

Brantford Minor Baseball Association Inc.

Operating Procedures

The following Operation Procedures are the rules and regulations under which Brantford Minor Baseball Association operates. These rules and regulations are intended for the day-to-day operation of the Association.

Amendments to the Operation Procedures shall require a majority of not less than 2/3 (two-thirds) of the Executive.

A. AFFILIATION

1. Brantford Minor Baseball Association (BMBA) shall be an affiliate of the Inter-County Baseball Association (ICBA) and the Ontario Baseball Association (OBA).
2. The rules of the Official Rules of Baseball, OBA and the ICBA shall apply to all BMBA competitions, except where noted in either the BMBA Constitution or the BMBA Operating Procedures.
3. The rules of the Official Rules of Baseball, OBA and the ICBA shall apply to all BMBA executive decisions, except where noted in either the BMBA Constitution or the BMBA Operating Procedures.

B. PLAYING DIVISIONS

1. **REP Teams**

1.1. REP teams shall consist of ten (10) series

| | | |
|--------------------|---------------|---------------------------|
| a) Jr. Rookie Ball | Age 8 | Between Jan. 1 and Dec 31 |
| b) Sr. Rookie Ball | Age 9 | Between Jan. 1 and Dec 31 |
| c) Minor Mosquito | Age 10 | Between Jan. 1 and Dec 31 |
| d) Mosquito | Age 11 | Between Jan. 1 and Dec 31 |
| e) Minor Peewee | Age 12 | Between Jan. 1 and Dec 31 |
| f) Peewee | Age 13 | Between Jan. 1 and Dec 31 |
| g) Minor Bantam | Age 14 | Between Jan. 1 and Dec 31 |
| h) Bantam | Age 15 | Between Jan. 1 and Dec 31 |
| i) Minor Midget | Age 16 | Between Jan. 1 and Dec 31 |
| j) Midget | Ages 17 to 18 | Between Jan. 1 and Dec 31 |

- 1.2. Age means that if you are any of the ages listed before January 1st of the playing year, you cannot play in that series. If your birthday falls on January 1st or after, in the playing year, you can play in that series.
- 1.3. Not all series need to field a team in each year. If your birthday falls on January 1st or after, in the playing year, you can play in that series.
- 1.4. Players in the minor series may play in the major series if no minor team exists.
- 1.5. The junior team shall be fielded as required to accommodate the players at this age. (I.e.-no other junior team exists in Brantford.
- 1.6. All REP players must play in their own age group, with the exception of 2nd year Rookie Ball Players who will be allowed to move up to Minor Mosquito.

2. **House League**

2.1. House League shall consist of seven (7) divisions:

| | | |
|----------------|---------------|--------------------------|
| a) T-Ball | Ages 4 to 6 | Between Jan 1 and Dec 31 |
| b) Rookie Ball | Ages 7 to 9 | Between Jan 1 and Dec 31 |
| c) Mosquito | Ages 10 to 11 | Between Jan 1 and Dec 31 |
| d) Peewee | Ages 12 to 13 | Between Jan 1 and Dec 31 |
| e) Bantam | Ages 14 to 15 | Between Jan 1 and Dec 31 |
| f) Midget | Ages 16 to 18 | Between Jan 1 and Dec 31 |

- 2.2. Age means that if you are any of the ages listed before January 1st of the playing year, you cannot play in that series. If your birthday falls on January 1st or after, in the playing year, you can play in that series.
- 2.3. Midget and junior divisions cannot be combined in house league.
- 2.4. A division will not be formed if there are not adequate players to form a sufficient number of teams.

C. REGISTRATION

1. A player must be registered prior to attending tryouts or have a permission to practice letter from their affiliate/local organization as per the ICBA rules. A registration form must be filled out for insurance purposes. Fees will be required to be paid once the player is signed to a team.

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2. A player who registers to play with BMBA will pay the fee and the contract must then be signed by the parent or guardian (if under the age of 18) the fee will be established each year by the BMBA executive.
3. Refunds will be evaluated on a case-by-case basis and will be subject to an administration fee.
4. Any child, who cannot provide proof of age, the BMBA executive will accept the word of a responsible adult. (This only applies to House League play.)

D. DIVISIONAL CONVENORS/CONVENORS

1. Members of a Convenor's immediate family are discouraged from coaching in the same division.
2. A House League Convenor cannot coach in his division (unless approved by the BMBA Executive).

E. COACHES AND MANAGERS

1. Coach and Manager Selection

- 1.1. Coaching applications will be sent in strict confidence to the BMBA "mailing address".
- 1.2. A committee chaired by the president shall prepare a list of appropriate candidates for review by the BMBA executive.
- 1.3. The selection committees will have a minimum of three (3) members and a maximum of five (5) members. Committee members shall be approved by the BMBA executive but do not have to be executive members.
- 1.4. Tier 1 coach's applications will be received between August 1st and 15th. Tier 1 selections to be made by September 1st. Tier 2 coaches will not be selected until after the Tier 1 team has been selected.
- 1.5. The selection of House League coaches will be the responsibility of each house league convenor.
- 1.6. The names of all the managers and coaches for each team regardless of level will be submitted by the appropriate convenor to the BMBA secretary. These lists of managers and coaches will be kept on record.
- 1.7. All Rep coaches must provide an updated criminal record check to the BMBA. A new criminal record check must be completed every year. Coaches will not receive their uniforms until their criminal record check is received.

2. Coaching Qualifications

- 2.1. Tier 1 and Tier 2 coaches shall have the following qualifications:
 - 2.1.1. Have a sound background in baseball.
 - 2.1.2. Have a sound background in coaching youth sports.
 - 2.1.3. Must meet the National Coaching Certification Program's (NCCP) minimum coaching requirements for the current year in their respective divisions.
- 2.2. Qualifications for House League coaches shall be set by each House League Convenor subject to BMBA Executive approval. It is suggested each convenor recommend that the House League Coaches complete the National Coaching Certification Program's (NCCP) minimum coaching requirements.

F. TEAMS AND PLAYERS

1. Status

- 1.1. All players must be registered with BMBA and be in good standing.
- 1.2. No player shall play Tier 1 or Tier 2 prior to payment of fee, signed players card (if applicable) and submission of birth certificate to the appropriate convenor.

2. Team Composition

2.1. Tier 1 and Tier 2

- 2.1.1. Each team shall have a minimum of one (1) manager and two (2) coaches.
- 2.1.2. It is mandatory that each team have a minimum of 12 signed players. It is mandatory that midget carries a minimum of 14 signed players. The maximum number shall be limited by the OBA rules.
- 2.1.3. Any player registered for the current year may tryout for the following year Tier 1 team, however new players must be registered before being allowed to tryout for the team or have a permission to practice letter from their affiliate/local organization as per the ICBA rules.
- 2.1.4. All players wishing to play REP (Tier 1 or Tier 2) should attend the Tier 1 tryouts in order to give the REP Convenor and Executive an indication whether there are sufficient numbers for a

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Tier 2 team. The Tier 1 Manager has the choice of selecting or rejecting players, before being signed to the Tier 2 team.

2.2. House League

- 2.2.1. Each team shall have a minimum of one (1) coach over the age of 16. A head coach may only coach one (1) team in the house league, unless there is a shortage and the BMBA executive approves it.
- 2.2.2. The maximum number of players on each team shall be set by the convenor based on registration and approved by the BMBA executive.
- 2.2.3. The composition of house league teams shall be formed solely by the league convenor and the BMBA Executive. (The convenor may certainly choose to consult with the head coaches to assist in this process, but the decisions leading to the determination of final rosters should rest solely with the convenor and BMBA Executive.) To facilitate the player selection process, the convenor and the BMBA Executive may also choose to conduct a preseason skills session or two so that relative strengths of each player could be assessed.

3. Player Movement

3.1. Signing Dates

- 3.1.1. REP Teams – the final dates for signing players to OBA cards will be set by the OBA. See OBA Rules and Regulations for the current year's deadline.
- 3.1.2. House League – as set by the Vice-President.

3.2. Tier 1 and Tier 2

- 3.2.1. Movement between Tier 1, Tier 2 and House League will be governed by the June 30th OBA deadline.
- 3.2.2. Any player quitting Tier 1 or Tier 2 may drop back to House League if spots are available. The convenor of that division will recommend placement of player.

3.3. House League

- 3.3.1. No team may make player changes after the season begins without the approval of the appropriate convenor.
- 3.3.2. Any player may play in a group higher than their own without changing their group status, but only with the permission of their coach. Subject to the following rules and only as needed.
- 3.3.3. A player brought up from a lower division must not play before, or more innings in the field in a game than a regular player and must bat last after all regular team members. (Exception – T-Ball, last batter may be a regular team member)
- 3.3.4. A pitcher/catcher may not pitch/catch in a higher division.
- 3.3.5. No player may play for a team in a higher division when their team is playing.

4. Alternate Players

- 4.1. All alternates must play for their regular team before playing in a higher division.

5. Other Movement

- 5.1. At the House league level, players may make application to play at a different level. This application must be received in writing and be approved by the BMBA executive.

G. TEAM REQUIREMENTS

1. Tier 1 and Tier 2

- 1.1. Each Tier 1 and Tier 2 team must submit the following to the Rep Convenor
 - Season Plan
- 1.2. All team rules must be in writing and handed to each player and parent on the team.
- 1.3. Guidelines for team rules are in the coaches' resource manual.
- 1.4. The seasonal plan must be available for each parent.

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H. TOURNAMENT/EXHIBITIONS

1. General

- 1.1. All teams (Tier 1, Tier 2 and House league) must notify their appropriate coordinator/convenor of all tournament and exhibition play.
- 1.2. REP teams must complete the appropriate ICBA tournament form.
- 1.3. All trips outside the Province of Ontario by all teams must be approved by the BMBA, ICBA and OBA Executive Members.

2. REP Teams

- 2.1. BMBA may pay the tournament entry fees for two (2) tournaments plus the host tournament for all REP Teams during the season. Teams are responsible for tournament entry fees for all other tournaments they choose to enter (excluding OBA Championships). BMBA will not pay for Elimination Tournaments.
- 2.2. The OBA tournament is not included in the above.
- 2.3. The BMBA may fund up to a maximum of \$700.00 per Tier 1 team. This money is to be used for tournament fees only.
- 2.4. The BMBA may fund up to a maximum of \$500.00 per Tier 2 team. This money is to be used for tournament fees only.
- 2.5. All rep teams are required to work a Brantford Tournament other than their own division. Duties will be determined by the tournament committee and communicated to manager one month prior to tournament date. Failure to comply will result in a team suspension from ICBA playoffs and OBA playoffs. The team will then be responsible for picking up the fines as well.

3. House League

- 3.1. House League teams will participate in the Arnold Anderson Tournament. No other tournament play is allowed without permission of the BMBA executive.
- 3.2. House League teams cannot play exhibition games outside the BMBA without written approval from the BMBA executive.

I. EQUIPEMENT/FACILITIES

1. All equipment noted: bases, balls, bats, catching gear, jersey and hat; pants in Tier 1 and Tier 2 are supplied by BMBA.
2. No other purchases for equipment may be made by managers, coaches, and/or executive members.
3. Equipment requirements should be directed to the Equipment Manager by the appropriate convenor.
4. Facility requirements should be directed to the league convenor and/or the parks manager.
5. The cost to replace deliberately damaged equipment shall be borne by the player and/or player's parent or guardian.
6. Teams will use the equipment supplied by the BMBA, (i.e. – teams will not change uniforms or hats, etc. unless approved by the BMBA executive.)
7. Equipment lost will be replaced by the offending team.
8. No equipment shall be loaned to an outside organization without permission of the equipment manager or president.

J. FUND RAISING

1. Fund raising shall be completed for the benefit of the whole BMBA.
2. Fund raising by individual teams must be approved by the BMBA executive. Any team fundraising must submit a financial statement upon completion.

K. NEWSPAPER/RADIO

1. REP Teams shall immediately or as soon after as possible provide the game result(s) to the Expositor in the proper format. Included in the report shall be the final score, three (3) defensive players, three (3) offensive players and the sponsor's name.
2. In House league it is the responsibility of the winning team, immediately after the game, to inform the Expositor and the CKPC of the results on approved form supplied by the BMBA. In addition, the appropriate convenor should be informed of the results within 24 hours.

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L. PLAYING RULES

1. REP Teams

- 1.1. Governed by the ICBA and OBA rules.

2. House League

2.1. General

- 2.1.1. All games are seven (7) innings in length (except T-Ball and Rookie, see Divisional Rules for game length) with no new inning starting after the time limit has been reached (see Divisional Rules for time limit). Four (4) complete innings will constitute a complete game in the event that the game needs to be called early by the umpire (3.5 innings if the home team is winning).
- 2.1.2. Each player must play a minimum of three (3) innings on the field, in a seven (7) inning game. In T-Ball players must play a minimum of two (2) innings on the field. No player can sit more than one (1) inning in a row.
- 2.1.3. The batting order consists of all players present at game time and all must bat in order. Players arriving late must be added to the bottom of the lineup, except in T-Ball.
- 2.1.4. In case of injury or illness or voluntary removal of a player, the batting position of said player will be erased and the batting order continues. If the removal puts the team below the minimum number of players the batting position will be an automatic out. In the case of an ejected player, the batting position will be an automatic out for the remainder of the game.
- 2.1.5. Games start at 6:00PM (except for some midget and junior games which start at 8:30) if one team does not have nine (9) players, a fifteen minute waiting period will be allowed. If after this time they have only eight (8) players the game must start and the ninth spot in the lineup is an automatic out. A late player will fill the ninth spot. Less than eight (8) players is a forfeit. After a forfeit has been declared, an exhibition game must be played. (Rookie and T-Ball see Divisional Rules)
- 2.1.6. No team may participate in playoffs if that team forfeits three (3) games in the regular season schedule.
- 2.1.7. If at the end of a game the score is tied, it will remain tied. No extra innings will be played during the regular season schedule.
- 2.1.8. Each convenor will draw up their division schedule, in conjunction with the parks manager. Schedules will be reviewed with by the BMBA executive.
- 2.1.9. The rescheduling of cancelled games is to be completed by the individual Convenor's. The convenor will notify coaches, umpire-in-chief and the parks manager. Each coach is allowed to refuse one rescheduled date per season.
- 2.1.10. All divisions below and including Bantam, must have straps on the batting helmets and straps must be done up.
- 2.1.11. All players must wear athletic supports and cups. No shorts.
- 2.1.12. Any batting helmet intentionally removed while the player is running the bases shall result in the player being called out. Play shall continue until the completion at which time the player is called out.
- 2.1.13. Any intentional contact by a player shall result in an out and an ejection from the game. Players must slide to avoid collisions. Judgment of the umpire.
- 2.1.14. There will be no designated hitter used in the House league play.
- 2.1.15. In the absence of the adult coach, or designated adult at a game, the team will forfeit the game.
- 2.1.16. If decided upon by the convenor, divisions may split into "A" and "B" series for the playoffs. No forfeit will be used to decide standings for the "A" and "B" series. If a forfeited game is the deciding factor the game must be played.
- 2.1.17. Steel baseball cleats cannot be worn in any House league division by players or coaches.
- 2.1.18. Players wishing to use their own personal bat may do so providing it meets with the requirements of BMBA and the rules of baseball or at the umpire's discretion.
- 2.1.19. Coaches are responsible for the conduct of their team, and its fans.
- 2.1.20. No team may use players from another division if said team has at least ten (10) team players. Exception – A coach is told by some players that they will be away and this number places the team below ten (10). The coach calls up players from the division below. The team players, who said they would be away, show up at the game, and put the team over ten (10) players. The players called up must play a maximum of three (3) innings. (T-Ball and Rookie see Divisional Rules)
- 2.1.21. Each team shall have a minimum of 11 players.

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2.1.22. There will be a seven (7) run mercy rule for each inning. The inning is over when a team scores seven (7) runs or three (3) outs which ever comes first. (T-Ball and Mosquito see Divisional Rules)

- **Note:** The following are minimum requirements for each division. Each convenor may add or delete to these results as required. The BMBA executive shall review each addition or deletion.

2.2. Division Rules

2.2.1. T-Ball League

- 2.2.1.1. The length of each game shall be three (3) innings.
- 2.2.1.2. All players must play a minimum of two (2) innings.
- 2.2.1.3. Pitchers must wear helmets.
- 2.2.1.4. T-Ball may start with a minimum of nine (9) players, less than nine is a forfeit. If a team fields only 9 or 10 players, they are allowed only 9 or 10 at bats per inning, respectively.
- 2.2.1.5. Infield/outfield rule applies. A player must play at least one inning in the infield and one in the outfield each game. Failure to do so will result in a forfeit of the game.
- 2.2.1.6. On last batter, no player other than the pitcher and catcher are allowed inside a five (5) foot radius of home plate. The exception to this is if the ball is fielded by the pitcher, then he/she is restricted from going inside the five (5) foot radius of home plate. The five (5) foot radius is an umpire's judgment.
- 2.2.1.7. The distance between all bases shall be 60 feet. The distance between the point of home plate and the pitchers rubber shall be 44 feet.
- 2.2.1.8. There will be no time limit for this division.

2.2.2. Rookie Ball

- 2.2.2.1. The pitching machine speed is between 35 MPH and 40 MPH.
- 2.2.2.2. The distance between home plate and the pitching machine shall be 44 feet. The distance between bases shall be 65 feet.
- 2.2.2.3. Each game shall be six (6) innings. Four (4) complete innings will constitute a complete game in the event that the game needs to be called early by the umpire (3.5 innings if the home team is winning).
- 2.2.2.4. A game may start with only nine (9) players, 10th batter is an automatic out. Less than nine (9) is a forfeit.
- 2.2.2.5. A batter has five (5) strikes to put the ball in play. If unable to do so the batter is out. If the 5th strike is a foul ball, the batter is **not out**. There are no walks.
- 2.2.2.6. A pitch which is over the batter's head or bounces in the dirt in front of the plate shall be ruled "no pitch" unless the batter swings at the pitch.
- 2.2.2.7. The pitcher must stand beside or behind the pitching machine. The pitcher **must not** enter the circle or the play will stop and first base is awarded to the batter. Any base runner that is forced to advance by the batter being awarded first may advance to the next base.
- 2.2.2.8. If a batted ball hits the pitching machine, the ball is dead. The batter is awarded first base and any base runner that is forced to advance by the batter being awarded first may advance to the next base.
- 2.2.2.9. Time is called when, in the judgment of the umpire, an infielder has control of the ball and is not making a play.
- 2.2.2.10. An inning will end when the team at bat scores seven (7) runs or three (3) outs which ever comes first. The seven (7) run limit does not apply to the sixth inning.
- 2.2.2.11. Players may be freely substituted during the game. No player shall sit out two (2) innings before all players have sat out one (1) inning in each game. No player shall sit out two (2) consecutive innings.
- 2.2.2.12. No player shall play in the outfield more than two (2) innings per game until each player has had two (2) innings in the outfield. Exemption to this rule may be obtained from the convenor of the division, if there are special circumstances pertaining to a player. Failure to do this is a forfeit.
- 2.2.2.13. Leadoffs and/or stealing are not permitted.
- 2.2.2.14. Bunting is not permitted.
- 2.2.2.15. The infield fly rule does not apply.
- 2.2.2.16. Adjustments to the machine can only be made at the beginning of each half inning (if desired by the batting team's coach) or at his discretion (if pitches are wild).

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- 2.2.2.17. Machine will be operated by an adult from the batting team.
- 2.2.2.18. A time limit of 1 hour and 45 minutes will be applied from the time of the first pitch to all games. No new inning may start once the time limit is reached. If the time limit is reached before the inning is finished, the game will continue until the inning has been completed.

2.2.3. Mosquito

- 2.2.3.1. Infield/outfield rule applies. A player must play at least one (1) inning in the infield and one (1) inning in the outfield in each game unless special permissions have been granted through the convenor. Failure to do this is a forfeit.
- 2.2.3.2. Base length is a 65 feet; pitching rubber is 44 feet.
- 2.2.3.3. Pitchers are allowed to pitch a maximum of four (4) consecutive innings. One (1) pitch constitutes an inning. Once a pitcher is removed from the pitching position, they will not be allowed to return to the pitching position for the remainder of that game.
- 2.2.3.4. Catchers are allowed to catch a maximum of four (4) innings.
- 2.2.3.5. An inning is over when a team has reached three (3) out or seven (7) runs (which ever comes first).
- 2.2.3.6. The batter is out on a dropped third strike. The batter may not advance to first. Base runners may advance at their own risk.
- 2.2.3.7. Leadoffs are not allowed.
- 2.2.3.8. Balks will be stopped but no base will be awarded.
- 2.2.3.9. Players cannot pitch and catch in the same game. Penalty – Forfeit of game.
- 2.2.3.10. A time limit of 1 hour and 45 minutes will be applied from the time of the first pitch to all games. No new inning may start once the time limit is reached. If the time limit is reached before the inning is finished, the game will continue until the inning has been completed.

2.2.4. Peewee

- 2.2.4.1. Infield/outfield rule applies. A player must play at least one (1) inning in the infield and one (1) inning in the outfield each game. Failure to do this is a forfeit.
- 2.2.4.2. Base path length is 75 feet; pitching rubber is 50 feet.
- 2.2.4.3. Pitchers are allowed to pitch a maximum of four (4) consecutive innings. One (1) pitch constitutes an inning. Once a pitcher is removed from the pitching position, they will not be allowed to return to the pitching position for the remainder of that game.
- 2.2.4.4. Catchers are allowed to catch a maximum of four (4) innings.
- 2.2.4.5. A player can only catch and/or pitch for a combination of four (4) innings per game. Penalty – Forfeit of game.
- 2.2.4.6. A time limit of 2 hours will be applied from the time of the first pitch to all games. No new inning may start once the time limit is reached. If the time limit is reached before the inning is finished, the game will continue until the inning has been completed.

2.2.5. Bantam

- 2.2.5.1. Base path length is 82 feet; pitching rubber is 55 feet.
- 2.2.5.2. Pitchers are allowed to pitch a maximum of five (5) consecutive innings. One (1) pitch constitutes an inning. Once a pitcher is removed from the pitching position, they will not be allowed to return to the pitching position for the remainder of that game.
- 2.2.5.3. Catchers are allowed to catch a maximum of five (5) innings.
- 2.2.5.4. A player can only catch and/or pitch for a combination of five (5) innings per game. Penalty – Forfeit of game.
- 2.2.5.5. A time limit of 2 hours will be applied from the time of the first pitch to all games. No new inning may start once the time limit is reached. If the time limit is reached before the inning is finished, the game will continue until the inning has been completed.

2.2.6. Midget/Junior

- 2.2.6.1. Base path length is 90 feet; pitching rubber is 60 feet six (6).
- 2.2.6.2. Pitchers are allowed to pitch a maximum of five (5) consecutive innings. One (1) pitch constitutes an inning. Once a pitcher is removed from the pitching position, they will not be allowed to return to the pitching position for the remainder of that game.
- 2.2.6.3. Catchers are allowed to catch a maximum of five (5) innings.

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- 2.2.6.4. A player can only catch and/or pitch for a combination of five (5) innings per game. Penalty – Forfeit of game.
- 2.2.6.5. A time limit of 2 hours will be applied from the time of the first pitch to all games. No new inning may start once the time limit is reached. If the time limit is reached before the inning is finished, the game will continue until the inning has been completed.

M. DISCIPLINE/SUSPENSIONS

1. All of the following applies to players, managers, and coaching staff.
2. **Discipline**
 - 2.1. All disciplinary matters will be handled by each division's convenor. Information shall be supplied by the appropriate coach and the game umpires.
 - 2.2. Discipline shall be noted:
 - 2.2.1. Throwing equipment a one (1) game suspension.
 - 2.2.2. Using profanity in a game – ejection from the game and suspension from the next game.
 - 2.2.3. Game ejection – one (1) game suspension.
 - 2.2.4. Deliberately damaging equipment – one (1) game suspension plus equipment cost.
 - 2.3. Each additional incident shall have the suspension increased by one (1) game per incident.
 - 2.4. Parents and fans are expected to act in a sportsmanlike manner. Spectators may be ejected by the game officials as required. Parks are rented by the BMBA and therefore are not public property during games.
 - 2.5. Disciplinary matters as detailed above may not be appealed.
3. **Suspensions**
 - 3.1. All suspensions shall be handled by the discipline committee.
 - 3.2. Suspensions shall be noted but not limited to:
 - 3.2.1. Repeated discipline suspensions.
 - 3.2.2. Use of illegal players (including coach and player).
 - 3.2.3. Physical abuse of player, coach or umpire.
 - 3.2.4. Verbal abuse of player, coach or umpire.
 - 3.2.5. Obscene language above discipline level.
 - 3.2.6. Deliberate attempt to injure.
 - 3.3. All matters requiring suspensions noted shall be referred to the discipline committee by the division's convenor.
 - 3.4. All matters requiring suspensions as dealt by the Discipline Committee may be appealed as detailed in the Constitution.
 - 3.5. The Disciplinary Committee shall not, in their decision, whether a player, coach, or manager may participate in games if the individual decides to appeal.

N. PROTESTS

1. Protests from Tier 1 games shall be handled as per ICBA and OBA rules.
2. House league protests shall be handled as follows:
 - 2.1. The protests must be in the hands of the Protest Committee Chairperson or in their absence the league convenor within 36 hours of the starting time of the game. This includes Sundays and holidays and all schedule and playoff games.
 - 2.2. All protests must be in writing and signed by the team manager or coach involved.
 - 2.3. Protests must be made at the time of the play.
 - 2.4. A \$5.00 fee must accompany all protests. If the protest is allowed, the fee will be returned, if the protest is turned down, the fee will go to the general funds of the BMBA.
 - 2.5. All protest decisions are final.
 - 2.6. If a protest is upheld, the committee shall prescribe all conditions governing the final disposition of the game.
 - 2.7. The Protest Committee must arrive at a decision and notify the team manager of the results of the protest within 48 hours of receipt of the protest (weekend excluded).
 - 2.8. An umpire's judgment call cannot be protested.

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O. UMPIRES

1. All umpires shall be fully conversant with the current "Rules of Baseball" and OBA rules. All games shall be conducted in accordance therewith.
2. All umpires shall be properly attired according to the umpire-in-chief. Note: all-star umpires are required to dress in proper OBA attire; this includes navy blue shirt, gray dress pants, black socks, and black shoes. House league umpires are required to wear either all-star umpire dress or the provided BMBA umpire shirt and gray pants and shoes. No shorts or sandals are permitted.
3. The umpire may expel any player, coach, manager or parent/fan and, if necessary call the game off if the conduct of any coach, manager, player or parent/fan is such that is detrimental to the league as a whole.
4. Two (2) umpires shall be provided for all games except the T-Ball League, which do not require any umpires. Three (3) umpires will be provided for Midget and Junior Tier 1 games. Three (3) umpires shall be provided for Tier 1 playoff games and House league finals. Games shall be played if less than the required numbers of umpires appear at a game. This is not a situation that can be protested. Coaches shall agree on the course of action with the umpire(s) present.

P. AWARDS

1. Rep Teams

- 1.1. "Most Valuable Player" award will be selected by the manager and shall select one (1) most valuable player from his team.
- 1.2. "Rookie of the Year" award will be awarded to a Tier 1 Midget player who is a 1st year player on this team. ***Note: This player can be any age as long as it is their first year with the team.
- 1.3. "Bob Harris Memorial" Award will be awarded to a Tier 1 Midget player who is in his last year of this division (graduating player).

2. House League

- 2.1. Each coach shall select one (1) player for the most valuable player and one (1) for the most sportsmanlike player awards for every game. No coach may select a player from his or her own team. Each coach will select one (1) nominee for coach of the year at the end of the season for his or her division.
- 2.2. Awards will be allotted to all ball players on championship teams plus awards for up to four (4) coaches.
- 2.3. Awards will be given to playoff champion and finalist in each division.
- 2.4. Participation awards will be provided from mosquito down.

Q. SCHEDULING

1. Rep Teams

- 1.1. Rep Team schedules are provided by the ICBA and will be adhered to by all teams participating in this league.
- 1.2. The BMBA Scheduler will be responsible for ensuring that all games scheduled by the ICBA, to be played in Brantford, have their fields secured with the City of Brantford's Parks & Recreation department and that no conflict are known.
- 1.3. The BMBA Scheduler will secure fields for all rescheduled or make-up games that occur during the baseball season.

2. House League

- 2.1. House League schedules will be completed by the BMBA Scheduler and will be complete a minimum of two (2) weeks prior to the season's start date.
- 2.2. The BMBA Scheduler will be responsible for ensuring that all games scheduled have their fields secured with the City of Brantford's Parks & Recreation department and that no conflict are known.
- 2.3. The BMBA Scheduler will secure fields for all rescheduled or make-up games that occur during the baseball season.

3. Umpires

- 3.1. The Umpire Schedules will be responsible for scheduling umpires for all games for Rep Teams, House League Teams and Tournaments that BMBA will host.
- 3.2. A list of all umpires scheduled for an upcoming week is to be provided to the BMBA Executive on the Sunday prior to start of the new baseball week. A baseball week runs from Monday to Sunday.
- 3.3. The Umpire Scheduler or Umpire-in-Chief will provide a list of eligible umpires and contact information to the BMBA Executive at the start of the baseball season. This list will be used in cases where a replacement umpire may be needed.

Brantford Minor Baseball Association Inc.

Operating Procedures

4. Honorariums

- 4.1. The Rep Teams and House League Scheduler will receive a one-time honorarium of \$300.00 (Three Hundred Dollars) for the scheduling of all games, as listed above. This honorarium will be paid after all leagues have completed play for the current season, usually after Labor Day.
- 4.2. The Umpire Scheduler will receive a one-time honorarium of \$500.00 (Five Hundred Dollars) for scheduling umpire for all games, as listed above. This honorarium will be paid after all leagues have completed play for the current season, usually after Labor Day.
- 4.3. Honorarium Rates will only be reviewed once per year and it must be prior to the start of the current baseball season.