The league convener will arbitrate where a mutually agreeable date cannot be reached by the two coaches.

2.13. NO FOUR-POINT GAMES ARE TO BE PLAYED.

2.14. **REGISTRATIONS:**

- a) The WMBA will accept registrations provided there are openings on the team.
- b) No refunds after May 15th. All refunds are subject to a \$25 administration fee.
- c) An NSF Fee of \$25 will be applied
- d) The son\daughter of the coach and one (1) assistant coach will be assigned to the parent's team. Other registered players will be assigned to the various teams in an attempt to achieve a competitive balance.
- e) Siblings who desire to play on the same team should so indicate on the registration form.
- f) Birth certificates if requested must be presented. Failure to comply will result in child not participating in The WMBA.

2.15. **INSURANCE:**

The WMBA does not provide medical and dental insurance coverage for players registered. Parents and guardians are advised to obtain proper insurance coverage related to individual needs.

2.16. **PLAYOFFS:**

The playoff format is to be determined by The WMBA Executive. There will be no Playoffs in TBall.

2.17. **GROUND RULES:**

Coaches and Umpires shall meet 5 minutes prior to game time to discuss ground rules.

2.18. **SCOREKEEPING:**

- a) Each team must have a scorekeeper, who should inform the players of their batting position, keep track of each player's progress on the bases and number of innings sat out, record the number of runs in each inning and record when changes are made in the lineup.
- b) Before the game starts, the scorekeeper shall check the line-ups of both teams to ascertain that all players whose names appear in the opening line-up and alternate spaces are listed to play in accordance with rule 2.3. Any discrepancy must be reported to the plate umpire before the game starts. The umpire will confer with an offending coach to have the necessary corrections made.
- c) One score sheet is required for each team.

2.19. **COACHING STAFF**

- a) Each team may have a manager, coach and a scorekeeper in the dugout and offensively will be allowed two coaches in the coaching boxes, one near first base and one near third base
- b) Offensive coaches shall remain in the coaches box at all times.
- c) Coaches may not physically assist any runner while the ball is in play (in the event that this happens, the base umpire will call the runner out at the time of the infraction).
- d) Coaches shall talk to members of their team only.

3. BLASTBALL:

BlastBall is a developmental game. It is a very simple concept utilizing the skills of Baseball in a fun fast paced activity for young players.

The game is an exceptional introduction to Baseball for a number of reasons:

- it is fun
- it is easy to play, players have instant success
- it is fast paced
- no gloves or special equipment needed by the player
- it runs within a time frame
- it does not cost a great deal to register
- it allows good and efficient use of facilities (5 or 6 games at a time on a diamond)
- minimal special equipment required
- minimal instruction for volunteers

This is a game that has the potential to create a great deal of interest in baseball for players of a very young age. It offers an exciting recreational event with a minimum of administration. One short Volunteer education evening would suffice.

BlastBall teaches all five basic fundamentals of baseball-hitting, throwing, catching, running and fielding. It is also a ton of fun with fast, continuous action and simple rules.

Equipment

- BlastBase
- BlastTee
- BlastBall (2-Pac)
- BlastBat
- Cone
- Line Marker

3.1. Objective

BLASTBALL! , is played with a suggested 6 players per team. A smaller number, such as 2-3 players per team works equally well.

The defensive players take an infield or outfield position. A BlastBall is placed on the BlastTee and the first batter hits the ball and runs to the BlastBase. If the batter reaches the Base (the only base used) before a defensive player either catches the BlastBall in the air (an automatic out) or fields it and yells "BLAST ", he scores a run. If the ball is caught or fielded and "BLAST" is yelled before the runner gets to the BlastBase, then the runner does not score a run.

The game should last one hour which is beneficial for the younger player and busy family schedules.

You will end the (half) inning by batting once around the line-up. For younger players it is recommended that everyone bat every inning and you may not even want to keep score. The BlastBase is audible, emitting a loud "H O N K" that the kids love whenever the runner stomps on the base. When fielded, the defensive player can throw the BlastBall back to another player, or an adult positioned near home plate (safely away from the Tee). Gloves/mitts are not needed because of the softness and size of the Ball. The fear factor of being hit is eliminated

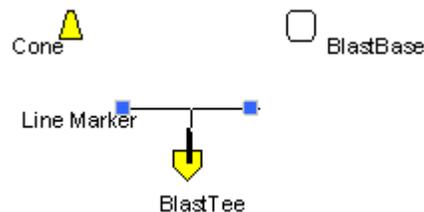
from the game all together. While batting helmets are not needed because the BlastBall is not being pitched or thrown to make the out, for optimum safety helmets are recommended.

3.2. Field Set-Up

In an open area, like a backyard, field or park, position your BlastTee/home plate so that hitting allows you a safe area of play. Like a regular ball diamond, from the Tee pace off 30 to 40 feet to the right and position your BlastBase. This establishes your fair/foul line to the right.

To the left of the Tee and perpendicular to your BlastBase line, pace off an equal distance and position your Cone. This establishes your fair/foul line to the left.

Now pace off 10 feet directly in front of the Tee and lay out your Line Marker running between the (hypothetical) first and third base lines. This becomes the fair/foul line for play. If a ball is hit inside of that line it is foul and should be re-teed for another try. If it goes beyond the line, either in the air or on a roll it is considered in play.



NOTE: The critical decision for Local Association Administrators is to know when to add difficulty to the game. The kids catch on very quickly. When the novelty of the noisy base wears off, you must be ready to add small incentives to the game to keep the kids challenged remembering at all times that attaining success is the number one priority to having fun. Some additions are as follows:

- add one throw and subsequent catch to anyone by the defensive player who fields the ball. This throw can be to anyone on the defensive team anywhere in the field.
- add one throw and subsequent catch to one specific person on the defensive team.
- lengthen the distance of the base.
- rotate the defensive players position on the field after each batter
- widen the vector for the hitters
- add outs to the game instead of all players hitting each inning.
- reduce the size of the ball and/or bat.
- add a coach pitcher and lob the ball to the hitter
- have three teams on the field--one hitting, one defense, and one doing fundamentals. Rotate at the end of each 1/2 inning.

4. T-BALL

- 4.1. AGE: Players must be 5 & 6 years old to be eligible for T-Ball.
- 4.2. THE DIAMOND:
- Distance between all bases shall be 60 feet.
 - Safety bases will be used at 1st base for all games. A fielder must make contact with the white part of the bag to constitute an out.
 - Distance between back point of home plate and front of pitching rubber shall be 40 feet.
- 4.3. EQUIPMENT:
- Baseball gloves to be worn by all defensive players. Catcher & first baseman may wear trappers.
 - All bats used shall be aluminum T-Ball bats no wider than 2 ¼" or longer than 30".
- 4.4. GROUND RULES:
- All base runners must tag up on caught fly balls
 - Any base runner that is hit by a fair batted ball before a defensive player touches it is out, unless any defensive player makes a play on the ball and misses it.
 - A base runner is out if he/she runs more than 3 feet off the baseline to avoid a tag.
 - Players on an overthrow to first base will only be permitted to advance to the base they were approaching when the throw was made.
 - There shall be no bunting.
 - The infield fly rule does not apply.
 - No lead-offs allowed. When a runner is off his base when the batter hits the ball off the tee, the runner is automatically out. The umpire shall allow one warning per game.
 - One Coach per team will be permitted in the outfield for the purposes of directing the players.
- 4.5. LINE-UP:
- A complete team shall field 8 players with 6 in the designated infield positions and one to the right and the other to the left of second base.
 - No player shall have to sit out any innings at bat.
 - The coach should ensure that the pitcher is on the mound and all fielders are in an appropriate position behind the pitcher before the umpire calls "play ball" at the beginning of the inning.
 - Players will bat through the order regardless of their fielding positions in that inning. A team may bat the number of players in attendance regardless of the number of players batting on the other team. Late arriving players will be added to the bottom of the order.
 - Should one team have more batters than the other, the team with fewer batters will have to rotate in the number of batters they are short to equal the other team. No batter shall have a second, 2-bat inning until all batters have had their turn.
- Example: Team A has 10 batters and team B has 7 batters.
- Team A bats players #1 - #10. Team B bats players #1 - #7 plus player #1 - #3 in the first inning and then bats players #4 - #7 and #1 - #6 in the second inning and players #7 and #1 - #7 and #1 - #2 in the third inning
- Batting orders must be followed for each inning.

4.6. THE GAME:

- a) A regulation game shall consist of 3 innings.
- b) There shall be no pitching to the batter.
- c) The Umpire shall adjust the batting tee for each player before the ball is placed if needed.
- d) A fair hit ball is a legally batted ball that is intentionally struck by the batter with enough force to have continuous forward motion in fair territory.
- e) A dead hit ball is a legally batted ball that does not cross, or in the opinion of the plate umpire, could not firmly cross, the playing line if fielded in front of the playing line, or in the opinion of the plate umpire the batter has made an illegal swing. However, if the ball is caught in flight by the defensive team, the batter is out and the ball is in play until time is called. An illegally batted ball occurs when the batter hits the ball, dead, fair or foul with one or both feet on the ground entirely outside the lines of the batter's box. An illegal swing occurs when the batter does not take a full swing, or chop swings downward at the ball. These will be called strikes.
- f) Prior to the start of the game the umpire shall give the coaches a warning about the batters throwing bats. A player throwing the bat in the game will at the umpires discretion be give one warning (per team). A second occurrence will result in the player being called out. Repeated offences by the same player will result in ejection from the game.
- g) Infielders may not cross the playing line before the ball is hit. Out fielders may not encroach upon the infield area from their regularly played positions before the ball is hit.
- h) Players on an overthrow to first base will only be permitted to advance to the base they were approaching when the throw was made.
- i) The act of "BOWLING" the ball to another player is not allowed. Penalty: The runner will be called safe.
- j) In the event a throw to 2nd, 3rd or home plate results in an over throw and the ball remains within the playing field, the base runner shall be permitted to advance as many bases as possible until such time as an infielder has control of the ball in the infield area. In the event the ball leaves the playing field, the runners shall be permitted to advance to the base they were approaching at the time the ball was thrown plus one more base. Those runners with "Last Batter" status are exceptions; they are automatically allowed to continue to score.
- k) In the event of an injury to a base runner when the ball is batted, play will stop and replay will occur.
- l) Only the pitcher is allowed in the home plate area, the pitcher must throw the ball to the catcher, it cannot be handed off. If in the umpire's judgment, a defensive player other than the pitcher or catcher or runner crosses into the home plate area, the umpire will call the inning over and allow all legal runs to score.
- m) Once an inning begins, switching infield players with outfield players is not permitted.
- n) *An exemption to rule 2.3 may be obtained from the T-Ball convener, if there are special circumstances pertaining to a player.
- o) Outfielders must not act as the PRIMARY RECEIVERS on the infield. When this occurs, time will be called and the batter/runner will be called safe and placed on the base they were advancing to. If forced all other base runners will advance 1 base.

4.7. CALLING TIME:

The Umpire will call time when:

- a) The ball goes out of play
- b) The ball is hit illegally or hit foul

- c) A coach or player requests it and the umpire bequests it. (The coach must wait for the umpire to grant the time out BEFORE walking onto the field.)
- d) When an injury occurs (bases awarded according to where the umpire judges the base runners would have advanced, if at all, had the injury not occurred)
- e) When a batted ball hits the runner including the batter after he leaves the batters box before an infielder has touched or had the opportunity to play the ball
- f) Any infield player has control of the ball in the infield (including the adjacent foul territories) and in the judgment of the plate umpire there is no attempt to make a play on any of the base runners.
- g) In the judgment of the umpires the base runners will be held on the base they last occupied or the unoccupied base they were approaching when time was called.

4.8. LAST BATTER:

- a) The "Last Batter" shall be the last batter for the innings, shown in the team's lineup. Teams shall be advised when the last batter has come to bat.
- b) If a base runner with "Last Batter" status is hit by a fair-batted ball either on or off his base, before the ball is touched by the pitcher or before it is touched or passes any other infielder no runs may score.
- c) All base runners shall have last batter status when the last batter is at bat and are regarded in the same way as the last batter and no defensive play can be made on the bases. All runners are forced to home plate when the last batter has hit a ball fairly. (No force plays or tag outs are allowed) Should the last batter's fair hit leave the playing field by going over an outfield fence, it will be considered a home run and all runners having last batter status will be allowed to score.
- d) All players on the offensive team who are base runners when the last batter is at bat are regarded in the same way as the last batter and no defensive play can be made on the bases. They are all forced to home plate when the Last Batter has hit the ball fairly. Should the last batter's fair hit ball leave the playing field by going over an outfield fence, either in flight or bouncing, it will be considered a home run and all runners having "Last Batter" status will be allowed to score. However, if the ball goes under or gets caught in an outfield fence and in doing so interferes with the fielder's chances to field the ball, all of the base runners will be allowed to score but NOT the batter.
- e) In the event that the Last Batter of the offensive team is out on a fly ball, normal baseball rules apply and runners will be allowed to advance and score provided they were on their base when the ball was caught or retouched their base after the ball was caught
- f) A run does not count when a runner with "Last Batter" status reaches home plate after the plate has been legally touched by the catcher, has lead- off and reaches home plate safely, or has not tagged up on a caught fly ball, and reaches home plate safely.
- g) See 4.6.k)

4.9. The offensive team's turn at bat ends when:

- a) The Last Batter has 3 strikes called.
- b) The Last Batter's fair hit ball is returned to the catcher at home plate. The ball must be thrown in the air over the playing line at least once on its way to the catcher. Home plate must be touched by only the catcher with the ball in his/her possession.
- c) No official score will be kept in TBall. Score sheets are for the purpose of forming lineups, keeping track of the order, determining the end of the inning and the end of the game etc. Scores will not be recorded and therefore do not need to be called in to the convener.

5. GRASSHOPPER

- 5.1. AGE: Players must be 7 & 8 years old to be eligible for Grasshopper.
- 5.2. THE DIAMOND:
- Distance between all bases shall be 60 feet.
 - The distance from the back of home plate to the front of the pitching machine shall be 44 ft.
 - Safety bases will be used at 1st base for all games. A fielder must make contact with the white part of the bag to constitute an out.
 - An 8 foot diameter circle must be drawn around the pitching rubber.
 - Pitching machine to be set at 32 mph. Speed or position may be adjusted at the end of a complete inning or after 3 consecutive wild pitches for safety reasons.
- 5.3. EQUIPMENT:
- Baseball gloves are to be worn by all defensive players.
 - All bats used shall be no wider than 2 ¼" or longer than 30".
 - A helmet complete with face mask must be worn by the pitcher.
- 5.4. GROUND RULES:
- INFIELD FLY: The infield fly rule does not apply.
 - OUT OF PLAY: Any ball thrown out of play is a dead ball and runners will be awarded two bases from the time of the throw.
 - OVERTHROW: On an overthrown ball (at first or third base) that goes into foul territory and out of the immediate reach of the infielder, (but not out of play), the ball is dead and base runners shall be awarded the base to which they were attempting to advance at the time the ball crossed the baseline.
- 5.5. LINE-UP:
- A team may field a maximum of 10 players with 6 in the infield and 4 in the outfield.
 - PREGAME LINE-UP and LINE-UP CHANGES: See Rule 2.1
 - ROTATION: See Rule 2.3
- 5.6. THE GAME:
- Each game shall be a maximum of 6 innings. Three complete innings (or 2½ innings, if the home team is leading) will constitute a completed game, in the event the game is called early by the umpire. An incomplete game will be replayed in its entirety.
 - If the game is called prior to completion of a full inning, the final score will revert to the last completed inning.
 - MERCY RULE: A maximum of six runs per inning applies except in the sixth inning. A 15 run lead after four or more complete innings constitutes a game mercy. The sixth inning is an open inning – mercy rules do not apply.
 - "BOWLING" the ball to another player is not allowed. Penalty: The runner will be called safe.
 - An inning is completed with the home team's at bat. An inning is over when 3 outs are made or the mercy run has scored. The next inning starts the moment the third out is made or the mercy run touches home plate.
 - TWO-OUT CATCHER: Coaches are encouraged to ask for a substitute runner for catcher if there are 2 outs so that he may dress for the next inning. The substitute runner shall be the last "out".

- g) INJURY: There are no substitute runners except for injured players. Any injured player who cannot take his place in the batting order his next at bat shall be passed over without penalty.

5.7. THE BATTER

- a) Each batter shall receive a maximum of **5 strikes** as called by the umpire. The batter shall not be called out if the 5th strike is called a foul ball. If a ball crosses the plate over the batter's head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
- b) If a batted ball hits the machine, operator or the electric cord within the pitcher's circle, the ball is dead and the batter is awarded first base. Outside of the pitcher's circle, the electric cord constitutes part of the playing field and the ball is live. Runners must return to base unless forced by the batter's award at first.
- c) There are no bunts allowed. Penalty: Batter is out, runners return to last occupied base
- d) Dropped 5th strike does not apply
- e) THROWN-BAT: Prior to the start of the game the umpire shall give the coaches a warning about the batters throwing bats. Penalty for thrown-bat: Offensive Interference - Batter is out, the ball is dead and runners return to last occupied base. Repeated offences by the same player may result in ejection from the game.

5.8. BASERUNNERS

- a) LEADOFFS: No Lead-offs Allowed. The umpire shall allow one warning per game per team. Penalty: baserunner is out.
- b) ANTICIPATION: A Baserunner may not leave the bag until the ball is hit (a hit includes any bat contact such as a foul tip). Each team will receive one warning per game for anticipation. Once warned, subsequent penalty: Baserunner is out.
- c) STEALING: There is no stealing or advancing on a passed ball. Penalty: Baserunner is out.

5.9. CALLING TIME:

The Umpire will call time when:

- a) The Defensive Pitcher has control of the ball near the eight foot circle in the judgment of the umpire or;
- b) When the defensive player has control of the ball and in the umpire's opinion runners are being held and there is no attempt to make a play on the runner.
- c) When the umpire calls time, runners will be permitted to return or advance to the base that they are closest to (without forcing other runners ahead).
- d) The ball is returned to the machine operator by the pitcher only after time is called.

5.10. SPECIAL GRASSHOPPER RULES:

- a) If at any time the umpire deems there to be a safety risk to any players due to erratic pitching, the game will be suspended and resume at the earliest mutually available time. It is the home team's responsibility to arrange for the diamond and umpires through his convener.
- b) Only an adult from the batting team may operate the machine. Umpires are NOT to act in this capacity.
- c) The Defensive Pitcher may stand on either side of but not in front of the pitching machine until the ball is hit. At no time may he enter inside the eight foot diameter circle. **Penalty for any player entering the circle:** ball is dead and batter is awarded the base he is heading to and runners may safely advance if forced by the batter's award.

6. ROOKIE BALL

- 6.1. AGE: Players shall be 9 and 10 years old.
- 6.2. THE DIAMOND:
- The distance between bases shall be 65 feet.
 - The distance from the back of home plate to the front of the pitching machine shall be 44 ft.
 - Safety bases will be used at 1st base for all games. A Fielder must make contact with the white part of the bag to constitute an out.
 - An 8 foot diameter circle must be drawn around the pitching rubber.
 - Pitching machine to be set at 40mph. Speed or position may be adjusted at the end of a complete inning or after 3 consecutive wild pitches for safety reason.
- 6.3. EQUIPMENT:
- Bats must be no wider than 2 ¾" at its widest point and no longer than 32".
 - A helmet complete with face mask must be worn by the pitcher.
- 6.4. GROUND RULES:
- INFIELD FLY: The infield fly rule does not apply.
 - OUT OF PLAY: Any ball thrown out of play is a dead ball and runners will be awarded two bases from the time of the throw
- 6.5. LINE-UP:
- A team may field a maximum of 10 players with 6 in the infield and 4 in the outfield.
 - PREGAME LINE-UP and LINE-UP CHANGES: See Rule 2.1
 - ROTATION: See Rule 2.3
- 6.6. THE GAME:
- Each game shall be a maximum of 6 innings. Three complete innings (or 2½ innings, if the home team is leading) will constitute a game, in the event that the game has to be called early by the umpire. An incomplete game will be replayed in its entirety.
 - If the game is called prior to completion of a full inning, the final score will revert to the last completed inning.
 - MERCY RULE: A maximum of six runs per inning applies except in the sixth inning. A 15 run lead after four or more complete innings constitutes a game mercy. The sixth inning is an open inning – mercy rules do not apply.
 - Outfielders must not act as the Primary Receivers on the infield. When this occurs, time will be called and the batter/runner will be called safe and placed on the base they were advancing to. If forced all other base runners will advance 1 base.
 - Catchers should be in proper catching position.
 - Defensive players may not block the base path without the ball unless he in the imminent act of fielding the ball. Sliding is encouraged when there is a close play at a base or home except at first base.
 - TWO-OUT CATCHER: Coaches are encouraged to ask for a substitute runner for catcher if there are 2 outs so that he may dress for the next inning. The substitute runner shall be the last "out".
 - INJURY: There are no substitute runners except for injured players. Any injured player who cannot take his place in the batting order his next at bat shall be passed over without penalty.

6.7. THE BATTER

- a) Each batter shall receive a maximum of **5 strikes** as called by the umpire. The batter shall not be called out if the 5th strike is called a foul ball. If a ball crosses the plate over the batter's head or bounces into the dirt, the umpire will not count it as a strike unless the batter swings at the pitch.
- b) If a batted ball hits the machine, operator or the electric cord within the pitcher's circle, the ball is dead and the batter is awarded first base. Outside of the pitcher's circle, the electric cord constitutes part of the playing field and the ball is live. Runners must return to base unless forced by the batter's award at first.
- c) There are no bunts allowed. Penalty: Batter is out, runners return to last occupied base
- d) Dropped 5th strike does not apply.
- e) THROWN-BAT: Prior to the start of the game the umpire shall give the coaches a warning about the batters throwing bats. Penalty for thrown-bat: Offensive Interference - Batter is out, the ball is dead and runners will return to their base. Repeated offences by the same player may result in ejection from the game.

6.8. BASERUNNERS

- a) LEADOFFS: No Lead-offs Allowed. Penalty: Baserunner is out.
- b) ANTICIPATION: A baserunner may not leave the bag until the ball is hit (a hit includes any bat contact such as a foul tip). Each team will receive one warning per game for anticipation. Once warned subsequent penalty: Baserunner is out.
- c) STEALING: There is no stealing or advancing on a passed ball. Penalty: Baserunner is out.
- d) Malicious contact by runner or defensive players will result in an immediate ejection from that game plus one further game suspension.

6.9. CALLING TIME

The Umpire will call time when:

- a) The Defensive Pitcher has control of the ball near the eight foot circle in the judgment of the umpire or;
- b) When the defensive player has control of the ball and in the umpire's opinion runners are being held and there is no attempt to make a play on the runner.
- c) When the umpire calls time, runners will be permitted to return or advance to the base that they are closest to (without forcing other runners ahead).
- d) The ball is returned to the machine operator by the pitcher only after time is called.

6.10. SPECIAL ROOKIEBALL RULES

- a) If at any time the umpire deems there to be a safety risk to any players due to erratic pitching, the game will be suspended and resume at the earliest mutually available time. It is the home team's responsibility to arrange for the diamond and umpires through his convener.
- b) Only an adult from the batting team may operate the machine. Umpires are NOT to act in this capacity.
- c) The Defensive Pitcher may stand on either side of but not in front of the pitching machine until the ball is hit. At no time may he enter inside the eight foot diameter circle. **Penalty for any player entering the circle:** ball is dead and batter is awarded the base he is heading to and runners may safely advance if forced by the batter's award.

7. MOSQUITO

- 7.1. AGE: Players shall be 10 and 11 years old.
- 7.2. THE DIAMOND:
- The distance between home plate and the pitching rubber shall be 44 feet.
 - The distance between bases shall be 65 feet.
- 7.3. EQUIPMENT:
- Bats shall be no more than 32" long and 2 ¾" at the widest point
- 7.4. GROUND RULES:
- INFIELD FLY: Infield fly rule **IS** in effect
- 7.5. LINE-UP:
- PREGAME LINE-UP and LINE-UP CHANGES: See Rule 2.1
 - ROTATION: See Rule 2.3
- 7.6. THE GAME:
- Each game shall be a maximum of 6 innings. Four complete innings (or 3½ innings, if the home team is leading) will constitute a game in the event that the game has to be called early by the umpire. An incomplete game will be replayed in its entirety.
 - MERCY RULE: Mercy rule of six runs per inning applies except in the sixth inning. A 15 run lead after four or more complete innings constitutes a game mercy. The sixth inning is an open inning – mercy rules do not apply.
 - Malicious contact by runner or defensive players will result in an immediate ejection from that game plus one further game suspension.
 - Defensive players may not block the base path without the ball unless he in the imminent act of fielding the ball. Sliding is encouraged when there is close play at a base or home except at first base.
 - TWO-OUT CATCHER: Coaches are encouraged to ask for a substitute runner for catcher if there are 2 outs so that he may dress for the next inning. The substitute runner shall be the last "out".
 - INJURY: There are no substitute runners except for injured players. Any injured player who cannot take his place in the batting order his next at bat shall be passed over without penalty.
 - Unlike Rookieball, the ball is in play and is live as per regular baseball rules until the ball becomes legally dead or the umpire calls time as per regular baseball rules.
- 7.7. THE BATTER:
- WALK: When a batter becomes a runner due to a walk issued, the batter is entitled to first base only and can not advance until the next pitch is thrown.
 - Dropped 3rd strike rule does not apply. The batter is automatically out on 3rd strike and may not become a runner whether the catcher catches the ball or not. It is however a live ball and runners may advance at their own risk.
- 7.8. BASERUNNERS:
- LEAD-OFFS: Lead-off's are not allowed. Penalty: Runner is out.
 - STEALING: A baserunner may leave the base when the pitched ball crosses the plate.
 - There will be **NO STEALING HOME.**

7.9. THE PITCHER:

- a) A pitcher may pitch a maximum of three innings per game. Any part of an inning pitched (1 or more pitches) constitutes an inning pitched. The pitcher, once "removed" or "relieved" from the mound at any time during the game, shall not be permitted to return to pitch in that game.
- b) Penalty: Failure to comply with rule 7.9 shall result in the coaches ejection from the game.
- c) Call-up players may not pitch.
- d) Any pitcher who hits three batters in any game shall not pitch further that game. Any pitcher who deliberately pitches at the batter in any game shall be ejected from that game and suspended from the next.
- e) Pitchers are allowed 5 warm-up pitches, 7 for new or starting pitchers.
- f) The number of trips to the mound by a coach should not be limited except when the umpire rules that the purpose of the trip is to delay the game
- g) BALK: The Balk rule is not enforced in this division.

8. HOUSELEAGUE PROTESTS/APPEALS

- 8.1. Protests/appeals can only be made on the basis of a violation of Baseball Rules or a WMBA rule or regulation and the Umpire's interpretation of that rule. No protests will be allowed on the basis of an umpire's judgment call.
- 8.2. An appeal must be made before play is called for the next batter.
- 8.3. The coaches of the contesting teams only shall have the right to make an appeal. Once the game has commenced, a coach may not approach the Umpires to make an appeal without having the opposing coach present during the discussion.
- 8.4. Following such discussion, the umpires shall consult with one another and if they are convinced that the decision is in conflict with the rules, the decision shall be reversed.
- 8.5. If after consultation, the umpires are convinced that the decision is not in violation of the rules, the Plate umpire will resume the game. However, should the appealing coach still disagree with the decision, he shall immediately and before play begins, notify the Plate Umpire that the game is being played under protest. The opposing coaches shall be advised by the Umpire and the game will resume. The protest must also be entered on the game card or the score book by the umpire. All protests shall be clearly written and signed by the team coach. Protests must be in the hands of the appropriate Director within twenty-four (24) hours along with a \$50.00 fee. If the protest is upheld the fee will be returned.
- 8.6. Any protests based solely on technicalities that cannot have any bearing on the outcome of the game will not be accepted.
- 8.7. Protests due to the use of an ineligible player or a player not playing enough innings may be considered only if made to the Plate umpire before the last batter of the final inning or half inning has completed his turn at bat.
- 8.8. A protest will only be considered when based on the violation of interpretation of a playing rule, an ineligible player, or if a player does not get to play at least the playing time as set out in the rules.
- 8.9. Protests will be reviewed by the Executive Committee. Their decision is final in all rule infractions.

9. CODE OF CONDUCT

9.1. WMBA COACHES - CODE OF CONDUCT

Good coaching:

Patience, respect for other coaches and officials, fairness and encouragement offered to all players, sportsmanlike conduct in victory or defeat, willingness to do fair share of the work on the team, a positive attitude

Results of good coaching:

Positive role model for the team, respect from individuals and the organization, more credibility with other teams and ball clubs, a smoothly running team and organization, less strife, more fun, continued development of self and players

The following actions are unacceptable for a coach:

Foul language, disrespect for an individual or a team, petty or unsportsmanlike conduct, physical or verbal abuse of any kind, to an individual or a group, derogatory comments regarding an individual or a group, bad temper, rudeness or lack of patience with players, infractions which result in expulsion from a game, negative attitude with any of the players.

What are the consequences of unacceptable behavior?

Investigation by non-partisan committee, followed where inappropriate behavior or action is validated, by discipline - verbal warning, written warning, game suspension, multi-game suspension, season suspension, loss of position, refusal of position in following year(s), as well as, on a personal basis, loss of respect and creditability as an individual, contributing to degradation of the image and reputation of The WMBA.

ALL FORMAL ALLEGATIONS, COMPLAINTS AND CONCERNS WILL BE INVESTIGATED FULLY AND WILL BE DEALT WITH IN A TIMELY AND CONSISTENT MANNER.

9.2. WMBA UMPIRES - CODE OF CONDUCT

Good umpiring:

Respect for players and coaches, patience, firm clear management of the game, fair and unbiased treatment of teams and individuals, adherence to official dress codes, willingness to adhere to umpiring guidelines as set forth by the Umpire In Chief.

In an umpire, these attributes will result in: Respect, advancement in umpiring career, greater knowledge and understanding of the complexities of umpiring, positive role model for on-field behavior, smoothly running baseball season, positive impact on the image of The WMBA outside the association.

As an umpire for The WMBA, you should not exhibit:

Clear bias, argumentative attitude, physical or verbal abuse, conscious disregard of rules and guidelines, obvious lack of interest in the game. As well you have a responsibility to be on time for scheduled games.

What are the consequences of unacceptable behavior?

Investigation by non-partisan committee, followed where inappropriate behavior or action is validated, by discipline - verbal warning, written warning, game suspension, multi-game suspension, season suspension, loss of position, refusal of position in following year(s), as well as, on a personal basis, loss of respect and creditability as an individual, contributing to degradation of the image and reputation of The WMBA.

ALL FORMAL ALLEGATIONS, COMPLAINTS AND CONCERNS WILL BE INVESTIGATED FULLY AND WILL BE DEALT WITH IN A TIMELY AND CONSISTENT MANNER

THE UMPIRE IS THE RULING OFFICIAL ON FIELD AND SETS THE TONE OF THE GAME. AS SUCH, HIS OR HER BEHAVIOR AND MANAGEMENT OF THE GAME MUST BE ABOVE REPROACH.

9.3. WMBA PARENTS - CODE OF CONDUCT

How can parents of WMBA players help to create a great baseball season?

Encourage the team as well as the individual, exhibit a positive and pleasant deportment at games and practices, offer assistance to the team where appropriate, and demonstrate respect for the abilities and the authority of coaching staff and umpires.

As a result of this:

You become part of the team, by extension, you have the respect of your child and his/her team. You can consider yourself part of their achievements.

As a parent, you should never do the following:

Use foul language, interrupt games or practices with personal comments, opinions or calls, make derogatory comments of any kind, use physical or verbal abuse of any kind, show disrespect by word or deed, for the authority of the coaching staff or umpires, encroach or interfere for the purpose of distracting or otherwise affecting players, harass players, coaches or other officials.

What would be the consequences of inappropriate behavior by a WMBA parent?

The players are the ones who will ultimately suffer in many ways for parents' bad behavior.

Investigation by non-partisan committee, followed where inappropriate behavior or action is validated, by discipline - verbal warning, written warning, game suspension, multi-game suspension, season suspension, loss of position, refusal of position in following year(s), as well as, on a personal basis, loss of respect and creditability as an individual, contributing to degradation of the image and reputation of The WMBA.

ALL FORMAL ALLEGATIONS, COMPLAINTS AND CONCERNS WILL BE INVESTIGATED FULLY AND WILL BE DEALT WITH IN A TIMELY AND CONSISTENT MANNER

PARENTS IN ATTENDANCE AT GAMES AND PRACTICES REPRESENT STRONG ROLE MODELS FOR THEIR CHILDREN. FOR THE SAKE OF PLAYERS AND OFFICIALS, THE HIGHEST STANDARDS OF AUDIENCE BEHAVIOR SHOULD BE EXERCISED AT ALL TIMES.

9.4. WMBA PLAYERS - CODE OF CONDUCT

Good play:

Support of teammates, respect for the authority of the coaching and umpiring staff, willingness to work hard and try your best, pleasant, friendly and co-operative manner, respect for opposing teams, adherence to the rules of the game, sportsmanlike conduct in victory or defeat, good attendance and attention at games and practices.

What is the result that you can expect from exhibiting these attributes?

The respect of your teammates, coaches and opponents, the opportunity to improve your baseball and life skills, being part of the achievements of the team, making friends, having fun, learning to work together and develop personal responsibility and accountability.

As a player, you should not:

Use foul language, rude actions or gestures, exhibit a lack of respect for teammates, coaches, officials, opposing teams, bad temper, physical or verbal abuse to others, ignorant or "trashy" talking.

What are the consequences of unacceptable behavior by a player?

Investigation by non-partisan committee, followed where inappropriate behavior or action is validated, by discipline - verbal warning, written warning, game suspension, multi-game suspension, season suspension, loss of position, refusal of position in following year(s), as well as, on a personal basis, loss of respect and creditability as an individual, contributing to degradation of the image and reputation of The WMBA.

ALL FORMAL ALLEGATIONS, COMPLAINTS AND CONCERNS WILL BE INVESTIGATED FULLY AND WILL BE DEALT WITH IN A TIMELY AND CONSISTENT MANNER

ALL PLAYERS ARE EXPECTED, AT ALL TIMES ON FIELD AND AT PRACTICES, TO REFLECT A SPORTSMANLIKE ATTITUDE AND RESPECT FOR THE GAME, THE COACHES, TEAM MEMBERS, OPPONENTS AND OFFICIALS. PLAYERS MUST BE AWARE THAT THEY WILL BE HELD RESPONSIBLE FOR THEIR ACTIONS.