

CARILLON MINOR BASEBALL ASSOCIATION

2012 LOCAL BY-LAWS

1. Any protests resulting from a game must be reported both verbally and in writing to the League President within 24 hours of the incident by the town rep and coach initiating the protest. Also, the score sheet must be signed by the umpire (including address and phone number) indicating that a protest was involved in this game and mailed to the League President within 24 hours. The umpire must obtain the opposing coach's signature on the score card. All protests must be accompanied by a \$25.00 cheque made payable to the Carillon Minor Baseball League. If the protest is upheld, this cheque will be returned to the issuing teams; but if the protest is lost, the money will be kept by the league.

2. Teams may play with less than 9 players. An out is not recorded at any point in the lineup, but the team may not send more players to the plate than they have on the lineup. For example. If a team has 8 players, their inning is over once all players have batted regardless of the batting order.

3. Overage players may be allowed in certain situations. League president(s) rule on this situation. The overage player will not be allowed to play in any playoffs that result in a provincial representative.

Possible situations include-no team in the community, physical size or disability

4. Line-up cards must be presented to the umpire at the beginning of each game. (Mosquito to Midget)

5. All age groups Mosquito-Midget will follow the MBA Pitch Count rules. Coaches need to be aware of these rules as they pertain to exhibition, league, and playoff games. Scorekeepers and umpires should sign logbooks. Possible consequences include loss of bond, suspension of coaches if needed. Pitch counters from both teams should meet after the game to compare numbers. The home team must send the following info via email to the league statistician that evening or the following morning. Email stats@carillonbaseball.ca and note league, date, teams/scores, pitch count. Example below

Peewee

May 3rd

La Broquerie 5 – Steinbach 4

Pitch Count La Broquerie

John Smith : 45 pitches

Mark Blak : 30 pitches

Pitch Count Steinbach

John Smith : 45 pitches

Mark Blak : 30 pitches

6. All week games start at 6:45 p.m. A late arriving team automatically loses the inning and 2 runs go to the waiting team. If the game begins 15 minutes after scheduled start time, the late team is penalized another 2 points and loses the second inning. The game will then start in the 3rd inning. If the game does not start 30 minutes after scheduled start, the game is forfeited to the team with sufficient players or the teams play a rescheduled with the forfeiting teams paying the umpire in the opponents park. The visiting team will decide what they prefer.

7. If a town is to cancel a game because of weather or field conditions, that town's coach must phone the opposing team's coach as soon as possible on that day. If he doesn't, the team responsible to phone will forfeit the game. Rained out games should be rescheduled within 1 week. The Home coach must inform the league statistician if a game immediately if a game is cancelled and inform him of the new game date. This is very important to keep the website current and allow for media and the public to stay informed.

8. Three baseballs (Two good used baseballs and one brand new baseball) are to be used for each game.

9. Minimum Level I umpire is mandatory for Mosquito to Midget categories.

Two umpires are required for Midget and two umpires are recommended for Bantam. Games can not be played with an umpire that is not certified. Fines may be levied by the league in this instance.

10. The games follow the following innings/timeline for league play. There are no open innings during the regular season.

Rookie- 1 hour

Mosquito- 4 innings or 2 hours(approximate) an inning can not be started after 1:45 minutes of play. If an inning is started it should still be completed)

Peewee- 7 innings or 2 hours(approximate) an inning can not be started after 1:45 minutes of play. If an inning is started it should still be completed)

Bantam- 7 innings

Midget-7 innings

Tie breaking procedures for Midget and bantam. Play one extra inning, if game is still tied, it remains a tie. The extra inning follows regular runs per inning rule. It is not an open inning.

Mosquito and Peewee can play the extra inning if it starts before 8:30 (one hour 45 minutes into the game) The extra inning follows regular runs per inning rule. It is not an open inning.

11. Mercy rule for Bantam & Midget league play

If a team has a 10 run lead or more, an inning can not be started after 1 hour and 45 minutes into the game. A mercy rule is not necessary for mosquito or peewee as the time limit rule will come into play.

12. Tie breaking procedure to determine positions in standings to be done by Coordinator and League Executive.

13 Everybody bats rule (yellow section)

This rule applies to Rookie, Mosquito, PeeWee and Bantam. See 2011 MBA Handbook.

All players attending a game must be put on the game roster.

14 Pre-game warm-up rule:

The Home team is to complete an infield warmup 15 minutes prior to start of the game. The Visiting team is to complete an infield warmup 5 minutes prior to start of the game. (Ideally both teams are able to do the infield earlier as this is a great coaching opportunity) Player warm-up (playing catch) should take place on the outfield grass not on the infield. Soft-Toss should be monitored and only done with plastic (whiffle) balls.

Managers/coaches should have their line-up cards ready to present to the umpire at home plate in last 5 minutes prior to start of game. Players may be added to the gamesheet as the game progresses ex. Player comes late, coach forgot player, etc.

15. Injury rule:

In case of injury when all players used - last player out can be substituted for injured player.

16. League bond:

A community **will/may** forfeit its \$200 bond or be fined for the following infractions:

- failure to attend organizational meeting
- failure to meet the May 8 deadline for registrations (includes incomplete registration)
- a team that withdraws after the schedules have been made
- a team not attending a league tournament without giving one weeks notice

- a team that qualifies for regional playdowns or provincials, does not attend and does not notify the league within 1 week after league tournament.
- a team forfeiting two games (may be appealed to executive)
- a community that fails to attend its allotted Bingo (see #22)
- a coach does not send in the requires stats to the league statistician.

Teams that forfeited their bond last year will be required to post a \$200 bond before being allowed to participate this year.

17. Oversized roster:

A team with 16 to 18 players (ie. too many players for one team and not enough for two) will be allowed to enter two teams in the Carillon League. All players are eligible to play for both teams during Carillon Community League play.

18. Player pick-up for regionals - as per MBA Handbook

19. Player pick-up for regular season roster

That in principle we are expecting the players to play in the team of their home communities provided there is a team at that level. Exceptions will be made only via an appeal to the Coordinator and League Executive. Such appeals would have to be made no later than two weeks prior to the deadline for team registration. If a team has such a player or players without an appeal to League Executive - that team or teams shall be disqualified from year-end tournaments which decide league championship and the right to attend preliminaries or provincials.

21. Player registration

Players must first register in home community - if players did not register in their home community, they will not be allowed to play for a team in another community.

NOTE : This is to stop players from not registering in their home community so their community doesn't have a team and they decide to play someplace else.

22. Size of bat : MBA regulations

23. Re-entry Rule :

See 2011 MBA Handbook.

24. 2011 Summary of information for coaches

See 2011 MBA Handbook Appendix I (first page of pink section)

25. Rookie Game Rules : See [Rookie Handbook](#)

26. Mosquito Game Rules: See [Mosquito Handbook](#)