



***REGULATIONS OF THE SOUTH SIMCOE
MINOR BASEBALL ASSOCIATION
2008***

SSMBA PLAYING REGULATIONS

1. **Equality:** all rules and regulations are to be followed by all members, team officials, parents, and players. If violated the appropriate penalties are to be applied by the appropriate SSMBA executive member/committee without prejudice and/or favoritism.
2. **Harassment:** SSMBA is committed and dedicated to providing an environment free of harassment. Therefore, all forms of harassment are prohibited. Please see our full harassment policy www.southsimcoebaseball.com/harrasment_policy.pdf
 - a. **Umpire Abuse:** No abuse of SSMBA Umpires (as described in Baseball Canada rule 4.06 and 9.01(a) (e).) will be tolerated and must be reported to an SSMBA executive with-in 24 hours. ANY reported abuse of Umpires will result in a case review by the SSMBA Disciplinary Committee.
 - b. The 1st Vice President (or authorized delegate Executive member) upon recommendation of the SSMBA Umpire-in-Chief, (or authorized delegate Convenor and/or Centre Chief Umpire) may immediately suspend any person suspected of Umpire Abuse until such time as the Disciplinary Committee can review the case.
3. **Player Signing:** All players will be registered under the following Divisional Age group guidelines with-in SSMBA:
 - a. Teeball 4 to 6 years of age, who do not reach their 7th birthday during the current calendar year.
 - b. Jr Rookie: 6 to 8 years of age, who do not reach their 9th birthday during the current calendar year.
 - c. Sr Rookie: 7 to 9 years of age, who do not reach their 10th birthday during the current calendar year.
 - d. Tyke: 10 and 11 years of age, who do not reach their 12th birthday during the current calendar year.
 - e. Pee Wee: 12 and 13 years of age, who do not reach their 14th birthday during the current calendar year.
 - f. Bantam: 14 and 15 years of age, who do not reach their 16th birthday during the current calendar year.
 - g. Midget: 16 to 18 years of age, who do not reach their 19th birthday during the current calendar year. In this division, there is an allowance for 2 over aged players who do not reach their 20th birthday in the calendar year. These players CANNOT pitch or catch.
 - h. Junior: 19 and 21 years of age, who do not reach their 22nd birthday during the current calendar year.

Note 1 : The SSMBA Executive may give approval, in special circumstances, for an overage player to play down one age division. Requests must be submitted in writing with reasons for request, and a written ruling will be returned to the Member Centre and Divisional Convenor, including any playing restrictions imposed.

Note 2 : Players in their year “immediately preceding” an age division are permitted to be rostered to play up one age division. Approval is not required, but the SSMBA Registrar must be notified, and team roster annotated, of all underage players rostered up. Underage players rostered up to the next age group ARE NOT permitted to play up as a borrowed or augmented player to the next higher age division. (i.e. an 11 year old tyke rostered to play as a Peewee, CAN NOT be borrowed or augmented to play Bantam)

4. **Team Rosters:** Player Registration should be carefully understood before being completed. When completing these forms, all information must be entirely filled (PRINTED) and sanctioned by a Member Centre Executive.
 - a. Team Number, A team must have a minimum of nine (9) with a maximum of eighteen (18) signed players. Each team must have at least one signed Manager, and/or one or more Coaches who shall be responsible for that team.
 - b. No Player may play in any SSMBA sanctioned game until they are properly registered on a valid team roster, submitted to the SSMBA Registrar.
 - i. A valid SSMBA roster must be submitted to the SSMBA registrar before the commencement of regular season play. If a valid roster is not completed and submitted on time, the offending team will not be eligible for regular season play, tournaments and/or playoffs and will be subject to the applicable SSMBA fine.
 - ii. Changes and amendments to the team rosters may be made up to June 30th through the SSMBA registrar.
 - iii. Any changes to the team rosters after June 30th must be made through the SSMBA Executive Council and will be entertained ONLY when a bona fide move of a family takes place.

5. **Coaches and Managers** All coaches and managers come under the jurisdiction of the Umpires and are subject to penalties. The Umpires shall see that the rules governing coaches in all games are strictly enforced.
 - a. All Head Coaches must be 18 years of age or older.
 - b. Both coaches and Umpires must sign the game sheet upon completion of the game. Last name and initials must be on the game sheet. Umpires must also indicate their **SSMBA** umpire card number on the game sheet.
 - c. The home scorekeeper shall be the **OFFICIAL SCOREKEEPER** for each game. The visiting scorekeeper will also maintain a running score that should be verified each completed inning with the home scorekeeper. Once verified after each completed inning that score cannot be changed.
 - d. **BOTH** teams are responsible for informing their Convener (and/or League Executive as applicable) of all game Details (teams, scores, pitching records, ejections and/or significant events etc) via whichever method(s) (telephone, email, website form, official games sheets etc) as set and directed by the 1st Vice Pres for the League. Failure to report may result in disciplinary review and suspension of team officials.

6. **Suspensions and Expulsions:** Any affiliated Association or member of SSMBA violating the Articles, By-Laws and Regulations or refusing to abide by the decision of the SSMBA Disciplinary Committee will be suspended or expelled for at least that season or longer.
 - a. Clubs, Officers, or Players may be suspended or expelled by the SSMBA Disciplinary Committee for knowingly;
 - i. Permitting betting or improper conduct by players or Officers at Association games;
 - ii. Offering agreeing or attempting to loose any Association game or being interested in any pool or wage thereon;
 - iii. Playing with a club or Association that has been suspended or expelled;
 - iv. Having on it's list of signed players any disqualified players; and
 - v. Permitting Officers to conduct business of Clubs or Associations inimical to the best interest of organized sports.
 - b. Any Club or Player who plays or attempts to play in an Association game, under an assumed name shall be expelled from the Association for a period of time as set by the Disciplinary Committee.
 - c. Any Player or Team, found guilty of playing or attempting to play over the age limit, as set by SSMBA, in which they are participating, shall be automatically suspended along with the Coach/Manager of the team for a period set by the Disciplinary Committee.

- d. The SSMBA Executive shall automatically suspend any Coach/Manager using or attempting to use an ineligible player pending further Disciplinary Committee review.
 - e. The SSMBA Executive Council shall rule on the eligibility of overage players in all circumstances.
 - f. The length of time of each of the following infractions may be reviewed and increased by the Disciplinary Committee on a case by case basis;
 - i. Team members ejected for obvious malicious contact, language or un-sportsman like conduct in a regular season or playoff game shall sit the remainder of that game, as well as their next scheduled game. In tournament play, the player shall be suspended for the remainder of the tournament.
 - ii. Any player, coach or manager ejected for a second offence at any time throughout the season shall be suspended for at least 3 games.
 - iii. Any player, coach or manager ejected for a third offence at any time throughout the season shall be suspended indefinitely pending a Disciplinary Committee hearing.
 - iv. Umpires **MUST** fill out an ejection form and immediately submit it to the Umpire-in-Chief as well as the Convenor.
 - v. All ejections shall be reported to the Convenor of that division immediately following the game who will notify all effected Member Centres of player suspensions and expulsions.
 - vi. All players and coaches ejected twice or more shall automatically be ineligible for All Star participation for that season.
7. **SSMBA Game Regulations:** All Association games shall be governed by the Constitution of the Association and the Official Rules of Baseball. The Association Constitution will take precedence over the Official rules of baseball.
- a. **Smoking and Intoxicants:**
 - i. Players, Coaches and Umpires must refrain from using any tobacco product during all games. Penalty for this would be immediate ejection for Players and Coaches and may result in the loss of accreditation for Umpires or other disciplinary action against offending Umpire and or Member Centre.
 - ii. No coach, player, Umpire or related official will be allowed to partake of alcohol or any other intoxicants during an SSMBA game. Penalty for such an infraction is expulsion from SSMBA.

b. **Removals** : The Convenor, a member of the Executive council and Umpires will have the right to have a coach, assistant coach, player or parent removed from the Ballpark if so deemed necessary. Failure to leave will bring on the forfeiture of the game to the Offending team.

c. **Equipment:**

i. Balls - Refer to the Official Rules of Baseball:

a) The following are approved Baseballs for SSMBA play:

(a) T-Ball: **Worth RIF5S**, T4S/CHTB; Rawlings TVB

(b) Rookie (Jr/Sr): **Worth RIF5S**

(c) Tyke and above

i. Worth: **MLH**, MLR

ii. Diamond: D1C DOLBC, D2C

iii. DRSports: BB11, BB12, BB85

iv. Rawlings: 80CC, R80, R-100, ROML, ROLB

(d) Tyke/Peewee (optional)

i. Worth: **BCAF**

ii. Diamond: D3C

iii. Rawlings: R65, 65CC, ROLB1

b) Two (2) new balls and one (1) good used ball, are required for every SSMBA League or Playoff games and shall be provided by the home team. If necessary, additional ball(s) must be furnished by the home team.

c) Note: Teams should try very hard to retrieve foul balls. It is their responsibility to retrieve the balls, not the umpires.

ii. BATS - Refer to the Official Rules of Baseball: Midget and below may use metal bats. Note: The “length to weight” differential limit for metal bats does NOT apply to SSMBA.

iii. Chinstraps on batting helmets are mandatory and will be worn as designed by the manufacturer. Chinstraps are not mandatory above the midget level.

iv. Shoes with metal cleats worn by players are prohibited.

Coaches/managers are allowed to wear metal cleats. Violation of this rule will result in the player’s ejection as well as the coach.

v. All team members warming pitchers must wear a mask with throat protector. All catchers must wear a mask with throat protector, chest protector, shin guards, cup and cup type supporter.

vi. Sunglasses are permitted by all players. All sunglasses worn by infielders must be safety approved.

vii. No player is permitted to wear jewellery, earrings or watches during a game. If jewellery cannot be removed, it must be covered with tape or band -aid. The only exception to this rule is a medical alert bracelet or necklace.

viii. No player shall play with an open or exposed cut. Any wound must be properly bandaged

- ix. Each team registered in the SSMBA must be in possession at all games and tournaments their own First Aid Kit.

- d. **Uniforms:** In all games involving Association teams all players must be in complete Baseball uniform. A complete uniform consists of numbered shirts (Max Two Numbers), baseball pants, & Baseball hats as per Official Rules of Baseball.
 - i. All borrowed players must wear their own regular team uniform.
 - ii. Coaches and Managers on the bench or field must be informally dressed to the extent that they have corresponding shirts (or jackets) and TEAM hat. If not then they will not be allowed on the team bench or on the playing field. Shorts will be allowed for the coaching staff only, but must be Baseball shorts or a solid colour Bermuda style shorts.
 - iii. Any Member Centre wishing to make a change to their uniform colour must seek prior approval from the Association to avoid too many teams within the league having the same uniform.

- e. **Rosters** Teams are allowed to play with less than nine players but must have a minimum of seven player which are signed to the team's original roster
 - i. Teams A & B in a given community may borrow players back and forth during regular season only if nine players cannot be fielded. Borrowed players cannot pitch or catch and shall not exceed three. The maximum of 10 players will be fielded. The opposing coach must be advised of the acquisition prior to the start of the game, and borrowed players must wear their regular team uniform.
 - ii. During playoffs and/or tournament play, a Member Centre may borrow from a lower division but not across.
 - iii. If only nine players from your centre can be fielded, you can borrow (augment) one additional player from a lower division in your centre, however this player must play.
 - iv. To be borrowed (or augmented) up to a higher division team, the player must be in their last year of the lower division and may only play up one age division.
 - v. For centers that maintain internal house leagues, they may designate a list of internal house league players eligible to be borrowed up to their SSMBA teams. Borrow list players may only play with one team for the duration of any specific tournament or playoff series
 - vi. A list of eligible internal house league players that can be borrowed is to be submitted to the Registrar prior to the start of the season.
 - vii. Member centres without a lower division team or internal house league, may borrow any eligible SSMBA registered player from any team in the lower division regardless of the center. A borrowed player may only play for 1 higher division team for the duration of any specific tournament or playoff series

- f. **Substitutions:** All divisions, Tyke through to and including Midget, will place all players' names on the batting order to be followed throughout the game. Designated hitters are not permitted.
- i. Players not present at the start of a game may be added to the bottom of the batting order. Additions must be done before returning to the top of the batting order.
 - ii. A team with less than 9 players will not be penalized with outs.
 - iii. Teams may make unlimited substitution to the field at any time. The only exception shall be a Pitching substitution where rules are already in place.
 - iv. When a player is removed during a game, regardless of the reason, his/her turn in the batting order will NOT constitute an out for the remainder of the game.
- g. **General Game Info:**
- i. No SSMBA teams may play more than three games in a given day.
 - ii. Official Games: All SSMBA game have a time limit and will be considered official upon reaching the requisite number of innings. (refer to divisional rules) Also:
 - a) A game that reaches its time limit it will be considered an official game regardless of the number of innings completed.
 - b) A Half Inning may be considered as a full inning, if, and only if the home team is leading the game at the end of the half inning.
 - c) There will be no suspended games in SSMBA. If a game is called due to weather or darkness, during the middle of an inning, then the score will revert back to the last completed inning played provided it is past the number of innings required for an official game. Notes: If the home team is leading in the bottom of the inning when the game is called, then the score will stand. If the Home team comes back to tie the game in the bottom of the inning when the game is called, the game will stand as a tie.
 - d) Regular Season SSMBA games can end as official ties.
 - e) For Peewee and above, a game will be considered complete if a team has a 15 run lead after 4 full innings or a 10 run lead after 5 (or more) full innings. (Note: half innings maybe considered full as detailed in para b above)
 - iii. Every effort is to be made to start games on time as scheduled. Except where lighted diamonds are available, the following times are applicable:
 - a. Regular season games are to be scheduled not later than 6:30 and start by 6:45.
 - b. First Round playoff games (or games on/before 10 Aug) are to be scheduled not later than 6:15 and start by 6:30.
 - c. Subsequent playoff games are to be scheduled not later than 6:00 and start for 6:00 and start by 6:15.

- iv. Rescheduling: In the event of a rained out or postponed game, both teams are responsible to notify the Convenor with-in 48 hours.
 - a) The Home team is responsible for providing a minimum of two (2) alternate dates to the visiting team, when the visiting team is not scheduled to play, and both teams must notify the convenor of the scheduled date of the make up game with in seven (7) days of the postponement date of the original game.
 - b) Games must be played within or on the 21st day of the originally scheduled date unless written permission has been granted by the convenor.
 - c) If the teams can not agree upon a date and time to make up a game, the convenor has the right to arrange and order the game to be played at a date, time and location available.
 - d) If a rained out or postponed game happens at the end of the regular season, then it must be played by the deadline date as put forth by the SSMBA Executive Council.
 - e) Failure to adhere to these rescheduling rules may result in one or both teams being awarded a forfeit loss of that game.

- h. **CONTACT RULE** Runners are instructed to slide or attempt to avoid making contact with a fielder.
 - i. A fielder who is blocking the baseline or home plate when contact is made does not constitute malicious contact if the runner has made an attempt to avoid contact or is sliding when contact is made.
 - ii. A catcher may not block the plate along the third base line in order to force the runner to slide well before it is possible to touch the plate. If this is the case, it does not constitute malicious contact.
 - iii. A player who maliciously makes contact with a defensive player isto be declared out unless he/she has scored prior to committing the offence.
 - iv. In either case, all malicious contact will result in the automatic ejection of the offending defensive or offensive player as the case may be.
 - v. Contact shall be considered malicious if the contact is the result of intentional excessive force, and or there is an obvious intent to injure.
 - vi. The umpire shall determine if the contact was malicious by determining whether the runner was trying to reach the base or plate or attempting to dislodge the ball.
 - vii. If the runner could have avoided the fielder and reached base the runner is out even if the fielder loses possession of the ball. The ball is dead and all runners shall return to the last base legally occupied by them at the time of contact.
 - viii. If the fielder blocks the base path or plate clearly without possession of the ball the runner may make contact as long as he/she is making a legitimate attempt to reach the base or plate, obstruction shall be called and the runner declared safe.

i. PITCHING RULES:

i. Removal: The Pitcher once removed, or fails to take the mound, may continue in the game at another position but shall not be permitted to pitch again in that game.

ii. Mound visits: for Tyke to Junior, a second trip by a Manager OR Coach to the Pitcher, in the same inning, shall result in the player's automatic removal from the pitching position.

iii. Pitcher Pitch Limits: The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

Divisions:

MIDGET & JUNIOR	105 pitches per day
BANTAM	95 pitches per day
PEE WEE	85 pitches per day
TYKE	75 pitches per day

Exception: If a pitcher reaches the "Daily limit" imposed for his/her age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

Note. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the plate umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire waves the batter to first base. The ball is dead.

iv. Pitcher Rest Requirements: All pitchers will incur a specific period of pitching ineligibility (enforced rest) before they may pitch in another game. The following are applicable for regular season play, head to head style playoffs as well as post tournament and/or exhibition games.

a. Tyke and Peewee must adhere to the following rest requirements:

- i. If a player pitches 66 or more pitches in a day, three (3) calendar days of rest must be observed.
- ii. If a player pitches 46 - 65 pitches in a day, two (2) calendar days of rest must be observed.
- iii. If a player pitches 26 - 45 pitches in a day, one (1) calendar days of rest must be observed.
- iv. If a player pitches 1 - 25 pitches in a day, no (0) calendar day of rest must be observed.

b. Bantam must adhere to the following rest requirements:

- i. If a player pitches 81 or more pitches in a day, three (3) calendar days of rest must be observed.
- ii. If a player pitches 56 - 80 pitches in a day, two (2) calendar days of rest must be observed.
- iii. If a player pitches 31 - 55 pitches in a day, one (1) calendar days of rest must be observed.
- iv. If a player pitches 1 - 30 pitches in a day, no (0) calendar day of rest must be observed.

- c. Midget & Junior must adhere to the following rest requirements:
 - i. If a player pitches 86 or more pitches in a day, three (3) calendar days of rest, must be observed
 - ii. If a player pitches 61 - 85 pitches in a day, two (2) calendar days of rest, must be observed
 - iii. If a player pitches 36 - 60 pitches in a day, one (1) calendar days of rest, must be observed.
 - iv. If a player pitches 1 - 35 pitches in a day, no (0) calendar day of rest, must be observed.

- v. Pitch Recording:
 - a. Each team must designate the scorekeeper or another game official as the official pitch count recorder. In case of controversy the home team official will be the official pitch count number.
 - b. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - c. The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game; the umpire will inform the pitcher's manager that the pitcher must be removed as per regulation.
 - d. Failure by the pitch count recorder to notify the umpire, and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - e. All ineligible pitchers (players on enforced pitching rest days) must be annotated on the official game sheet and stated as ineligible at the umpires pre-game meeting.
 - f. Upon request, coaches must produce previous "official SSMBA" game sheets detailing pitchers used and their current rest status
 - g. Violation of any section of this regulation may result in protest of the game in which it occurs. Protest shall be made in accordance with SSMBA regulations.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games called as unofficial due to darkness, weather or tie games that must be replayed (note reversion Reg7g(i)c in regards to tie games) shall be charged against pitcher's eligibility.

3. Failure to meet the pitch count and rest requirements in this rule will result in the following actions:

- a) First Offense: The offending pitcher will be immediately replaced with an eligible pitcher and the Head Coach will ejected.
- b) Second Offense: Any coach or manager ejected for a second offense of the pitch count violations will result in an automatic 1 game additional suspension.
- c) Third or subsequent Offense. ANY coach or manager ejected for a third violation of the pitching count violations will result in a forfeit loss and automatic suspension pending disciplinary committee review.

4. Any manager, coach, player or team that take an action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or a manager, coach or player willfully and knowingly disregards the requirements of this rule, will be referred for Disciplinary Committee review and may result in additional penalties, up to and including, forfeiture of a game and/or suspension of a manager, coach, player or team from further participation.

5. Exhibition Games: the pitch limits and rest requirements are in effect for all SSMBA players, regardless of the opponent's affiliation.

vi. Tournament Pitching Rules

- a. These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and forfeiture by decree of the Tournament Committee.
- b. Tournament records will count when regular season games resume as far pitch counts and required rest is concerned.
- c. If a pitcher reaches the limit imposed for his/her age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- d. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the plate umpire that the defensive team wishes to give the batter an intentional base-on-balls. The umpire waves the batter to first base. The ball is dead.
- e. For SSMBA "Weekend" tournaments there is only 1 rest requirement of the "remainder of the tournament" when the following are exceeded. If Friday night games are required and involve less than 51% of the teams registered, then Friday games will be recorded as Saturday games for pitch count purposes.

Tyke: 35 or more pitches in a day
Peewee: 40 or more pitches in a day
Bantam: 45 or more pitches in a day
Midget: 50 or more pitches in a day

- f. Failure to meet the pitch count and rest requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled tournament games.
- g. Non SSMBA Tournaments (ie SOBA) SSMBA players may pitch with in the limits and rest requirements as outlined in that specific tournaments guidelines. However, coaches MUST still track all SSMBA player's pitch counts and upon completion of the tournament, enforce the applicable number of days rest before pitching in an SSMBA sanctioned game.

8. Protests:

- a. **Regular Season/Playoff games;** Protests lodged during regular season or a Home/home series will be vetted through the Divisional convenor or 2nd Vice President to the Protest Committee.
 - i. Protests are to be mailed to the Division Convenor or 2nd vice President, post marked within 72 hours of the end of the game under protest. The protest must be accompanied with the Protest appeal fee.
 - ii. Copies of the protest are to be sent to the President and Coach of the other team.
 - iii. The 2nd Vice President or Divisional Convenor will decide the validity for holding a Protest Committee Meeting. No protest shall ever be considered on a judgment decision of an Umpire.
 - iv. The President (or delegate) will name an alternate member to the Protest Committee, if 1 person holds two of the committee positions or is associated with either Member Centre involved in the protest. The president shall not be apart of the protest committee unless it is ABSOLUTELY required.
 - v. The Protest Committee Chair will decide on a suitable place and time to convene the Protest Committee Meeting.
 - vi. Protest must be dealt with within five (5) days from the time the formal protest was received in Regular Season and 24 hours for playoffs accompanied with the Protest fee. No person directly involved in the protest shall form part of the protest committee.
 - vii. Two (2) representatives, one of whom will be the speaker, may represent each Club at a protest meeting.

- viii. Even if it is held that the protest decision violated the rules, no replay of the game will be ordered, unless in the opinion of the Protest Committee the violations adversely affected the protesting team's chances of winning the game.
 - ix. The results/ruling will be sent to both coaches of the teams involved and reported to the Executive at the next Regular meeting. The Secretary will keep a copy for two years.
 - x. Once the protest has been dealt with and a Protest committee decision has been made, it is binding on all parties.
- b. **Tournament Protests:** Due to the typical dates and time constraints of tournament play, a "Tournament Protest Committee" will be assigned. All rulings of a Tournament Protest Committee are FINAL.
- i. The Division Convenor, when present, will be the protest Chairperson. If not present the Tournament Host, or an Executive Council member will be authorized to be Chairperson.
 - ii. The Tournament Host will supply a list of people to the 2nd Vice president and Divisional Convenor to sit as Protest Committee members, prior to tournament play beginning.
 - iii. The protest chairperson will have the sole right to rule whether a protest will be heard or not. No protest shall ever be considered on a judgment decision of an Umpire.
 - iv. Protests may be submitted verbally but must still accompany the Appeal fee.
 - v. The chairperson will select/appoint two members from the submitted list, at the time it is decided to hear a protest at the tournament. No person directly involved in the protest shall form part of the protest committee.
 - vi. All protests must be decided before tournament play may resume. In all cases, if any protest is heard and denied the appeal fee will be forfeited.

9. **Playoffs General Details:** The Association shall conduct and assist the Affiliated Association winners to meet and play off to determine the SSMBA Champions.
- a. The SSMBA shall decide annually the method by which each Championship shall be declared.
This method will consist of one of the following;
 - i. Home and Home series style playoffs; or
 - ii. A double loss knockout tournament scheduled to be held prior to the “Labour Day” long weekend; or
 - iii. A round robin style tournament scheduled to be held prior to the “Labour Day” long weekend; or
 - iv. A combination of the above.
 - b. Format for the play-offs will be established in conjunction with the 2nd Vice President, League Scheduler and Division Convener within one week of the start of the regular season.
 - c. When a Home and Home style playoff is used, age groups will be broken down into A, B and/or C division as needed to ensure no more than 3 rounds (8 teams) per division. The A Division of any group should be 4 or 8 teams whenever possible. The exact number of teams and split of the divisions, will be determined by the convener based upon natural groupings within the standings and/or to minimize the number of byes.
 - d. The Scheduler will include a “tie breaking formula” with the publishing of the standings and play-off format. No “tie -breaking” step will involve the use of runs scored.
 - e. A play-off game will only be used to decide the overall “Regular Season Champion” and only if those teams have not played each other or played to a tie during the regular season.
 - f. In order to accommodate playoff time constraints and limited diamond availability, all teams competing in SSMBA games will be required to play two or more games a week. Teams will be given 48 hours from notification by the convener of series opponent and length to decide when to play. The first two games in a 4 point series and first 4 games in a 6 point series may be played in any order. Scheduling priority will be given to:
 - ii. Teams will be given priority and expected to utilize their regular scheduled home night throughout the playoffs whenever possible.
 - iii. For 1st Round playoffs, prior to being informed of their opponents, teams with a regular home night of Tuesday should book to play a home game immediately following the Aug holiday weekend. All other teams will be expected to commence play on Tuesday if faced with an opponent with a regular Tuesday home night.

- iv. In the event two teams with the same regular home night are opponents, or a lack of regular home nights to accommodate a series, conveners will be consulted to determine which team(s) has home night priority. This will be determined on series length, calendar night, and both member center and/or alternate neutral field diamond availability.
- g. Each Association affiliated with the SSMBA, in order to participate in the playoffs, must be prepared to enter the playoffs on the dates set by the SSMBA Executive (for all series).
- h. Where exceptional circumstances arise in affiliated associations, only the SSMBA Executive is empowered to extend the date of declaring a winner. The request for extension must be in the hands of the SSMBA Secretary at least TWO WEEKS prior to the playoff date.
- i. Any team failing to play a game when so ordered will automatically forfeit their right to continue in SSMBA Championship Playoffs.
- j. In a home and home-style Playoff games, the home club shall have control of the arrangements for the grounds, officials, etc. These arrangements are subject to the approval of the Series Convenor.
- k. Series Convenors shall have the authority to arrange, if necessary, for any playoff game if the manager/coach cannot decide on a location, time or date to play.
- l. Series Convenors making arrangements for playoffs must contact both clubs personally regarding dates and times for all games and any further arrangements that might be necessary.
- m. Series Convenors must make such contacts at least 48 hours in advance of said dates and times.
- n. No playing member or coach of either team involved in any series will be allowed to act as Convenor.
- o. Home and Home style playoffs shall normally be a four (4) point series with Finals being a six (6) point series, with 2 points awarded for wins and 1 point awarded for ties. First and Second round series' maybe extended to six (6) points by the Convener/Scheduler to compensate for "bye" rounds as applicable. Should both coaches agree a six (6) point series maybe shortened to four (4) points. Should they not agree, the (6) point series will be used.
- p. The SSMBA Executive reserves the right to order a sudden death game in any final playoff. In the event of a toss for home grounds in a deciding game of any series, the team winning the toss shall also be the home team.
- q. During a Home and Home play-off play, the visiting team may request neutral umpires for the third (and four, if needed) deciding game in a four point series and the fifth (or sixth, if needed) deciding game of a six point series. The visiting team must request neutral umpires through the convener before the first scheduled game of the series. The home team is responsible for paying the neutral umpires (league rate) with the visiting team responsible to pay the umpire's travel costs (league rate).

10. Tournament Guidelines:

- a. Eligibility: The following are SSMBA Tournament Eligibility rules:
 - i. Only SSMBA registered teams may participate in South Simcoe and/or SSMBA Playoff tournaments.
 - ii. A player is eligible for tournament participation in the players own age division or one division higher as long as he/she is on the team roster of the lower division.
 - iii. A player must appear on an approved SSMBA team roster and have played in a minimum of two (2) regular seasons games.
 - iv. For member centres with 2 or more teams in a division, if multiple teams are unable to field the minimum 7 rostered players, upon written request -not later than 14 days before the tournament- the league (2nd Vice) can authorize a centre to form a combined team(s) to attend the tournament.
 - v. If any ineligible Player is played or attempts to play in the tournament, the game will be forfeited and the team disqualified. The coach of the disqualified team is suspended, pending a “Disciplinary Committee Review” of the disqualification.
 - vi. Tournament Hosts and Convenors must notify the 1st Vice President, in writing, with-in 48 hours of the tournament final, of all incidents of ineligible player use.
- b. The SSMBA Constitution, the Official rules of Baseball, and these Tournament Guidelines shall govern all SSMBA Tournaments and Tournament games. A local host shall not use any special or local rules in any SSMBA Tournament game.
- c. All SSMBA teams are automatically registered to enter their divisional mid season and/or playoff tournaments. Teams intending to withdraw from a tournament must provided the divisional convenor **WRITTEN NOTIFICATION NOT LATER THAN 14 DAYS** before the tournament begins. Failure to show, or late notification of withdraw from a tournament will result in a fine IAW By-law 5f.
- d. The SSMBA Scheduler will provide the Divisional Convenor and Host a tournament chart or format not later than 8 days prior to the tournament. The Divisional Convenor will publish the schedule (Website) and notify all teams, 7 days prior to the start of the tournament.
- e. Once the schedule has been published, any scheduled games not played due to a team’s failure to show shall be considered defaults and will count as games played and not as a bye in the tournament. The published schedule shall not be changed. A team who fails to show for a tournament after the schedule has been published (with-in seven (7) calendar days of the tournament start date) shall be fined IAW Bylaw 5f as a “Forfeit” for each scheduled game as published.

- f. Byes are to be awarded as follows;
 - i. No team shall receive back-to-back bye in successive rounds.
 - ii. No team shall receive a second bye until all teams have received their first bye.
 - iii. The undefeated team shall automatically receive a bye if all remaining teams have played an equal number of games.
 - iv. If more than one team is eligible for a bye, the bye team will be determined by means of a draw with the first team drawn receiving the bye, and the remaining teams drawn to fill each game slot from top to bottom as drawn.

- g. In the case of bad weather or other emergency situations, the tournament schedule may be revised at the discretion of the Convenor.

- h. Teams must be prepared to play Friday night if necessary

- i. Teams must register with the Tournament Convenor at least 45 minutes before the start of their first game. Teams must be at all other games at least 30 minutes before all scheduled game start times.

- j. If a team is unable to start a game, when told to do so, the game will be forfeited to the other team. The game will count as a played game and not a bye in the tournament and the published chart shall not be changed. The offending team will automatically go to the Consolation side.

- k. The home team shall be decided by a coin toss at home plate with the municipality furthest away from the tournament site calling the toss.

- l. The tournament convenor shall appoint an Official score keeper for each game. It is the responsibility of the manager or coach of each team to check the pitching stats with the Official scorer at the end of each game.

- m. All SSMBA Tournament Games will have a time limit: The game length time limits may be changed by the convenor depending on the number of teams, diamond availability and/or weather delays. The time limit can NOT be changed for any game in progress
 - i. TEE BALL, Jr ROOKIE BALL, Sr ROOKIE BALL and TYKE: NO new inning shall start after 1 hour and 15 Minutes of Play
 - ii. Peewee and Bantam: No new inning shall start after 1 hour and 30 minutes of play.
 - iii. Midget and Junior: No new inning shall start after two (2) hours of play
 - iv. If in the Umpires judgment, a team is intentionally attempting to delay a game to reach the time limit and prevent a further inning being played, he/she can stop the time after the third out is recorded until the first pitch of the subsequent half inning, during mound conferences and/or during pitcher change warm-ups.

- n. Awards shall be presented to the Champions and Consolation finalists.
- o. Managers and Coaches will be responsible for the conduct of their players both on and off the field. All team members shall be subject to disciplinary action by the Association. Any infraction may result in suspension for the next game or expulsion from the tournament depending on the severity of the situation.
- p. The Association, the local host Association and/or it's Officials accept no responsibility for any injuries to any player, team officials, or any other person, either on or off the field during a Association tournament
- q. Unless otherwise decided by the league, both teams are responsible to pay 1 umpire and supply 1 new baseball per game. Game balls are given to the host centre after the game for use throughout the tournament as needed

11. Umpires:

- a. Home teams are to supply both umpires unless otherwise decided and agreed upon by both coaches prior to the game.
- b. During play-off play any visiting team wishing a change of umpires for the 3rd or deciding game only, may request same through their series Convenor. Also Member Centres will be charged from there Bond Fund any reasonable cost incurred by the convenor to arrange neutral umpires (e.g. long distance telephone expenses)
- c. **TOURNAMENT FEES FOR UMPIRES:** The following are the SSMBA Umpire responsibilities for sponsored SSMBA tournaments.
 - i. The Host Centre and the Division Convenor will be responsible for assigning all umpires to Tournament play.
 - ii. The SSMBA Executives prior to umpires being scheduled shall first approve the amount paid to all umpires per game during SSMBA Tournaments.
 - iii. The SSMBA Treasurer at the end of the tournament shall pay all fees.
 - iv. The Tournament Convenor is responsible for maintaining a list of umpires, games done, amount due, and have the individual umpires sign after being paid.
 - v. Once the umpires have been paid in full, the Tournament Convenor shall return the list to the SSMBA Treasurer for record purposes.
- d. The approved SSMBA travel costs for umpires will be \$0.25 per Km.

12. SOBA Select Guidelines:

- a. Anyone wishing to create a SSMBA Select Team must request permission from the SSMBA Executive Council in writing.
- b. All select team coaches are asked to work with the SSMBA Select Convenor, informing them of the formation of a select tournament team, which tournaments they are attending and supplying a team roster to the SSMBA Select Convenor. This SSMBA Select Convenor will gather this information, in order to submit a report at the next SSMBA AGM.
- c. The Member Centre that is sponsoring the SSMBA Select Team will be responsible for ensuring that the team follows all SSMBA rules.
- d. A maximum of 7 players from any **one** registered SSMBA house league team may be rostered to a select team. The select team may request additional players from another team but only with written approval from the SSMBA Executive Council.
- e. All players playing on a SSMBA Select Team must be registered with a SSMBA Member Centre and playing on a registered SSMBA house league team for that season. For insurance purposes, a team roster must be submitted to the SSMBA Registrar prior to attending any tournament or exhibition game.
- f. A player's SSMBA regular scheduled house league game will take priority over any select game or select tournament. This means that if both teams are scheduled to play on the same day, the player **MUST** play for their house league team. *A player who misses a house league game of any type for a select game will result in an automatic expulsion from the select team and will not be allowed to play select for the remainder of the season.*
- g. All SSMBA Select Team rosters must be submitted to the SSMBA Select Convenor prior to the start of the tournament. The SSMBA Select Convenor must submit a copy of rosters to the SSMBA 2nd Vice President within seven days after the conclusion of the Select Tournament. Failure to do so will result in an automatic suspension of the entire team for Select Tournament play until reviewed by a disciplinary committee.
- h. All players that are involved with a SSMBA Select Team shall only be permitted to play in a maximum of four Select Tournaments. This does not include SOBA's Intact House League Championship Tournament
- i. SSMBA recognized select teams **MUST** follow published SOBA rules and regulations.
- j. All SSMBA Member Centres that field select, regardless of whether they are open to other centres or not are asked to follow the approved SSMBA select guidelines.
- k. All SSMBA recognized select teams must be self-sufficient and the team must pay for all costs incurred by the team. SSMBA will not be responsible for any financial costs relating to the operation of the team.
- l. Any coach or player that violates these rules and regulations will result in a discipline hearing conducted by the SSMBA.