

Baseball Manitoba
2018 18U "AAA" PROVINCIAL RURAL QUALIFIER
JULY 6-8 HAMIOTA and OAK RIVER

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<u>Teams</u>	
Midwest	Pembina Hills
Parkland	South Central
Oildome	Carillon

Second team listed is Home Team (games 1-12)
In the 5th game for each team, home team is decided by coin toss (games 13-15)

Friday, July 6

Game	Time	Visitor	Home	Field
1	8:30 am	Pembina Hills	Midwest	Hamiota
2	11:00 am	Parkland	South Central	Hamiota
3	1:30 pm	Midwest	Oildome	Hamiota
4	4:00 pm	Parkland	Carillon	Hamiota
5	6:30pm	Pembina Hills	South Central	Hamiota

Saturday, July 7

Game	Time	Visitor	Home	Field
6	8:30 am	Oildome	Parkland	Hamiota
7	11:00 am	Carillon	South Central	Hamiota
8	1:30 pm	Oildome	Pembina Hills	Hamiota
9	4:00 pm	Midwest	Parkland	Hamiota
10	6:30pm	Carillon	Pembina Hills	Hamiota

Sunday, July 8

Game	Time	Visitor	Home	Field
11	8:30 am	South Central	Oildome	Hamiota
12	11:00 am	Midwest	Carillon	Hamiota
13	1:30 pm	Parkland	Pembina Hills	Oak River
14	4:00 pm	Oildome	Carillon	Oak River
15	6:30pm	South Central	Midwest	Hamiota



Notes:

1. The top 4 teams after pool play will earn spots in the 2018 18U AAA Provincial Championship from July 27-29 in Winnipeg South. The final standings will determine the top 4 teams for the Provincial Championship. The tie-breaking formulas below will be used to determine seeding if needed.
2. The bottom 2 teams will be eliminated.
3. There will be No tie-breaking games played unless the coin toss tie-breaker comes into play in the 3 teams tied for third scenario below. If coin toss is needed to determine the 4th Provincial Championship spot, a tie-breaking game will be played between the 2 teams tied for fourth. That game must be played before July 12.
4. Tie for 3rd or 4th place scenarios:

Tie-Breaking Rule (Round-Robin Events Only)

Two Teams Tied for Fourth - Round-robin winner in game between tied teams shall advance.

Three Teams Tied for Third - When three teams are tied for third place in a round-robin draw the team with the best win-loss record in the game(s) played between or among the tied teams will place higher in the standings. Following this, if the three teams are still tied for third place, one team will be awarded third place based on the three teams tied formula (as shown below). If runs for, runs against (against all teams) does not determine the winner, the remaining two teams will play a tie-breaking game before July 12. The winner of the game will advance along with the first, second and third place team from the Qualifier.

Three Teams Tied for Fourth- When three teams tie for fourth, the team with the best win-loss record in the games between or among the tied teams will place higher in the standings. Following this, if the three teams are still tied for fourth place, the three teams tied formula will be used to determine standings. There will not be any tie breaking games in this scenario.

Three teams tied formula (use these in the order they are listed)

- 1) Runs Against
Defensive Outs (= Lowest Ratio Advances) (Games between tied teams only)

Example:

Team A - 11 Team B - 1 21 defensive outs charge to Team A for a Mercy Rule win. 15 defensive outs charged to Team B

Team C - 9 Team A - 8 in 21 defensive outs

Team B - 15 Team C - 13 in 21 defensive outs

	<u>Team A</u>	<u>Team B</u>	<u>Team C</u>
Runs against	10	24	23
Number of defensive outs	42	36	42
Ratio	.238	.667	.548

In this example, Team A is declared first

For tie-breaking procedures if a game is forfeited, the final score will be recorded as 1 run per scheduled inning (6 for 11U, 7 for 13U, 15U and 18U), or the actual score for the team awarded the win, whichever **run differential** is greater. This is the score that will be used if necessary in the formula.

- 2) Runs For
Offensive Outs (= Highest Ratio Advances) (Games between tied teams only)
- 3) Runs Against
Defensive Outs (= Lowest Ratio Advances) (All games included)
- 4) Runs For
Offensive Outs (= Highest Ratio Advances) (All games included)
- 5) Three-way coin flip. Tie breaking game will be used here, if needed.



18U AGE GROUP RULES

MAXIMUM NUMBER OF PITCHES ALLOWED IN A DAY	105 (see chart)
MAXIMUM BAT LENGTH	42 in.
MAXIMUM BAT DIAMETER	2 5/8 in.
BAT MATERIAL	Wood or Composite
GAME LENGTH (innings)	7
CLEATS	Metal allowed
DESIGNATED HITTER	Yes (Pitcher only)
10 RUN MERCY RULE	After 5 innings (4½ if home team ahead)
CHIN STRAPS MANDATORY	No
RE-ENTRY RULE	Yes
INJURY RULE	Yes

RE ENTRY RULE

- 4.02.01 For 13U, 15U and 18U “AAA”, the re-entry rule shall be in effect for M.B.A. playoffs. All players in the starting batting order shall be permitted to re-enter the game once. All normal Baseball Canada pitching rules will be in effect. (i.e. Once a pitcher has been removed from the pitching position, even though he re-enters, he may not pitch.) These players, upon re-entering, must re-occupy the same position in the batting order, but not necessarily the same defensive position. Some relevant examples:
- 4.02.02 Brown playing 2B, batting 1st. Smith goes in for Brown at 2B, batting 1st. Brown re-enters for Smith at 2B, batting 1st. (LEGAL)
- 4.02.03 Brown playing 2B, batting 1st. Smith goes in for Brown, plays LF, batting 1st. Brown re-enters for Smith, plays 2B, bats 1st. (LEGAL)
- 4.02.04 Brown playing 2B, batting 1st. Smith goes in for Brown, plays 2B, bats 1st. Brown re-enters for Smith, plays LF, bats 1st. (LEGAL)
- 4.02.05 Brown playing 2B, batting 1st. Smith goes in for Brown, plays 2B, bats 1st. Brown re-enters for Smith, pitches, bats 1st. (LEGAL) A player may re-enter and take the pitching position provided he has not previously pitched.
- 4.02.06 Brown playing 2B, batting 1st. Smith goes in for Brown, pitches, bats 1st. Brown re-enters for Smith, pitches, bats 1st. (LEGAL) Smith may enter to pitch, and Brown may re-enter and take the pitching position provided he has not previously pitched.
- 4.02.07 Brown playing 2B, bats 1st. Smith goes in for Brown, plays 2B, bats 1st. Brown re-enters for Smith, plays 2B, bats 4th. (ILLEGAL) Brown must re-occupy the same spot in the batting order and Smith must leave the game when replaced and cannot enter the game again.
- 4.02.08 Brown playing 2B, bats 1st. Smith goes in for Brown, plays 2B, bats 1st. Brown re-enters for Smith, plays 2B, bats 1st. Smith re-enters for Brown plays 2B, bats 1st. (ILLEGAL) Only the starting 8 may re-enter once.
- 4.02.09 Brown playing 2B, bats 1st. Smith goes in for Brown, plays 2B, bats 1st. Brown re-enters for Smith, plays 2B, bats 1st. Jones goes in for Brown, plays 2B, bats 1st. Brown re-enters for Jones (ILLEGAL). A starting player withdrawn from the game more than once cannot re-enter.

- 4.02.10 Brown playing 2B, batting 1st. Smith goes in for Brown. Jones goes in for Smith. Brown re-enters for Jones, batting 1st (LEGAL). Only Brown, as the starting player, can re-enter the game. Once Smith is replaced by Jones, he may not re-enter.
- 4.02.11 Brown playing 2B, bats 1st Smith goes in for Brown, plays 2B, bats 1st. Jones goes in for Smith, plays 2B, bats 1st. Brown re-enters for Jones, plays 2B, bats 1st. (LEGAL). Smith and Jones are now out of the game and cannot re-enter.
- 4.02.12 Brown is pitching and batting 2nd. When his turn to bat comes up in the bottom of the third inning, Smith bats in his place. At the start of the fourth inning, Brown returns to the mound to pitch. (ILLEGAL) Even though Brown is not actually on the mound pitching, he has been removed from the batting order, and thus the pitching position. Upon re-entering the game, Brown may no longer pitch.
- 4.02.13 The re-entry rule may not be used to replace ejected players.
Brown playing 2B, bats 1st. Smith goes in for Brown, plays 2B, bats 1st. Smith is ejected. Brown re-enters for Smith plays 2B, bats 1st. (ILLEGAL) Brown may not re-enter for Smith after he has been ejected.

INJURY RULE - In situations where an injury occurs to a player in a category using Re-Entry, and all other players are ineligible to enter the game, the last player leaving the game may re-enter to replace the injured player. This replacement must bat in the injured player's spot in the batting order, and may not pitch in that game. The injured player may not re-enter the game.

NOTE: Normal pitching rules will govern the re-entry of pitchers. 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.

18U PITCHING RULES

Number of Pitches	Rest Period
1 - 40	No rest required
41 - 55	1 day rest
56 - 70	2 days' rest
71 - 85	3 days' rest
86 - 105	4 days' rest
<i>Total allowed pitches in a day</i>	105

1. Any player on the team is eligible to pitch and there are **NO** restrictions to the number of pitchers a coach may use in a game.

2. An appearance shall be defined as 1 pitch thrown or more.

3. Pitchers are permitted to have a maximum of 2 appearances in the same calendar day. If a pitcher requires a rest following the 1st appearance, they cannot return to pitch in the same day. (Example: a 18U pitcher throws 39 pitches in their 1st appearance. That pitcher has not reached a rest threshold and may pitch in another game that calendar day. Another 18U pitcher throws 45 pitches in their 1st appearance of the day. That pitcher has exceeded the no-rest threshold of 40 pitches, and cannot pitch for the remainder of the day). The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest starting the next calendar day. These two appearances would only occur if 2 or more games are being played on the same day.

4. Every pitch thrown in the game is counted (including foul tips, and all foul balls). Warm-up pitches between innings, or when a new pitcher enters the game, are not part of the count.

5. A pitcher cannot pitch 3 consecutive days unless a pitcher's first two (2) days combined does not exceed:

11U: 25	13U: 30	15U: 35	18U: 40
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 If a pitcher's Day 1 + Day 2 total exceeds the figure shown above, they require at least one day's rest. A pitcher cannot pitch four consecutive days. Minimally one day's rest is required. (Example: A 18U Pitcher throws 15 pitches on Day 1 (Friday). That same pitcher throws 20 pitches on Day 2 (Saturday). The two day total is 35 pitches, which is less than the limit of 40. This pitcher is allowed to pitch on Day 3 (Sunday) to their maximum limit, which for 18U is 105.

6. The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest (if any) starting the next calendar day. Athletes must **not** exceed the maximum pitch count total for that day. If there is no official Pitch Count scorekeeper, the home team Pitch Count scorekeeper will become the official Pitch Count scorekeeper.

7. Once a player assumes the role of pitcher, they cannot catch for the remainder of the day. This rule allows a player to catch, and then pitch in the same game or the same day. However, a player cannot pitch and then catch in the same game or day.

8. Pitchers will be permitted to finish the batter if their maximum pitch limit has been reached for that calendar day. (e.g. 85 for a 13U pitcher, 95 for a 15U, 105 for 18U)

9. Intentional walks will be included in Pitch Count totals.

10. Required Rest shall be defined in "Days" starting at 12:01 a.m. and ending at 11:59 p.m. of the next calendar day.

11. 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.
12. All pitch counts continue through the Provincial Championships. This means that pitchers do not start with a clean slate for the tournament - all rest days must be applied, so any games played in the previous days must count.
13. There is a Pitch Count amendment to Rule 8.06.(c) regarding visits by a manger or coach to the mound::

8.06 (c) The manager or coach may make a 2nd visit to the mound while the same batter in at bat in order to remove the pitcher.

Normally 8.06 (c) does not allow a manager or coach to make a 2nd visit to the pitcher during the same batter. But due to Pitch Count, and the need by some coaches to pull a pitcher at a certain limit, this is allowed.

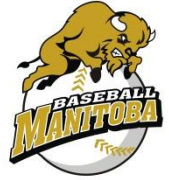
14. For suspended games that are played later that day or on a following day:

When a game is stopped by inclement weather or for any other reason than a mercy rule, that specific game has to be resumed at the point of stoppage. If Pitcher "A" is the starting pitcher of a game and has a pitch count below the first threshold, Pitcher "A" can then be used as a pitcher again for that particular game but considering he will be carrying the number of pitches thrown when the game stopped. This applies for a game that is resumed on the same day or on the next day. For example, if Pitcher "A" threw 30 pitches at 15U he will then be allowed to throw a maximum of 65 pitches when the game resumes. If Pitcher "A" had thrown 36 pitches when the rain started, he would not be eligible to pitch if that game is re-scheduled for the next day as he needs his full day of rest. If the game is resumed during the same day, he can then come back as pitcher while carrying his pitches.

15. For any Pitch Count violations, the rule from Baseball Canada is as follows:

Any violation of any part of the pitch count rule, the result is the Head Coach is ejected from the current game and receives an additional game suspension.

There are no forfeits due to pitch count, unless a coach directly defies and order to remove a pitcher. An ineligible pitcher is not an ineligible player. Some people have wanted to invoke the ineligible player rule that is used in the team penalties.



GENERAL RULES OF COMPETITION

Rules of play are governed by the Baseball Canada Rulebook, unless otherwise stated in the Baseball Manitoba Handbook.

I PRELIMINARY RULES

I A. Official Ball

The "Rawlings" brands of baseballs are to be used at all Regional and Provincial championships.

I B. Uniforms

The *Baseball Canada* Rulebook states that all participants including coaches must be in matching uniforms. Since this is not always practical/capable at the minor level, we ask that player uniforms be as close in colour as possible and that all players have hats. All uniforms must have numbers on the back. Coaches are not allowed to wear shorts (Baseball Manitoba Handbook, page 56 Rule 5.01.06). If coaches are not in uniform they should wear clothing complimentary in colour to the team colours. Preferably coaches will wear at least a team hat and team uniform top.

I C. Line-up Cards

The use of line-up cards by all teams is mandatory. Please list all of your players even if they may not be in attendance at the start of the game.

I D. Racial, Ethnic or Gender Slurs

Players and/or team officials identified by the umpire as uttering racial, ethnic or gender slurs shall be ejected from the game immediately. A letter of apology from the player/team official identified as using racial, ethnic or gender slurs shall be sent to the opposing team and a copy forwarded to the respective league office and a copy to the Manitoba Baseball Association. Failure to do so will result in suspension until the letter is received.

I E. Tournament Disruption

In the event of a major disruption the championship (severe lengthy rain, etc.) the championship committee has the power to amend the draw for teams still in contention and may further reduce the length of game providing a minimum of five innings played. The Committee is also empowered to utilize alternate facilities (within reasonable proximity of the hosting site). Tournament games should try to be played to their completion if possible. In the event of rain or darkness and the game or games have completed 4 1/2 or 5 innings (depending on home/visitor) and have been interrupted either by rain or darkness, the Chairperson of the Host Committee with the M.B.A. representative have the authority to make the final ruling on the game/games effected.

I F. Number of Players

Teams must field nine (9) players. If there are less than nine the game is forfeited.

I G. Pitching Charts

Pitching records must be posted and maintained throughout the tournament, if applicable to the age group (i.e. 11U, 13U, 15U and 18U).

I H. Home/Visiting team

Home team is either pre-determined by the draw or by coin-flip (depends upon draw – check with host committee)

I I. Code of conduct

Players and coaches are asked to conduct themselves in respectful and courteous manners. Coaches can teach respect by showing respect. Foul language should not be tolerated by coaches, players or officials.

II GAME RULES

II A. Re-Entry rule

For Pee Wee, Bantam and Midget "AAA" the re-entry rule shall be in effect for Baseball Manitoba "AAA" playoffs. All players in the starting batting order shall be permitted to re-enter the game once. All normal Baseball Canada pitching rules will be in effect. (i.e. Once a pitcher has been removed from the pitching position, even though he re-enters, he may not pitch). These players, upon re-entering, must re-occupy the same position in the batting order, but not necessarily the same defensive position. The original player and the substitute cannot be in the line-up at the same time. Examples are cited on page 51 of the Baseball Manitoba Handbook.

II A. Contact rule

(Baseball Canada) Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has already scored prior to committing the infraction) and is to be automatically ejected (whether or not declared safe).

- a) contact is to be considered malicious if: the contact is the result of intentional excessive force and/or there is an intent to injure
- b) malicious contact is to be penalized whether committed by an offensive or defensive player. The Umpire shall determine whether the contact was avoidable or unavoidable - whether the runner was trying to reach the base or attempting to dislodge the ball from the fielder. If the runner a) could have avoided the fielder and reached the base or b) attempted to dislodge the ball, the runner is out even if the fielder loses possession of the ball. The ball is dead and all other runners shall return to the last base legally occupied by them at the time of the contact. If the fielder blocks the base path, the runner may slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base. If the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocks the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is signaled. If the runner collides flagrantly, he/she be declared safe due to obstruction but shall be ejected. The ball is dead.

II B. Spectators

Spectators shall not be permitted on the field, in the dugout or on the bench or in designated bullpens.

II C. Equipment

As per baseball rules, all batters are required to wear double ear-flap helmets when batting, running the bases or in the on-deck circle. Catchers are required to wear catching helmets and masks when warming pitchers up.

II D. Game length

All games played to their completion (mercy rule excepted), even if interrupted by rain or darkness. This means that games are played until a winner is decided. There are no tied contests.

II E. Suspended games

All games, if stopped due to weather or lack of sunlight will be considered suspended and when play is resumed will start at the point at which they were stopped. All regular pitching rules will still be in effect and are not circumvented due to the interruption.

II F. Extra Innings Procedure.

If the game is tied at the completion of regulation (6 innings for 11U, 7 innings for 13U and older), the following procedures will be implemented during extra innings:

- Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

Example:

If the last regulation inning ends with the #6 hitter having the last plate appearance, then the extra inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.

II G. Courtesy runner

There is no courtesy runner for the catcher or any other player.

II H. Protests

Protests must be made and dealt with on the spot, prior to the next pitch being thrown and before the game can proceed any further. No protest will be considered if not made immediately. All decisions by the Protest Committees are final.

II I. Tobacco Rule

(Baseball Canada) That the use of all tobacco products, including smokeless tobacco, by all on-field participants (players, coaches, manager, umpires, etc.) be prohibited at all competitions. This includes electronic cigarettes and vaporizers. PENALTY: Automatic ejection from the game.



PROTEST PROCEDURES

Protests must be made and dealt with on the spot, prior to the next pitch being thrown and before the game can proceed any further. No protest will be considered if not made immediately. All decisions by the Protest Committees are final. Protests will not be considered for judgment calls, only for perceived mistakes in the application of the rules. The following process will be used:

1. When a protestable incident occurs, the protesting Head Coach must, before the next play, inform the game Crew Chief that he is lodging a protest.
2. If the Crew Chief agrees that the Head Coach had a legitimate case, he shall suspend play and inform the manager of the opposing team and the Protest Committee. Note: No protest may be made on a judgment call.
3. The protest committee, the Head Coach making the protest, and the game Crew Chief shall retire to a private area away from the teams, spectators and other persons.
4. The protest committee shall hear and question in the following order:
 - the game Crew Chief
 - the protesting Head Coach, and
 - the opposing Head Coach (if necessary)

The Protest Committee shall have the power to exclude any of those persons while talking to any of the others.

5. The Head Coach's and Game Crew Chief shall then leave while the Protest Committee discusses the protest.
6. Before ruling on the protest, the Protest Committee may confer with any person whom they believe may be helpful in assisting them reach a decision.
7. The Protest Committee shall rule on the protest and inform the Crew Chief and he in turn will advise the Team Head Coaches and resume play.
8. The game Crew Chief shall put the decision into effect and order resumption of play from the point of suspension.
9. No further argument or comment on the protest shall be entertained.
10. The decision of the Protest Committee shall be final. There shall be no appeal to any other body.

Baseball Manitoba EXPANDED DISCIPLINE CHART



Type of Offense	Offender	Consequence for 1 st offense	Consequence for 2 nd offense	Consequence for 3 rd offense
Intentional throwing at batter in the head area (no Warnings Issued)	Pitcher	Ejection from the current game, plus application of intent to injury Penalty. (Five (5) games)	Ejection from the current game, plus next five (5) games scheduled, plus application of intent to injury Penalty. (Ten (10) games)	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter in the head area (no Warnings Issued)	Head Coach / Manager	Ejection from current game	Ejection from current game	Ejection from current game
Intentional throwing at batter in the head area (Warnings Issued)	Pitcher	Ejection from the current game, plus application of intent to injury Penalty. (Five (5) games)	Ejection from the current game, plus next five (5) games scheduled, plus application of intent to injury Penalty. (Ten (10) games)	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter in the head area (Warnings Issued)	Head Coach / Manager	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter (No Warnings Issued)	Pitcher	Ejection from the current game, plus the next three (3) games scheduled. Intent to injury penalty may apply in this situation.	Ejection from the current game, plus the next five (5) games scheduled. Intent to injury penalty may apply in this situation.	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter (No Warnings Issued)	Head Coach / Manager	Ejection from current game	Ejection from current game	Ejection from current game
Intentional throwing at batter (Warnings Issued)	Pitcher	Ejection from the current game, plus the next three (3) games scheduled. Intent to injury penalty may apply in this situation.	Ejection from the current game, plus the next five (5) games scheduled. Intent to injury penalty may apply in this situation.	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter (Warnings Issued)	Head Coach / Manager	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Charging the mound (not fighting)	Player / Coach / Manager or Team Personnel	Ejection from the Current game, plus the next game the team plays. Penalty for Actions causing benches to empty may apply.	Ejection from the Current game, plus the next three (3) games the team plays. Penalty for Actions causing benches to empty may apply.	Ejection from the Current game, plus the next five (5) games the team plays. Penalty for Actions causing benches to empty may apply.
Charging the mound (fighting)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next three (3) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) games the team plays. Penalties for actions causing the benches to empty and/ or aggressive fighting - intent to injure may apply)	Suspended one (1) Calendar year from the first day of ejection.
Fighting (shoving or fighting)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next three (3) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) games the team plays. Penalties for actions causing the benches to empty and/ or aggressive fighting - intent to injure may apply)	Suspended one (1) Calendar year from the first day of ejection.
Fighting (aggressive fighting - intent to injure)	Player / Coach / Manager or Team Personnel	Five (5) game Suspension in addition to any other penalties assessed.	Ten (10) game Suspension in addition to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.
Intent to injure	Player / Coach / Manager or Team Personnel	Five (5) game Suspension in addition to any other penalties assessed.	Ten (10) game Suspension in addition to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.

Type of Offense	Offender	Consequence for 1 st offense	Consequence for 2 nd offense	Consequence for 3 rd offense
Throwing equipment / debris in opponents Direction	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ten (10) game Suspension in addition to any other penalties assessed.
Actions causing benches to empty	Player / Coach / Manager or Team Personnel	Three (3) game Suspension in addition to any other penalties assessed.	Five (5) game Suspension in addition to any other penalties assessed.	Ten (10) game Suspension in addition to any other penalties assessed.
Actions during bench clearing (not physical Violence)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ten (10) game Suspension in addition to any other penalties assessed.
Actions during bench clearing (physical Violence)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next five (5) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) game Suspension. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)
Leaving position to participate in a fight	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next five (5) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) game Suspension. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)
Inappropriate gestures at an umpire	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Inappropriate comments directed at an umpire (prior / during / post game)	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Violently throwing equipment	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ejection from the current game, plus the next ten (10) games the team plays.
Restrained from confronting umpire / player	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ejection from the current game, plus the next ten (10) games the team plays.
Throwing equipment / debris in umpire's direction	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ejection from the current game, plus the next ten (10) games the team plays.
Verbal abuse / bench jockeying - Actions words directed or in directed towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting and baiting	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Verbal abuse / bench jockeying - Actions words directed or in directed towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting and baiting (Warnings issued)	Head Coach / Manager	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Verbal Abuse - balls / strikes / safe / out / balks / fair / foul	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Prolonged arguing after point of ejection	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional three (3) game suspension to be added to any other penalties assessed.	An additional five (5) game suspension to be added to any other penalties assessed.

Type of Offense	Offender	Consequence for 1 st offense	Consequence for 2 nd offense	Consequence for 3 rd offense
Threatening an umpire, before, during or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Ejection from the current game, plus the next fifteen (15) games the team plays. Additional penalties may apply.	Suspended one (1) Calendar year from the first day of ejection.
Threatening an opponent, before, during or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Ejection from the current game, plus the next fifteen (15) games the team plays. Additional penalties may apply.	Suspended one (1) Calendar year from the first day of ejection.
Threatening a spectator before, during or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Ejection from the current game, plus the next fifteen (15) games the team plays. Additional penalties may apply.	Suspended one (1) Calendar year from the first day of ejection.
Any person who behaves in a manner deemed to be objectionable based upon another's race, religion, country of origin, disability, sexual orientation or some other factor.	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Ejection from the current game, plus the next fifteen (15) games the team plays. Additional penalties may apply.	Suspended one (1) Calendar year from the first day of ejection.
Not leaving dugout after ejection	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional one (1) game suspension to be added to any other penalties assessed.	An additional Five (5) game suspension to be added to any other penalties assessed.
Returning to playing field / dugout after an ejection	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional Five (5) game suspension to be added to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.
Returning to playing field / dugout after an ejection - participation in fight or bench clear	Player / Coach / Manager or Team Personnel	An additional three (3) game suspension to be added to any other penalties assessed.	An additional five (5) game suspension to be added to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.
Causing a forfeit game	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional one (1) game suspension to be added to any other penalties assessed.	An additional one (1) game suspension to be added to any other penalties assessed.
Contact rule (Non-Intent to Injure)	Player	Player Ejection from the current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next three (3) games the team plays.
Contact rule (Intent to injure)	Player	Player Ejection from the current game, plus application of intent to injury Penalty. (Five (5) games)	Ejection from the current game, plus the next three (3) games schedule and application of Intent to injury Penalty. (Three (3) games second offense + five (5) games intent to injure)	Suspended one (1) Calendar year from the first day of ejection.
Ejection for tobacco use (includes smokeless and e-cigarettes)	Player / Coach / Manager or Team Personnel	Ejection from the current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next three (3) games the team plays.
Ejection for alcohol during a game.	Player / Coach / Manager or Team Personnel	Ejection from the current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next three (3) games the team plays.
Throwing equipment/ debris onto field from dugout	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next three (3) games the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Contacting an umpire (intentionally or by accident non- violent)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next six (6) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.	Suspended for five (5) Calendar years from date of second offense.
Contacting an umpire (Physical contact by bumping, pushing, tripping, punching, shoving, spitting on, or striking an umpire with equipment / debris)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus Disciplinary Hearing. Suspension in effect until decision is rendered. ***	Suspended one (1) Calendar year from the first day of ejection.	Suspended for Life.

Type of Offense	Offender	Consequence for 1 st offense	Consequence for 2 nd offense	Consequence for 3 rd offense
Contacting an umpire (Physical contact by bumping, pushing, tripping, punching, shoving, spitting on, or striking an umpire with equipment / debris) after the game	Player / Coach / Manager or Team Personnel	Immediate suspension in effect until Disciplinary Hearing. decision is rendered.	Suspended one (1) Calendar year from the first day of ejection.	Suspended for Life.
Use of altered bat	Player	Player Ejection from the current game.	Ejection from the current game, plus the next one (1) game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Foreign substance / doctored baseball	Player	Player Ejection from the current game.	Ejection from the current game, plus the next one (1) game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Team playing an ineligible player, Suspended or player not on official roster	Team	Team Loss of game and removal of any medals from team	Loss of game and removal of any medals from team.	
Team playing an ineligible player, Suspended or player not on official roster	Head Coach / Manager	Two (2) game suspension	Ejection for one (1) Calendar year from the first day of ejection.	
Displaying bad sportsmanship (not specifically covered by this policy)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Abuse by an Umpire on a player or coach		Investigation hearing by Baseball Manitoba		

NOTE:

- All penalties to take effect immediately
- All penalized persons have the right to appeal through Baseball Manitoba