

# WINNIPEG MINOR BASEBALL (W.M.B.) RULES & REGULATIONS FOR ALL 11U A AND 13U A DIVISIONS

## GENERAL RULES

Please also refer to the

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

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

Please share with players and parents.

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

<http://baseballmanitoba.ca/policies>

|       | Season Start | Season End | Final Standings Due by | Regional Playoffs            | City Playoffs              |
|-------|--------------|------------|------------------------|------------------------------|----------------------------|
| 11U A | Wed May 1    | Sun Jun 16 | 11:59pm<br>Wed Jun 19  | June 21-23<br>Finals June 26 | July 5-7<br>Finals July 10 |
| 13U A | Wed May 1    | Sun Jun 16 | 11:59pm<br>Wed Jun 19  | June 21-23<br>Finals June 26 | July 5-7<br>Finals July 10 |

### 1. CODE OF CONDUCT

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

### 3. BEFORE GAME RULES

#### 3.1 BEFORE THE START OF GAME THE HOME TEAM MUST:

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

### 4. REASON AND PROCEDURE FOR RESCHEDULING A GAME:

#### 4.1 THE FOLLOWING ARE ACCEPTABLE REASONS FOR RESCHEDULING A GAME:

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

#### 4.2 PROCEDURE FOR HOME TEAM TO RESCHEDULE A GAME:

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

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

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

~~4.5 Playoff elimination games can be played no later than five days before the start of city playoffs (barring weather)~~

### 5. INSUFFICIENT NUMBER OF PLAYERS TO START A GAME:

5.1 **All teams make the regional playoffs**, therefore teams may play with less than nine players at the start of the game (Regular Season and Regional Playoffs only).

5.2 Coaches should include all players on the lineup card when anticipating a late appearance. Teams may add a player to the bottom of the batting order when they arrive. Players may enter the field of play at the end of the half inning.

5.3 Teams may still call up players if desired according to the existing call up rules.

5.4 There are no automatic outs for playing with less than nine batters.

5.5 The ~~recommended~~-minimum safe number of players is seven (7) to ensure a safe game. If a team believes they will have less than seven players, the team should consider rescheduling.

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

- 6.1 T.P. are not allowed to pitch - **PENALTY: automatic default of the game and one game suspension for the offending coach**
- 6.2 Teams may only call up from a lower division or from a lower age group.  
For example: 13U A may call up a player from an 11U A or 11U AA team.  
11U A may call up from Grand Slam
- 6.3 Teams are allowed to bring up two (2) T.P. per game
- 6.4 T.P. can be called up an unlimited number of times during the regular season
- 6.5 T.P. cannot be used by more than one team in a league during regular season
- 6.6 All T.P. must be listed on game line up sheet and mark with a T.P. beside their name
- ~~6.7~~ All T.P. must be registered with Baseball Manitoba during the current baseball season
- ~~6.7.8~~ Players registered in WABA playing AAA are not eligible to be Temporary Players.

7. DEFAULTS AND FORFEITS:

- 7.1 Defaults - As Teams may play with less than nine players ~~there are no defaults~~defaults only occur when a team has less than seven players. WMB encourages coaches to share players where possible in the event of a default so that an exhibition game can still be played.
- 7.2 Forfeits are when a team DOES NOT show up for a game without any prior reason.  
Forfeits are scored as a 7 – 0 final. Division convener will decide if the game is a forfeit
- 7.3 Teams with either three (3) defaults, or two (2) forfeits in a season are disqualified from league playoffs.
- 7.4 **Teams that forfeit a game during the playoffs will be suspended from further play.**

8. SUSPENSION(S) OF PLAYERS OR COACHES:

- 8.1 Any ejection of a player or coach must be sent to the league convener and a report then forwarded to the Winnipeg Minor Baseball Board for any further disciplinary action
- ~~8.2~~ A suspended coach must report to the lead umpire to confirm attendance but must sit in the stands
- ~~8.3~~8.2 A coach may appeal the suspension of a player or coach by a written request to the league convener. If the Winnipeg Minor Board considers the request warranted, a formal hearing will be held by the Board according to the format approved by Baseball Manitoba

9. DURING and END of GAME RULES

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

9.2 Start of the game

- Provide official game sheet to the opposition scorekeeper fifteen minutes prior to game
- The home team supplies baseballs

| Age Group | 11U A                            | 13U A                            |
|-----------|----------------------------------|----------------------------------|
| BALLS     | 65cc, ROLB1X, 80cc               | 65cc, 80cc, R100                 |
| HOME TEAM | One (1) NEW and two (2) playable | Two (2) NEW and two (2) playable |

- A playable baseball is at the plate umpire's discretion. All Baseballs must be RAWLINGS or equivalent quality (i.e. Diamond)

9.3 During the game

|  | 11U A   | 13U A   |
|--|---|---|
| A game is official   | After four (4) innings have been played or the home team is leading after 3 ½ innings | After five (5) innings have been played or the home team is leading after 4 ½ innings |
| Games that are called before the minimum played inning may be suspended and be continued another day | 4th inning  | 5th inning  |
| The convener has the right to have called games replayed from the start                              |   |   |

9.4 After the game

- The game scores and pitch counts must be confirmed by both teams before leaving the diamond
  - The **home winning team** must enter the scores and pitch counts into the <http://wpgminorbaseball.ca/> website no later than 24 hours after the game. Failure to do so may result in the winning team default their game. The password to the website is scores (all lowercase)

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

10. RULES ABOUT PITCHING IN GAME AND WARM UPS:

- 10.1 When player / coach is warming up a pitcher
  - The coach must wear at least a mask and any player must wear a mask/helmet combination in all warm up situations (Baseball Canada 2018 Rules Interpretations 1.17)
- 10.2 All new pitchers will get six (6) warm up pitches and then four (4) pitches before each inning. If a team is slow coming onto the field an umpire can reduce the number of warm up pitches
- 10.3 A pitcher is not allowed to wear a white or grey long sleeved undershirt

11. BATTERS:

- 11.1 **11U A and 13U A** - All players of a team are part of the continuous batting order for each game.
  - The order will be set by the coaches at the beginning of the game and may not be changed
  - The first nine (9) players listed on the line up sheet do NOT have to be the starting nine (9) players that start on the field
- 11.2 Coaches can make unlimited substitutions on the field at any time
- 11.3 When a player leaves the game for any reason, including injury or illness etc, that players' spot in the batting order is skipped without an out being recorded. **The umpire and opposing coach must be informed immediately after the player leaves and before their turn at bat.** This player can re-enter the game
- 11.4 An out is recorded if a player misses the at bat for no apparent reason. This player may continue to play
- 11.5 If a player is ejected, their spot in the batting order is skipped without an out being recorded. This player may not re-enter the game.
- 11.6 There is no bunting at 11U A
- 11.7 No walks will be issued in 11U A. After four balls have been called by the umpire and all play has ceased (the offensive team can steal on ball four):
  - The umpire will call time
  - A coach positioned outside the base lines will soft toss to the batter
  - The strike count continues where it was at the time of the fourth ball. (Example: if the count is 4 balls and 1 strike the batter may receive up to 2 soft tosses.)
  - Not swinging at a soft toss counts as a strike. Thus, the maximum number of soft-tosses cannot exceed three
  - For safety during the soft toss, the player at the pitcher position will be on the pitching rubber or directly behind it
  - Alternatively, instead of soft tosses, the player may have one (1) swing at a ball on a tee (if available) with the tee placed by the coach (not the umpire) over home plate so the upright part of the tee is just in front of home plate
  - The furthest a batter-runner can advance when hitting soft toss or off the tee is first base. Play is live and the hitter can still fly out or be thrown out
  - Any runners already on base may advance as normal on a hit at their own peril
  - Bunting the ball on a soft toss or off the tee is prohibited

12. BASE RUNNERS:

- 12.1 Courtesy runners are acceptable for the catcher when there are two outs

- 12.2 Contact Rule for all players is in effect. Runners are instructed to slide or attempt to avoid making contact with a fielder. Malicious contact is to be penalized whether committed by an offensive or defensive player. Please refer to Baseball Canada contact rule 6.01 (6.05) for details.
- 12.3 See chart below for lead-offs and stealing

| Age Group          | 11U A                                       | 13U A               |
|--------------------|---|---------------------|
| LEAD OFFS          | NO  | YES                 |
| STEALING           | Yes, after ball cross plate<br>Limit 1 base | Yes<br>Limit 1 base |
| Stealing Home      | NO  | No                  |
| Dropped 3rd Strike | NO  | No                  |

13. PITCH COUNT REGULATIONS:

- 13.1 In the interest of good sportsmanship and for the benefit of all players, an opposing coach, scorekeeper or other official should inform the team coach before an infraction occurs
- 13.2 Pitchers and managers shall follow the pitch count and rest rule guidelines of the Baseball Manitoba pitching chart - Refer to the supplied pitch count book or the Baseball Manitoba handbook – Pink Section - APPENDIX VI – Pitch Count Rules for Pitch Count Regulations
- 13.3 **Age advanced players (lower age player on a higher age roster) must be identified before the game. These players are restricted to the number of pitches for their age group and not to the age group of their team. Thus, an 11U-aged player age advanced to 13U is restricted to the pitch count for 11U - the exception is a Grand Slam player advanced to 11U who may pitch to the 11U limits.**
- 13.4 **T.P. (temporary players also known as call-ups) are not allowed to pitch**
- 13.5 Intentional walks  
     > **There is no intentional walk at 11U A or 13U A**
- 13.6 A pitcher who is removed from the mound during the game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game in another position or the game is suspended and resumed on another day
- 13.7 A coach who violates the pitch count regulations will be subject to a one-game suspension. Any subsequent violations will result in the suspension of the coach and a team default will result in penalties as per disciplinary guidelines in the Baseball Manitoba Handbook

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14. DOUBLE HEADERS:

- 14.1 1st and 2nd games should start at the game time on the schedule
- 14.2 Double header games shall be 5 innings in length
- 14.3 The 2nd game of a double header will start no earlier than 30 minutes after the completion of the first game and no later than one hour after completion of the first game, regardless when the first game finished.

15. END OF INNING and END GAME RULES:

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

| Age Group  | 11U A   | 13U A   |
|--|---|---|
| Innings Played   | 6   | 7   |
| Max Runs/Inning  | 4   | 5   |
| Last Inning  | 8 run max in the 6th inning                                       | 10 run max in the 7th inning  |
| Mercy Rule   | 8 run mercy rule applies after 4 innings or 3½ if home team ahead | 10 run mercy rule applies after 5 innings or 4½ if home team is ahead |
| Time Limit   | 2 hours<br>after the start of the game                            | 2 hours<br>after the start of the game                                |
| Any inning in progress at the time limit must be completed |   |   |

- 15.2 The umpire has the discretion to call the game due to darkness. If a game is stopped before the completion of an inning, then the score reverts to the last completed inning. Games are allowed to end in a tie
- 15.3 Games called due to weather or darkness can be considered final upon agreement from both coaches, otherwise decision of a final result or replay will be deferred to the age convener.

16. ON FIELD COACH (11U A ONLY)

- 16.1 Only 1 defensive coach allowed on the field of play, positioned in shallow center field and to remain still while the pitch is being delivered and to remain still until the end of each play unless avoiding a ball in play or fielder attempting to make a play. Violation shall result in a warning for the first offense and for a subsequent offense, instruction to return to the bench for the remainder of the game, no substitute coach shall be allowed on the field for the remainder of the game.
- 16.2 At all times each team must have at least one coach on the bench, if the team only has one coach then that coach is not allowed on the field during defensive play.
- 16.3 The on field defensive coach is prohibited from engaging the umpires in any manner; all interactions with the umpire during defensive situations must be respectfully addressed by the manager. Violation shall result in the ejection of the offending coach from the game.
- 16.4 The on-field coach shall not physically assist / restrain a player or in any way impede or interfere with an active play. Violation for such actions will result in the coach being ejected from the game, time being called and the umpire placing runners where in their judgment the runner(s) would have reached if the play had been allowed to continue.
- 16.5 The intent of allowing a coach on the field in defensive situations is to help with skill development and improve the pace of play by communicating expectations to players more efficiently. The on-field coach shall not delay the game in any manner. The umpire shall maintain pace of play and instruct coaches to return to their position in the outfield when necessary. Coaches who in the judgment of the umpire persistently slow the pace of play shall be instructed to leave the field and return to the bench, no substitute coach shall be allowed to return to the field for the remainder of the game.
- 16.6 Visits to the mound or off mound conferences with the pitcher shall be considered a visit to the mound and as per the regular rules of baseball, a subsequent visit to the mound by any coach shall result in the pitcher being removed from that position.



## CITY PLAYOFFS

### 1. TEAMS QUALIFYING

| Age Group        | 11U A                   | 13U A                   |
|------------------|-------------------------|-------------------------|
| Teams Qualifying | 2 Teams per Association | 2 Teams per Association |

### 2. CITY PLAYOFF HOST ASSOCIATION

| Age Group           | 11U A                        | 13U A                                |
|---------------------|------------------------------|--------------------------------------|
| Playoff Date        | July 5-7                     | July 5-7                             |
| Hosting Association | North Winnipeg (Garden City) | Red River ( <u>East St Paul CC</u> ) |

### 3. PLAYOFFS

- 3.1 Two per association for a maximum of ten (10) teams may qualify for the city playoffs. Each association will hold a regional playoff to decide the two teams (unless there are only two teams or less).

### 4. PLAYER DRAFT/CALL UPS for PLAYOFFS

- Teams are permitted to draft or call up from a lower division up to a total of two (2) players. Drafted players and Call-Ups must be identified **prior** to playoffs
  - For the City Playoffs 13U A teams are NOT allowed to draft or call-up 11U AA players
  - Players registered to play in WABA on AAA teams are not eligible for Draft or Call-up
- 4.1 Drafting Players
- Teams who qualify for the city playoffs may add (draft) up to two players from other teams within their league or division from eliminated teams
  - Coaches must send a list of up to five players, in order of preference, to the league convener immediately after all teams qualify
  - Players are drafted from the list according to the seeding of teams with the first place team drafting first in each round
  - Players, who are requested in the draft but decline are ineligible to be drafted by another team and will not play in the city playoffs. Teams are subsequently awarded the next available player on their list
- 4.2 Call Ups
- Teams are allowed to add (call up) two players or the amount needed to replace injured players, from a lower division only
  - These players are available only for city playoffs, but may be added to the team's roster by the drafting of these players for the provincials
  - Call ups (T.P.) are **not** allowed to pitch – same rules as the regular season

5. INSUFFICIENT NUMBER OF PLAYERS TO START A GAME

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

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

6. PLAYOFF TIME LIMITS

6.1 A new inning cannot start

| <u>Age Group</u>  | <u>11U A</u>                               | <u>13U A</u>                                 |
|---|--|--|
| <u>Time Limit</u>   | <u>2 hours after the start of the game</u> | <u>2 ¼ hours after the start of the game</u> |
| <u>Any inning in progress at the time limit must be completed</u> |  |  |

6.2 If a game is tied after seven innings or once time limit expires, the Baseball Manitoba rule for extra innings will go into effect;

- The two last batters of the previous inning will go to first and second base to start the inning
- The first batter is the next player in the batting order
- If a game is still tied after the first extra inning, the game will continue until there is a winner
- Each extra inning will be an 8 run maximum for 11U and a 10 run maximum for 13U A

6.3 Runs scored and defensive outs in extra innings are not included when the Baseball Manitoba tiebreaker formula rule is used if three or more teams are tied after the pool round

————The championship game has no time limit and must be played until a winner is declared

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**5.1. INSUFFICIENT NUMBER OF PLAYERS TO START A GAME**

~~5.1.1. When one team has 8 or fewer players at game time the following happens:~~

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

**6.1. PLAYOFF TIME LIMITS**

~~6.1.1. A new inning cannot start~~

| Age Group  | <del>11U-A</del>                               | <del>13U-A</del>                                   |
|--|--|--|
| Time Limit   | <del>2 hours after the start of the game</del> | <del>2 1/4 hours after the start of the game</del> |
| Any inning in progress at the time limit must be completed |  |  |

~~6.2.1.1. If a game is tied after seven innings or once time limit expires, the Baseball Manitoba rule for extra innings will go into effect:~~

- ~~➤ The two last batters of the previous inning will go to first and second base to start the inning~~
- ~~➤ The first batter is the next player in the batting order~~
- ~~➤ If a game is still tied after the first extra inning, the game will continue until there is a winner~~
- ~~➤ Each extra inning will be an 8 run maximum for 11U and a 10 run maximum for 13U-A~~

~~6.3.1.1. Runs scored and defensive outs in extra innings are not included when the Baseball Manitoba tiebreaker formula rule is used if three or more teams are tied after the pool round~~

~~6.4.1.1. The championship game has no time limit and must be played until a winner is declared~~