

**BASEBALL MANITOBA
2018 11U "A" PROVINCIAL CHAMPIONSHIPS JULY 6-8
HAMIOTA**

CONTACT: NICOLE MADSEN PHONE: 204-764-0172
Email: madsenn@mymts.net
Baseball Manitoba Representative: Terry Couvier



Pool 1
Hamiota
Portage Phillies
Brandon Giants
Carman Rangers
Boissevain

Pool 2
Rosburn
Notre Dame
Lundar
Grandview
La Broquerie

Friday, July 6

Game	Time	Visitor	Home	Field
1	8:30 a.m.	Brandon Giants	Carman Rangers	TBD
3	11:00 a.m.	Boissevain	Hamiota	TBD
5	1:30 p.m.	Portage Phillies	Brandon Giants	TBD
7	4:00 p.m.	Carman Rangers	Boissevain	TBD
9	6:30 p.m.	Hamiota	Portage Phillies	TBD

Saturday, July 7

Game	Time	Visitor	Home	Field
11	8:30 a.m.	Brandon Giants	Boissevain	#2
13	11:00 a.m.	Carman Rangers	Hamiota	#2
15	1:30 p.m.	Boissevain	Portage Phillies	#2
17	4:00 p.m.	Hamiota	Brandon Giants	#2
19	6:30 p.m.	Portage Phillies	Carman Rangers	#2

Sunday, July 8

Game	Time	Visitor	Home	Field
	10:00 a.m.	<i>Tie-breakers if necessary</i>		
21	12 noon	2 nd Pool B	1 st Pool 1	TBD
23	4:00 p.m.	Winner 21	Winner 22	TBD

Friday, July 6

Game	Time	Visitor	Home	Field
2	8:45 a.m.	Rosburn	Notre Dame	#2
4	11:15 a.m.	Lundar	Grandview	#2
6	1:45 p.m.	La Broquerie	Rosburn	#2
8	4:15 p.m.	Notre Dame	Lundar	#2
10	6:45 p.m.	Grandview	La Broquerie	#2

Saturday, July 7

Game	Time	Visitor	Home	Field
12	8:45 a.m.	Lundar	La Broquerie	TBD
14	11:15 a.m.	Grandview	Rosburn	TBD
16	1:45 p.m.	La Broquerie	Notre Dame	TBD
18	4:15 p.m.	Rosburn	Lundar	TBD
20	6:45 p.m.	Notre Dame	Grandview	TBD

Sunday, July 8

Game	Time	Visitor	Home	Field
	10:00 a.m.	<i>Tie-breakers if necessary</i>		
22	12 noon	2 nd Pool A	1 st Pool B	#2

Notes: For Game 23 - Coin-flip for home for final only if teams are from different Pools. If teams are from the same Pool, the higher ranked team after Pool play will be home team.

If in pool play a three (3) way tie for 1st place occurs, then the tie-breaking formula will determine which team is credited with 1st place in the pool. The other two teams will have a play-off game to determine 2nd place in the pool.

Five team play-off scenarios

	A	B	C	D	E	F	G
Pool Finish	4-0	4-0	4-0	2-2	3-1	3-1	4-0
	2-2	3-1	2-2	2-2	3-1	3-1	3-1
	2-2	2-2	2-2	2-2	3-1	2-2	1-3
	2-2	1-3	1-3	2-2	1-3	2-2	1-3
	0-4	0-4	1-3	2-2	0-4	0-4	1-3
Situation	Tie-breaking criteria used for the 3 teams tied at 2-2. Since they all beat each other, the formula is applied to determine the team that advances. No tie-breaking game is played.	Straight forward. Teams ranked by record – top two advance. No tie-breaking game is played.	Tie-breaking criteria used for the 2 teams tied at 2-2. The key criterion is record against each other. The team that won the game between the two teams advances. No tie-breaking game is played	Formula applied to all the teams. The top two teams ranked by formula advance. No tie-breaking game is played.	Tie-breaking criteria used for the 3 teams tied for 1 st with 3-1 records. The first criterion is record against each other. If 1 team beat the other 2 teams, they are granted the higher seed. If all team won against each other, formula will determine the number 1 ranked team, and the other teams will play a breaking game.	Head-to-Head record used for the two teams tied at 3-1. These are the two teams that advance. No tie-breaking game is played.	Straight forward, the top two teams advance.





Baseball Manitoba

GENERAL RULES OF COMPETITION - “AA” and “A”

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. Mosquito, Pee Wee, Bantam and Midget).

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.

I J. Everybody Bats / Unlimited Substitution

Mosquito “A” and “AA”, Pee Wee “A” and “AA”. and Bantam “A” and “AA” will use the “Everybody bats” rule (continuous batting order) and “unlimited substitutions”.

- **Everybody Bats:** a team lists all the players on the team on a roster and they bat in order. If a player is ejected or injured, their spot in the order is passed with no out declared. Players who are not there at game time are to be placed at the bottom of the batting order. It will be up to the coach to advise the umpire & the opposing coach that the player is late. It will then be up to the coach to immediately advise the umpire & the opposing coach when the player arrives, so he can be placed into the batting rotation. Until he arrives, his spot will not be counted as an out.

- Unlimited Substitutions – where players can be inserted or removed from the game in any position (with the exception of the pitching limitations). Recommended that a player play at least 2 innings in the field.

II GAME RULES

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. Chin straps are required for Mosquito baseball.

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 Mosquito, 7 innings for Pee Wee 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.

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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 way 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.



11U “A” & “AA” AGE SPECIFIC RULES

CATEGORY

MAX. NUMBER OF PITCHES ALLOWED IN A DAY	75 (see chart)
MAXIMUM BAT LENGTH	32 in.
MAXIMUM BAT DIAMETER	2¾ in.
GAME LENGTH (innings)	6
DESIGNATED HITTER	No
CLEATS	Rubber (no metal)
10 RUN MERCY RULE	After 4 innings (3½ if home team ahead)
CHIN STRAPS MANDATORY	No (recommended)



Everybody Bats: a team lists all the players on the team on a roster and they bat in order. If a player is ejected or injured, their spot in the order is passed with no out declared. Players who are not there at game time are to be placed at the bottom of the batting order. It will be up to the coach to advise the umpire & the opposing coach that the player is late. It will then be up to the coach to immediately advise the umpire & the opposing coach when the player arrives so he can be placed into the batting rotation. Until he arrives, his spot will not be counted as an out.

Unlimited Substitutions – where players can be inserted or removed from the game in any position (with the exception of the pitching limitations). ***It is recommended that a player play at least 2 innings in the field.***

Run Limit - For all 11U “A” and “AA” play, a maximum of five (5) runs may be scored by a team in their offensive half of an inning. Once five runs are reached, regardless of the number of outs, the team at bat would take the field and the defensive team would come up to bat. This would apply for all innings except the last inning of the game, which is open.

Clarification for 11U Baserunners:

1. The Baseball Canada rule, 7.00 (b), page 83 (Canadian Content) will be used. This rule states: When a baserunner DOES leave a base BEFORE the pitch has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on him and he is tagged out . . . the OUT will stand. If, however, he reaches a base safely, “TIME” is called and he is returned to the base they he occupied before the pitch was made . . . and NO OUT shall result.
2. **11U - Runner at 3rd:** Runners at 3rd base must be batted home (base hit, fielding play or error) or forced by means of a bases loaded base on balls (walk) or hit by pitch. They cannot advance on a passed ball, wild pitch or overthrow on a stolen base. If a runner from 1st or 2nd base reaches 3rd base by means of a hit or play they may continue home as a continuous part of the play. They do not have to stop at 3rd and wait for the next play.

OVERSIZE PLATE:

The oversize home plate will be used for all 11U “A” and “AA” provincial championships.

11U PITCHING RULES

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: an 11U pitcher throws 24 pitches in their 1st appearance. That pitcher has not reached a rest threshold and may pitch in another game that calendar day. Another 11U pitcher throws 40 pitches in their 1st appearance. That pitcher has exceeded the no-rest threshold of 25 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

If a pitcher's Day 1 + Day 2 total exceeds the figure shown above, they require at least one days rest. A pitcher cannot pitch four consecutive days. Minimally one days rest is required. (Example: An 11U Pitcher throws 15 pitches on Day 1 (Friday). That same pitcher throws 10 pitches on Day 2 (Saturday). The two day total is 25 pitches, which is equal to the limit of 25. This pitcher is allowed to pitch on Day 3 (Sunday) to their maximum limit, which for 11U is 75 pitches.

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. 75 for a 11U pitcher, 85 for a 13U pitcher)
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.

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.

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.

Number of Pitches	Rest Period
1 – 25	No rest required
26 - 40	1 day rest
41 – 55	2 days rest
56 – 65	3 days rest
66 - 75	4 days rest
Total allowed pitches in a day	75

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