



Section 1: Sports Committee

The Baseball Sports Committee shall consist of the chairperson of the above sport and all the coaches for that season. The chairperson shall call one meeting prior to the opening of the season. A mid- or post-season meeting may be called at the discretion of the chairperson or at the request of 1/3 of the coaches involved in this sport.

Section 2: Team Entry and Classification

2.1) All official team entries must be submitted on S1 by the deadline

2.2) Classification: Bantam or Juvenile

Section 3: Player Registration & Eligibility

3.1) Player Registration is due on S1 prior to the teams' first game.

Section 4: Uniform (also refer to Governing Rules – Rule VI, Section 5)

4.1) Team shirts must be of the same style and colour and must be numbered.

4.2) All hitters as well as base runners must be wearing helmets.

4.3) Catchers must wear leg guards in addition to a helmet with mask and chest protector.

Section 5: Scheduling & Starting Time

5.1) The schedule shall be drawn up by the coaches or SAC Reps at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6). Sections will be presented to the coaches at the pre-season meeting.

5.2) The regular season shall be a minimum of four (4) games and a maximum of six (6) games, time and weather permitting.

5.3) League games have priority over any exhibition game and/or tournament. League games will not be postponed due to conflicting schedules.

5.4) Cancellation of game - If a game must be cancelled due to inclement weather, the home school is required to notify the GMAA before 12 noon the day of the game. After 12 noon the referees' costs must be paid.

5.5) Officials: As much as possible two umpires should be scheduled per game.

5.6) Coaches are encouraged not to adjust or alter the schedule for any reason other than a school closure. Changes to the schedule can be made during the (5) five working days after the schedule is posted on the website assuming both schools involved agree to that change. Both coaches must notify the GMAA of the change. No changes will be accepted after noon the working day before the scheduled game (except in emergencies). If changes are made after the 5-day grace period, a \$10 charge will be applied to the team requesting the change.

5.7) Starting time as per the GMAA Governing Rules, if a team is not on the field and ready to play within 15 minutes of the scheduled starting time, that team shall lose the game by default.

Section 6: Governing Rules & Rule Modifications

6.1) No team shall be permitted to play any league game unless accompanied by a staff member, (see Rule VI, Section 4 of General Governing Rules for clarification) PENALTY: DEFAULT OF GAME

6.2) Pitchers may only pitch a 3-inning maximum within a 48 hour period. There is a maximum of 5 warm-up pitches between innings.

6.3) Bases length: Bantam: 80' & Juvenile: 90'

6.4) Game length - 5 innings. Maximum of 2 hours.

6.5) The mercy rule may only be applied at the end of the 4th inning, when there is a difference of 10 points or more between the teams. The mercy rule may be enforced, and the game may be stopped at the discretion of the coach of the losing team.

6.6) Each team should have 12 players. There is no maximum number on a team roster. A game can be started with a minimum of 8 players.

6.7) Teams may bat up to 11 positions.

6.8) Ball must be 9" in circumference. Official game ball will be validated by the GMAA. Host schools must provide 3 game balls per game.

6.9) Teams must have their own bats. Juvenile -3 or -5 and USSSA certified, Bantam USSSA certified.

6.10) Leading/Stealing/Balks.

Bantam: permitted once the ball crosses the plate.

Juvenile: leading and stealing is permitted

6.11) Sliding and tagging up are permitted. Baserunners must slide on any close play to avoid collisions.

6.12) There will be no dropped third strike in Bantam, it will be permitted in Juvenile.

6.13) Bunting is permitted.

6.14) There will be a cap of 5 runs per inning except for the 5th inning which will be an open inning.

6.15) The catcher should be replaced as a base runner after the second out of the inning, by a pinch-runner.

6.16) Completion of Game: A regular game will be completed after the bottom of the 4th inning (due to inclement weather or due to an emergency). If less than 4 innings have been played and the referee ends the game, the game will be rescheduled and played over from the beginning. Completion of Playoff Games: In all sports for playoff games ONLY, a game must be completed from where it stood from the moment it was stopped, at the discretion of the losing team. The same game sheet must be used to complete the game. No players may be added to the lineup.

Section 7: Regular Season Games

7.1) Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first regular season game.

7.2) Regular season games can end in a tie.

7.3) Scoring for Team Standings - 3 points for a win and 1 point for a tie

7.4) Ethical Points will be included in the standings. Teams are awarded 2 points for no incidents, and 0 points for an ejection or default.

Section 8: Championships & Playoffs (see Rule XI Secondary Governing Rules)

8.1) The playoff format will be set at the scheduling meeting.

8.2) Spring Sports Tie Breaking Rules will be followed (Governing Rules, RULE XI - CHAMPIONSHIPS & PLAYOFFS, Section 3 Breaking Ties the Spring Season)

Section 9: Duties of Home School & Visiting Schools

9.1) Home team responsibilities

- a) The home team shall supply a park and provide the necessary field markings and bases.
- b) The official scoresheet must be printed off S1 by the HOME COACH (listing both teams) and given to the umpire before the game starts.
- c) The home team must upload the results and scoresheet to S1 the night of the match.
- d) Arrange for staff to control spectators.
- e) provide three new game balls which have been supplied by the GMAA

9.2) Visiting team responsibilities

- a) Visiting teams must be supervised from the time they arrive to the time they leave the field.
- b) All game sheets are to be signed by both staff members and the referee at the end of the game

Section 10: Discipline of Players

10.1) Umpire may, without prior warning, send a player off the field for fixed and definite period of time (COOLING-OFF PERIOD) if their conduct or type of play makes it necessary. This is NOT AN EJECTION and should be used only when the referee feels that it would prevent a more serious situation from developing. The player may be replaced on the field by another eligible player. The referee shall determine the length of any such COOLING-OFF PERIOD, i.e. 10 minutes, 15 minutes, the remainder of the half or the balance of the game.

10.2) Both coaches must be notified of any action taken by the umpire. N.B. Ejection MUST BE REPORTED to both coaches and on the game report - An ejection carries an automatic 2 game suspension which will be reviewed by the discipline committee and may be increased.

10.3) The ejection of any player from a game will result in a suspension of that player from at least two following games. It is the coaches' responsibility to keep that student out for the next two games until an official letter is sent to the school outlining the details of the suspension.

10.4) Any spectator abuse towards officials will first be dealt with by asking the coach of that team to try and settle things as a warning. The next offense will be the spectator or spectators being asked to leave the park. The game will not be resumed until the offending spectators leave and could be forfeited by the offending team.