



## **1.0 MEMBERSHIP**

**1.1** Membership is open to all clubs operating as Adult Baseball teams, whose players' ages are no younger than eighteen (18) years (as of December 31<sup>st</sup> year previous), and which agree to abide by the by-laws and rules laid down by the GHBL. All new members will be on one (1) year probation and must serve the year without any conflict, be it with but not limited to disciplinary, finance and/or otherwise, to be considered in good standing following year. A new member is considered a team who is new to the League and/or otherwise has never participated in the League in a seasonal capacity. Any new team(s) applying to join the GHBL must first be approved by the Board, and then must be approved by a majority vote of the standing Membership. All teams, both new and current must confirm entry by a date annually established by the GHBL. This confirmation must include the tier the team is applying to play in and must include payment of annual league fees. The GHBL reserves the right to establish late fees and/or refuse any team entry once the confirmation date has passed. The GHBL also reserves the right (with majority vote) to refuse entry to any association, team, player, coach, administrator and/or umpire.

**1.1a** Should a new member become in bad standing, be it by but not limited to, not abiding by the by-laws and rules spelt out in this by-law, and/or any other rule/policy/term/provision put forth by the Membership/League/Board, with the League within the year of probation, it will be under the discretion of the current Board but not limited to, to honour the time served, bearing the conflict has been rectified and/or otherwise resolved. If the conflict has otherwise not been resolved, the new member will be considered still on probation and continue to be until all conflicts have been resolved. All teams on probation do not have the right to vote at any called Membership Meeting and/or otherwise called poll in which voting is to take place until probation is passed. The Board and/or League, has the right to restrict any team, new or current, from voting but not limited to voting. Only until probation is successfully passed, will a team be considered a Full Member and have all rights given within the terms of Membership.

**1.2** The GHBL Executive shall be considered the 'Board of Directors' or simply the 'Board' of the GHBL. The Board will consist of an elected President, elected Vice President, and an elected Treasurer. The remaining Board members will be on a volunteer basis and will consist of a convenor for each tier of the League, the Scheduler (providing it is not a third-party vendor and/or being outsourced), Disciplinary Committee Chairman, Appeals Committee Chairman, Special Events Coordinator if applicable, and/or any other body the League deems necessary to hold.

**1.21** The President, the Vice President, the Treasurer must be elected to the Board, by a properly called and ran election which complies with what is spelt out in this section. Nominees for Presidency, must have a Vice President and Treasurer on ballot to serve term. All must serve a 2-year term on the Board.

**1.21a** Due to the number of tasks and duties required to schedule, should the scheduling be done by an internal source and not outsourced or otherwise, it is at the discretion of the Board and/or Membership whether or not, the scheduler is to receive an honorarium for services rendered. The amount of the honorarium must be agreed upon prior to any scheduling services and/or task(s) and/or duties needing to be completed to schedule. The honorarium must be approved and agreed by the President, VP, and Treasurer, and may need to be in concert with Membership agreement.



**1.3** A properly called Membership Meeting shall be defined as one declared with a minimum of 72 hours notice (excluding statutory holidays) by one of the GHBL President and/or Vice President of Operations. Such notice shall be provided in writing by email to each team manager as well as posting said notice on the GHBL forum.

**1.3a** In special circumstances, where time is of the essence, the Board may petition the Membership for a vote on a given subject by email. In such cases, the Members will be provided with a written form of the Motion, by email, and given at least ninety-six (96) hours to respond.

**1.4** The Membership, and only the Membership, by way of simple majority vote (50% plus one), at a properly called Membership Meeting where quorum having been achieved, will have the authority to update by addition or otherwise, the by-laws and rules that govern game play, eligibility, rosters, format(s), game proceedings and/or otherwise, that follow and/or resort from game play. Quorum is defined at 40% of Membership in attendance plus any counted proxies. Proxy's do not count towards Membership meeting quorum, nor can proxies be used for any Committee of the GHBL.

**1.5** The Board reserves the rights to approve, but not limited to, team names and/or team name changes. Should a team change tiers/divisions and a team with the same or similar name be present in that tier, the Board must approve the keeping of the name and reserves the right to force a team moving into the 'new' tier to change its name for approval.

## **VOTING MEMBERS**

**2.0** Each member team, in good standing, will have one (1) vote at all meetings, or email petitions, which they are either present for or have sent a documented voting proxy to any Board member and/or fellow Member to be in attendance prior to any meeting. In good standing, means but not limited to, a member team who is not delinquent on payment(s), not in conflict as defined by the Board, not in bad standing, under probation, and/or under league suspension.

## **3.0 ELIGIBILITY & PLAYER LIMITS**

**3.1** Teams may have a maximum of twenty-five (25) players on their roster that are or older than eighteen (18) years of age as of December 31<sup>st</sup> of the year previous. Individuals that are also rostered on as of May 1<sup>st</sup> of that calendar year but not limited to, an Intercounty Baseball League team (IBL), OBA Senior or Junior classification team, Elite Baseball otherwise classified as not recreational, AAA, AA, A and/or Rep baseball, and/or are an otherwise salaried professional baseball player, are ineligible to be rostered and/or play in the GHBL. Individuals that are also rostered, as of January 1<sup>st</sup> of that calendar year on a US College Team, or any out of Province team, are ineligible to be rostered and/or play in the league GHBL below Tier 1. The aforementioned players are ineligible for call-up defined in 5.0. Managers are urged to pre-qualify any proposed rostered player with the Board for clarification and/or approval. In the event that a rostered player is later deemed ineligible, all games in which said player competed are lost to forfeit, the team forfeits one (1) roster spot of allotted spots per ineligible for the season, and the team manager is automatically suspended for the immediately following three (3) regular season and/or playoff games.



**3.2** A Member may petition the Board to exempt a player under special circumstance. An exemption will be granted if the Board votes a large majority (two-thirds plus one vote) in favor of the proposed exemption. Should it be required, the Board can opt to have a tier and/or league vote for approval for that said exemption.

**3.3** Each Tier 1 team will be granted an allowance for two (2) OBA players for Tier 1 play ONLY. The team manager must declare these players to the tier 1 convener.

**3.4** League participants/players must complete, sign and submit the GHBL Player Waiver, electronically or otherwise, before they are eligible to be considered on a team's roster, allowed to practice, compete in a GHBL game, and/or participate in any GHBL sanctioned event. Should any participant/player be found participating without waiver completion and/or submission, the player may be subject to but not limited to disciplinary actions at the discretion of the Board and/or League.

**3.5** Teams found to have active rosters larger than what is spelt out in 3.1, will be subject to but not limited to, disciplinary measures laid down by the Board and/or Membership.

#### **4.0 ROSTERS**

**4.1** A playing roster for each team will be required for the League and must be present on the website or otherwise prior to May 1<sup>st</sup> of that year. All players rostered must comply with what is spelt out in 3.0. If there is ever a question about a player, photo copies of identification must be produced.

**4.2** Players added to any roster after the Member's team's 13<sup>th</sup> game, will not be eligible for the year's playoffs. It is the responsibility of the team manager/coach to ensure accuracy and creditability of their respective roster. Rostered players who meet eligibility requirements for playoffs spelt out in section 13.0, will be granted the right to participate in the year's playoffs.

**4.3** If any player(s) quit(s), his/their name(s) must not be removed from the roster online. The player is to receive an 'X' before their name and the date they quit (e.g. X-05/21–John Doe or X-John Doe-05/21).

**4.4** Once a player is included on a given roster, that roster spot is occupied until year end, even if the player quits and/or is removed from the team. This eliminates a "revolving door" when it comes to roster spots. A player may not be on more than one (1) of any GHBL team's roster at any given time.

**4.5** Any team may petition the Board to set aside rule 4.4 for special circumstances. The petition may only come from the team for which a player is 1<sup>st</sup> rostered. This will be allowed on a simple majority vote of the Board (50% plus 1).

**4.6** Player changing a roster from one team to another under special circumstances, shall be allowed to change teams/rosters after being rostered to a team, providing the following occurs:

- a) A petition must be submitted to the Board by either the player or the manager of the team which he is originally rostered. The petition will be subject to the conditions further laid out in this section 4.6, and will only be granted on a majority vote of the Board (50% + 1)



- b) If the player is in their 1<sup>st</sup> year within the GHBL, and/or the 1<sup>st</sup> year at a given tier within the league, and/or has played 3 or less games for the given team, and that team has 50% or more of their season left to play, the player will be seen as eligible to petition the Board.
- c) Should a circumstance and/or situation arise within a team where a manager or a player feels it is in the best interest of the player, and/or the team, and/or the tier, for the player to leave to join another team/roster/tier, the Board will have the final decision whether such circumstance and/or situation is warranted.
- d) If a team folds or fails to continue after playing its 1<sup>st</sup> game of a season, (a) player(s) will be eligible for consideration if they are in good standing with the folding/failed team such as but not limited to, financially and any other obligations, and the return of any uniform and/or equipment deemed to be owned by the folding/failing team.
- i. In the case where a team has folded or ceases to continue after at least one (1) completed game, all players whose petition are approved via a Board vote, shall be deemed as free agents, and may roster with any team within the league, providing they comply by what is spelt out in section 3.0. Should more than one team request to roster (a) player(s) from a folded/failed team, the requesting teams shall give reason to the Board as to why their team shall be deemed in favour. The Board then must, by way of majority vote (50% + 1), decide which team may roster the player(s). The player(s) going through the process outlined above, may then decide to roster with the team voted in majority or shall elect to leave the League for the balance of the season.
- e) Must not have already petitioned the Board once prior in the same season, unless the reason for the subsequent petition is the team they are now rostered on, folds and/or ceases to play after completed one (1) game.
- f) If the Board vote in favor of the petition the following will be the fallout:
- i) The team whose roster the player was on, shall be given the roster spot back, and whomever the team signs to fill that roster spot, shall inherited the games played by the player leaving.
- ii) The tier convenor and all managers within the tier shall be notified the player petitioned to move to whether, it is (a) tier(s) above, or (a) tier(s) below the original rostered team. Managers within that tier shall have 72 hours to send a claim for the said player. Following the 72-hour window, the Board shall deem the team whose has rights to roster said player(s).
- iii) The player going through the process outlined in 4.6f, may then decide to sign with the team that acquires their rights or shall elect to leave the league for the balance of the season.
- iv) A player may not petition the Board more than one (1) time per season, unless the reason for the subsequent petition, is the team they are rostered on folds or ceases to play after playing one (1) game.



**4.7** All rostered players who start the season listed as injured or become injured during the progression of the season, must be disclosed to the tier convenor and/or the Board. The manager of that player, must include a 'DL' designation beside the players' name listed online, followed by the date in which they were injured (e.g. John Doe DL-06/12). If the player is injured prior to season commence, the listed date will be May 1<sup>st</sup> (05/01). Should the injured player return to game play, the manager must update the players' status by adding the date of return (e.g. John Doe DL-06/12-07/11). If any injury is not disclosed to the tier convenor and/or the Board, that player and/or team manager may be subject to having their playoff eligibility forfeited, found in section 12.0. This will be at the discretion of the Board.

## **5.0 CALL UPS**

**5.1** Teams that have less than eleven (11) players for any particular game, may call up from a lower tier in the GHBL. All call-ups must comply with section 3.0. All call ups must obtain permission from the coach of their rostered team. Players must obtain permission from the coach of the team they are calling players from. The maximum number of times that a particular player may be called to one team within a season is six (6). Call-ups must come from either a lower tiered team or midget division. Tier 1 can call from tier 2, tier 3, tier 4, or midget. Tier 2 can call from tier 3, tier 4, or midget, tier 3 can call from tier 4 or midget and tier 4 can call up from a midget division or across from another tier 4 team.

**5.2** Teams may use call ups to participate in playoff games, providing they comply with section 3.0 and 13.0. Call up usage must also follow what is spelt out in 5.1 with the exception that, tier 4 teams can call from eliminated T4 teams or midget, except in the 1<sup>st</sup> round of playoffs. The maximum number of times that a particular player may be called to one team during the playoffs is 4.

**5.3** Any team shall be allowed to call up their teams' coach(es), or manager who had been formally declared as a coach or manager, who has been approved by the Board as such.

### **5.4 Call ups:**

- a) Must wear uniform of the team which they are rostered to.
- b) Must be listed as last in the batting order sequence, at game starting time
- c) Must be declared to opposing manager and score keeper prior to game start
- d) Be notated on score sheets by "CU" next to their name.
- e) Total game roster, with call ups added, cannot be in excess of eleven (11) at game time, and the team must field no less than six (6) of their own rostered players.
- f) Call ups are not allowed to pitch.
- g) A call up must have signed a waiver for prior to participating in a game.

**5.5** If a call up's uniform is not available at game time, then opposing manager and score keeper must be fully aware that a "CU" is playing in the game.

**5.6** Failure to comply with the rules within this section (5.0), shall result in the player(s) being deemed ineligible, with possible further disciplinary measures not limited to, forfeiture of the game.

**5.7** Should a forfeiture occur, it would not follow protest procedures. The opposing manager must notify the Board within forty-eight (48) hours of the game, with reason and proof for forfeiture.



## **6.0 GAME ELIGIBILITY**

**6.1** A team must field a minimum of eight (8) players to commence a game. There is no automatic out in the batting order, nor shall it be considered batting out of turn, by playing less than nine (9) players.

**6.2** If a team starts with nine (9) or more players, and through injury the team cannot field at least eight (8) at any point during the game, the game will be suspended if it does not comply with the complete game provision spelt out in section 11.0. The manager of the injured must apply to the Board within 48 hours, as to why with reason, the game should be rescheduled to a later date to be played in full. If through ejection/removal during a game, a team has less than eight (8), the game will be considered forfeited. If the game does comply with the complete game provision, it will be deemed complete in full.

**6.3** A team may have one (1) player per to game, be allowed to use a courtesy runner once that said designated player has safely gained 1<sup>st</sup> base. All such eligible players to be designated, must have a medical reason with supporting medical documentation. This documentation must be submitted to the Board once that said player is rostered. The use of the runner must be declared at the start of the game. A team may also be allowed one (1) player who has reached the age of 50 years or older, to be allowed to use a courtesy runner, once said designated player has safely gained 1<sup>st</sup> base. Such player(s) must be declared at ground rules.

## **7.0 GAME REPORTING**

**7.1** The home team for each game will be the “official” scorekeeper and must submit full game results and statistical data by 48 hours after game completion. Game results are inclusive but not limited to, scores, stats, ejections, cancellations, or rescheduling. Submission is not limited to scorebooks and game sheets.

**7.2** All ejections must be reported to the Board by both coaches and umpire(s) involved within forty-eight (48) hours of said ejection(s).

**7.3** Teams that do not abide by and comply with 7.1, may be subject to but not limited to, disciplinary measures spelt out in this by-law.

## **8.0 DIVISIONAL FORMAT**

**8.1** The league will be tiered into a tier system recommended by the Board, in agreement with Membership, prior to or at the Annual General Meeting held before the commence of the season. The tier system will be based upon team volume and will be structured based upon but not limited to, talent, a teams’ previous win percentage, a teams’ request to play in a said tier, previous championships won, integrity of a said tier, and/or parity amongst (a) said tier(s).

**8.2** Once teams are placed in their tier for the calendar year, a team is not permitted to leave that said tier to join another if the season has commenced and/or after any date(s) the Board has set for tier confirmation (date(s) will be set prior to any scheduling). All teams are expected to and must stay in the set tier until year end.

**8.3** Following the completion of the season, returning teams as a default must follow the promotion relegation agreement; The top team (i.e. the previous pennant winner of a tier and/or playoff champion of a tier, but not limited to) in each tier will be promoted to the tier above (but not limited to, if applicable) and the bottom team (i.e. previously finished last within a tier and/or was eliminated first from season/playoffs from a tier, but not limited to) is to be relegated to the tier below (but not limited to, if applicable). Such is subject to the



Board review which may move more or less teams to balance (i.e. for parity, talent, and/or otherwise) tiers. Teams subject to promotion relegation, may petition the Board to stay within their original tier, providing that they have but not limited to, had substantial roster changes to deem them less competitive and/or unable to competently compete in the destined tier. All other teams not subject to promotion relegation, are free to return to their previous tier providing it complies with this section.

## **9.0 SCHEDULE & RESCHEDULING**

**9.1** The League schedule will consist of two parts; the season and the playoffs. The season schedule must be compiled to ensure a reasonable amount of time is allotted for a playoff schedule for each formed tier. Both schedules must be approved by the Board prior to commencement of their respected games. Any provisional format and/or desired format for either season or playoffs, must be agreed by the Membership and approved by the Board prior to any games being played.

**9.2** All teams will be required to play twenty (20) games in one (1) season; Ten (10) home games and ten (10) away games. Teams not using the league's permit pool, must provide and submit a minimum of 10 permits to the league/scheduler for their respective home diamond.

**9.3** Playoffs and its schedule for a tier, will not commence until all teams in the respected tier have completed and/or recorded all twenty (20) season games.

**9.4** Any game postponed due to inclement weather and/or otherwise, must be played to completion by the end of the regular season. Both teams must be notified of rescheduled date at least five (5) days prior to that date. If notification is not at least five (5) days prior, a team may petition to request a further rescheduling.

**9.5** In the event of inclement weather, it is the responsibility of the home team manager and/or coach to cancel the game and umpires not already done so by the League. Two (2) hours' notice (where reasonable) should be given prior to the scheduled start of the game. Notice must be confirmed by other team either via voice contact or email.

**9.6** Any games not played and/or completed in full, by no fault of opposing teams, by the end of the regular season, will be declared double default and classed as a tie. If it is to become known that, by fault of either team, that a game was not played and/or completed in full, the opposing may petition the Board to grant a forfeiture by the team deemed at fault.

**9.6** It is the duty and responsibility of the managers/coaches to ensure all games are started and completed in full. The managers are also responsible to ensure all games that are needed to be rescheduled, are known to the scheduler. It is the responsibility of the scheduler to ensure all games, comply with this section and are scheduled.

**9.7** If a team can prove that an opposing manager/coach/team is avoiding playing a game needed to be rescheduled, in order to but not limited to gain a tie, and/or advance in the standings, then the manager/coach can bring a "request for forfeiture" regarding the said game(s) to the Board for review. Please note that the burden of proof thereof, is on the requesting manager/coach and not the Board.



**9.8** Makeup game costs for umpires, where the umpires had already been paid for the original game, will be equally split between both teams.

## **10.0 STANDINGS**

**10.1** League standings will be based on points: Win = two (2) points, Tie = one (1) point, and a loss = no (0) points. In the event of a tie between two (2) or more teams the tie breaking formula will be as follows:

- a) Most number of wins between tied teams
- b) Head to head matchup between tied teams
- c) Record against highest neutral team in the standings. This process goes all the way down division until all combinations have been exhausted. I.e. a tie for first, goes to record against 2nd, 3rd, 4th, etc., ranked teams
- d) Winner of last regular season matchup between 2 tied teams. If this game was a tie, then goes back to latest result between tied teams

**10.2** In the case where in a given season, a tier is divided into sub-tiers, tie breaking rules may be established prior to the start of the season and be different than described above in 10.1a – e.

## **11.0 GAME PLAY**

**11.1** The 'Official Rules of Baseball' shall apply except as otherwise spelt out in this by-law. Any and all changes made to 'The Official Rules of Baseball', must occur prior to season commence. As well, any change must be approved by the Board to ensure the change does not impede with, not limited to, the operation of the League. Any applications for change to the 'Official Rules of Baseball' submitted after season commence, will be subject to the approval of the Board.

**11.2** All games shall be scheduled for seven (7) innings. The game shall be played to completion and will be considered complete providing it complies with 11.3. No new inning should begin fifteen (15) minutes prior to permit expiration and/or diamond curfew and no new pitch should be thrown five (5) minutes prior to permit expiration and/or diamond curfew. The league recognizes different associations have different curfews and permit lengths/limits. In these cases, the association rules will prevail. The time limits must be made clear to both teams at/before the ground rules. If the game cannot complete seven (7) innings by the "no new pitch time", then the game will revert back to the end of the last complete inning and that score will stand (regular season only), providing it complies with 11.3.

**11.3** An official game is three and one-half innings (3 ½) provided that the home team is leading at that time. Otherwise four (4) complete innings shall constitute a complete game.

**11.4** Should a game be tied at the completion of seven (7) innings but is within allotted permit duration/limit and complies with this section, extra innings may be played providing both teams and head (plate) umpire are in agreement. One extra inning will be played at a time until the tie is broken or permit limit/diamond curfew is reached. Should it still be tied at permit end after extra innings have been played, the game will be deemed a tie and complete. It will not be rescheduled (regular season only).

**11.5** The Mercy Rule: If a team is leading by ten (10) or more runs at the time of, or after 5 innings completed (4 ½ provided that the home team is leading at that time), the game is deemed complete and play will cease.





**11.6** There shall be a fifteen (15) minute grace period allotted for late umpires or for the visiting team. The home team does not have a grace period. This grace period shall not alter the scheduled start of the game for curfew purposes and/or permit limits.

**11.7** Teams that forfeit due to, but not limited to insufficient players (having less than 8), as spelt out in section 6.0, are responsible to cover costs associated with the scheduled game which may include, but not limited to, the permit, umpires and lights. A team may petition the Board with reason, as to why they should be pardoned from providing reimbursement. The decision of the pardon will be at the discretion of the Board.

**11.8** Teams found to be using delaying tactics to otherwise, stall game play, may be subject to forfeiture and further disciplinary measures laid down by the Board.

**11.9** No player shall maliciously run into another player. Contact shall be considered malicious if it involves:

- a) Intentional excessive force
- b) Intent to injure
- c) Deliberate attempt by a runner to dislodge the ball
- d) A runner making no legitimate effort to reach the base
- e) A runner who could have reasonably slid or otherwise avoided contact and still reached the base

Any player found to meet the above definitions is to be ejected from the game and declared out. Malicious contact will be penalized whether committed by an offensive or defensive player. In the case of a defensive player being ejected for malicious contact, the runner will be called safe or out according to the result of the play. The ball is dead and all other runners shall return to their last occupied base at the time of the contact. A runner guilty of malicious contact is out, even if the fielder loses possession of the ball. A runner guilty of malicious after scoring a run shall not be declared out. The runner is still ejected. This rule applies at home plate and all other bases. A runner may make incidental contact with a fielder as long as it is not "malicious" as defined above. The rule does not prohibit contact. It simply requires a player to make a reasonable attempt to avoid contact, and to ensure that any incidental contact is not malicious in any nature. If contact occurs where a defensive player blocked the base path clearly without possession of the ball, obstruction shall be called according to the provisions of Rule 7.06(b), Baseball Rules. If this obstructed runner uses this opportunity to collide maliciously with the fielder, he would be declared safe due to the obstruction, but still ejected from the game.

## **12.0 PLAYOFFS**

**12.1** All playoff series are best 2 of 3 games except for the finals for each tier which will be best 3 of 5 series. It is the intent to have all playoffs games to play seven (7) complete innings where possible. As such, all playoff games will be scheduled and permitted for three (3) hours, where applicable. Regardless of permit length, no new inning will begin fifteen (15) minutes prior to permit expiration/limit and/or diamond curfew and dead ball will be at five minutes prior to permit expiration/limit and/or diamond curfew. Should 7 complete innings not be achievable due to factors beyond either teams control (such as a permit end, weather, darkness, etc.), then a game falling short of 7 complete innings, but in excess of the minimum innings required to be played spelt out in section 11.0, shall be deemed as a complete game. Deliberate stalling tactics may be protested prior to umpires leaving the field of play post game. A protest will put the game in a state of suspension pending a protest hearing. Should a protest be deemed successful by the Board, the game shall continue from the point



of suspension to the completion of a full 7 innings. Should a protest be denied, that game shall be deemed as completed.

**12.2** Should a playoff/elimination game be tied after completing 7 full innings, the game is to continue into extra innings until either there is a winner after a completed inning or permit limits and/or diamond curfew force the stoppage of play. Should at that point the game still be in a tie situation, the game will be replayed at the earliest opportunity, from the start.

**12.3** For a player to be eligible to compete in the playoffs, a player must be credited with eight (8) games played, of their team's twenty (20) regular season games that year. In the event that the player's team does not complete twenty (20) regular season games, the player must at least compete in no less than forty percent (40%) of their team's completed games. For any player to be credited with a "game played" while in attendance, he must make an official plate appearance (one (1) at bat) or face a minimum of 5 batters or record at least one out as a pitcher.

**12.3a** Should a regular scheduled game be postponed due to inclement weather, both hosting and visiting teams' complete active roster (at game date) will be credited with a "game played" regardless if the game is rescheduled or not.

**12.3b** Should a game be forfeited, only the opposing team's (non-forfeiting team) active roster will be credited with a game played. No game will be rescheduled should a forfeit occur.

**12.4** Should a player not met playoff eligibility spelt out in 12.3, a manager may petition the Board on a case by case basis, to request (a) player(s) being deemed eligible for the playoffs. The procedure for approval shall be a majority vote of the Board. Should a request be denied, the team manager shall have the right to appeal their case. To avoid massive appeals without merit, any appeals to the Board will carry a \$25 per person appeal cost. Should the appeal be granted, the \$25 will be returned.

Note: As of 2017, the Board will only review petitions for medical reasons. The expectations are all members are complying to all spelt out eligibility by-laws.

**12.5** The playoff standings for each formed Tier will follow a 2-point system per round until the final round and/or the Championship, which will then be a 3-point system. A game win in a round is worth 1 point, while no points will be awarded for a loss or tie. The team first to 2 points, is to advance to the next round. The other will be eliminated. The team first to 3 points in the Championship round, will be considered Champions and receive any trophy and/or prize money set out in the agreed season budget. Any property received from the League, as a trophy or otherwise belonging to the League, is the responsibility of the declared champions and must be returned in original condition (plus any approved commemorative engraving) to the League prior to the following seasons' playoffs. Any property not returned or returned not in the original understood condition, may be subject to disciplinary measures, but not limited to, the replacement of League property and any incurred financial costs.

**12.6** Total playoff game roster, where call ups are used, can not exceed ten (10) and the team must field no less than six (6) of their own rostered players. This is exclusive to playoffs only.

**12.7** Umpire costs for each playoff game are to be split equally between teams.



### **13.0 CATCHER RULE**

**13.1** The two (2) out catcher rule is optional for both teams, to be utilized at each team's discretion. If utilized, the last or previous out of the inning will pinch run for the catcher. There will be no 2 out catcher rule allowed in the final inning of play (as designated by umpire).

### **14.0 PITCHING RULE**

**14.1** A pitcher cannot retake the mound after being removed.

**14.2** A pitcher removed from the mound who is in compliance with section 16.0, must sit out the remainder of that defensive inning and can return to the mound in the next inning. Prior to removing the pitcher, time out must be called and if applicable, efforts to mend the injury should be made providing it does not overly delay the game.

**14.3** A substitute pitcher who takes the mound to replace an injured pitcher, may retake the mound later in the game providing it is in compliance with 14.2.

### **15.0 LINEUP, BATTING ORDER & SUBSTITUTIONS**

**15.1** Each team must provide a complete lineup card to the opposing team and head/plate umpire at each game. Lineups must include surnames and jersey number. In the event a team fails to submit a lineup card, that team revokes its rights as spelt out in the by-law, to protest or appeal any conflict and/or issue arising from that game and/or it's play.

**15.2** A team may only use substitutes if they have eleven (11) or more players on their bench. Substitutes must be listed on the lineup card. If a team has a player show up late and/or only has ten (10) (or less) players in the batting order, then they must add him to the bottom of the order in order to join the game in progress.

**15.3** Any starting player may be substituted for and returned to the game one time only. They must return to their original place in the batting order. Any pitcher, if removed from the game may return, but may not pitch. Any further substitutions do not jeopardize the right of re-entry for the original/starting player. Any starting player returned to the game may pitch if they have not previously assumed that position.

**15.4** A team will be allowed to designate one of their bench players to be the designated hitter (DH) for only the pitcher and all subsequent substituted pitchers in any game without otherwise affecting the status of the pitcher(s) in the game so long as the new pitcher coming into the game is a bench player and isn't already posted in the batting order. If the starting pitcher is switched from the mound to a defensive position, the use of the designated hitter will be terminated for the remainder of the game and the pitcher will assume the designated hitters spot in the batting order. If a designated hitter enters a game to pitch, the designated hitter role is terminated for the remainder of the game and the designated hitter assumes an extra hitter (EH) role. The usage of the designated hitter can only be utilized if a team has more than eleven (11) players on their bench. Should a team fall under the twelve (12) players required to use substitutes, through injury/ejection and/or otherwise, the use of a designated hitter will be prohibited. Any player designated as the DH, is prohibited from taking the field and cannot be substituted for unless otherwise spelt out in the section. If a declared designated hitter assumes a defensive position, the designated hitter role will be terminated for the remainder of the game. The designated hitter must be declared at ground rules and can only be used from the commence of the game. Once the usage of this rule is declared, it must be used for the entirety of the game unless otherwise spelt out. The designated hitter is "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation of the designated hitter. A designated hitter can be pinched hit

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for. The substitute hitter for a designated hitter becomes the 'new' designated hitter. The replaced designated hitter is prohibited from re-entering the game in any capacity. A pitch runner may be substituted for the designated hitter and the runner assumes the role of designated hitter. A designated hitter may not pinch run.

**15.3** Scorebooks outlining the Line-Ups are required to be signed by the opposing scorekeeper to ensure accuracy.

## **16.0 CUT RULE**

**16.1** Any person on the field who is cut during the game, or who arrives at the game with blood on their skin or clothes, will not be allowed in the dugouts, or on the field, until such time as proper first aid is given and the wound is covered or the blood or clothing is removed. Any equipment, including the baseball, must also be removed from the game should blood be on it (them). It is recommended that all coaches equip their team with first aid kits and rubber gloves to protect others from contact with blood. These kits should be carried to all games and practices.

## **17.0 PROTESTS**

**17.1** Protests shall be made in writing and/or via email. Protests are to be ruled upon by the Tier Convener and/or the Disciplinary Committee in consultation with any other executive(s) as necessary, within seven (7) days of the receipt of the protest.

**17.2** For a protest on rules to be filed, the protest must be made to the plate umpire before the next pitch following the play.

**17.3** The protest must also state the name of the umpires who officiated the game.

**17.4** For the Executive to rule in favor of the protest, or in the case where a protest is dealt with by the Disciplinary Committee a majority vote of its members (more than 50%) of all voting must occur.

## **18.0 UMPIRES**

**18.1** Games should be officiated by two (2) umpires. In case of emergency and with the agreement of both teams an independent body from the stands could be used to umpire, preferably for bases only. If there are no umpires present for a game, the game shall be considered cancelled and both teams may elect to play an exhibition game.

## **19.0 EJECTIONS AND SUSPENSIONS**

**19.1** CLASS I EJECTIONS (VERBAL):

a) The Executive may impose additional suspensions after a game report is received.

b) DEFINITION AND PENALTIES: Non-contact incidences (involving players, managers, coaches and/or other on-field personnel). Include but are not limited to: profanity, verbal abuse, gestures, spitting, baiting, taunting, etc., not specifically directed at game officials, umpires, opponents, team mates or spectators; or throwing equipment, throwing or kicking of dirt etc., which is directed at any individual(s). Violations of the preceding shall be punishable as follows:

FIRST EJECTION will apply to the game in which the infraction occurs plus an automatic additional game suspension. However, should an umpire's report request additional game suspensions, or should the umpires



report describe circumstances where the Disciplinary Chair feels additional games should be considered, the GHBL will take into consideration the umpire's request and/or the Disciplinary Chairs recommendations.

A SECOND EJECTION to the same player, Coach or Manager in the same season will result in a minimum three (3) game suspension (not including the game from which he was ejected).

A THIRD EJECTION in the same season will carry a mandatory indefinite suspension until a review of the Player's, Coach's or Manager's conduct may be held. A Disciplinary hearing will be held at the earliest convenience with the Committee and/or the Tier Convener notifying all interested parties, requesting their attendance. The Committee will determine the length of the suspension and the decision is final and binding. Any appeal would be as outlined in sections 20.5 – 20.8.

### **19.2 CLASS II EJECTIONS (PHYSICAL):**

It is the expectation of the League, that an umpire shall eject any player or players or personnel involved in an incident as described in 22.3 b). Should an umpire fail to eject, it is still deemed the responsibility of the Coach and/or Team Manager of the persons involved, to remove such persons from the game. Failure to do so, may result in additional suspensions of Coach(es) and/or Team Manager

### **19.3 CLASS II EJECTIONS (PHYSICAL) DETAILS**

a) The Executive may impose additional suspensions after the game report is received.

b) DEFINITION AND PENALTIES: Contact and non-contact incidences (involving players, managers, coaches and or other on-field personnel). Include but are not limited to physical touching, profanity, verbal abuse, threatening with words or objects, spitting, throwing of equipment, throwing or kicking of dirt, etc. (which is directed at ANY individual) between or among game officials, umpires, opponents, team mates or spectators. Any escalation or persistent behavior that gave rise to a Class I ejection will be treated as a Class II ejection. Violations of the preceding shall be punishable as follows:

FIRST OCCURRENCE – Ejection and immediate indefinite suspension pending a GHBL Discipline Committee hearing. All Class II ejections/suspensions are effective immediately, no appeal is necessary as a disciplinary hearing is automatic but the player must sit out until such hearing. It is the responsibility of BOTH teams to notify the Tier Convener and the Disciplinary Committee of any ejections. The Tier Convener MUST be notified immediately following the game in which the ejection occurred. If the violating team fails to notify the Tier Convener and chooses to use the player(s) in the team's following game, it will result in an additional three (3) game suspension for the player(s) and for the coach. It will also result in an automatic forfeiture of the game(s) in which the player(s) play in or the coach coaches in, until the suspension is served in its entirety.

IN ALL CASES, One of the Tier Convener, Disciplinary Committee Chair, or League President must notify the Team, Player or Coach of the result of any review whether favorable or unfavorable to the Team, Player, Coach or Manager. Those ejected and/or suspended must not play until notified of the review or appeal results, unless given permission by the Tier Convener and/or Disciplinary Committee for extenuating circumstances. All suspensions must be served in their entirety. This may result in a Player or Coach missing either playoff games or if necessary, regular season game during the following baseball season.



#### **19.4 CONDUCT WHILE UNDER SUSPENSION:**

a) All players, coaches, managers etc., while under indefinite suspension or under fixed game suspensions, shall not be present at the ball diamond during any game being played by their team, League Tournament or All-Star Game.

b) No player will be allowed to be called up or called across to another team while under suspension.

c) No player, coach or manager will be allowed to participate in the All-Star game, a League Tournament or League Play-offs while under suspension.

#### **20.0 APPEALS PROCEDURE**

**20.1** For any suspension of two (2) games or less given as a result of either: a) violation of League Game Rules and/or By-Laws, or b) ejection from a game by an umpire may not be appealed. In extraordinary situations, such as the person(s) receiving a suspension without having the ability to provide a statement prior to the suspension, the Disciplinary Committee/Executive or President may consider an appeal of a two (2) games or less suspension. Should in the opinion of the Disciplinary Chair, President or Executive, the person(s) avoided making, or refused to make a statement, no such appeal shall be given.

**20.2** For any suspension of three (3) games or more, the offending party has the right to appeal the suspension to the Disciplinary Committee in writing within forty-eight (48) hours of the notification of such suspension. A hearing will be held within five (5) to seven (7) days of appeal notification wherever possible. The offending party shall have the right to any Umpire(s) report(s) presented to the Disciplinary Chair/Committee prior to a hearing.

**20.3** The offending party has a right to present witnesses on his/her behalf at the hearing. To be allowable, a complete list of witnesses and their category of input, (i.e. character witness, present at time of offense, etc.) must be presented to the one of the Committee Chair, or GHBL President at the point in time the appeal is filed. The Committee or GHBL President reserves the right to limit the number of witnesses.

**20.4** Should an individual and/or team be appealing a suspension that individual and/or team must not participate in any League Game, League Tournament or All-Star Game that takes place while awaiting the Appeals Hearing.

**20.5** Following a Disciplinary Committee appeal ruling the offending party shall have the ability to appeal to the GHBL executive. Should the Disciplinary Committee ruling increase the original suspension the offending party may appeal within forty-eight (48) hours of the notification of such suspension. A hearing will be held within five (5) to seven (7) days of appeal notification wherever possible.

**20.6** In appeals to the Executive the offending party has a right to present witnesses on his/her behalf at the hearing. To be allowable, a complete list of witnesses and their category of input, (i.e. character witness, present at time of offense, etc.) must be presented to the GHBL President at the point in time the appeal is filed. The GHBL President reserves the right to limit the number of witnesses.



**20.7** In an appeal to the Executive, such an appeal requires a \$100 appeal fee, which will only be returned should the appeal be successful. If the appeal sees a reduction of penalties back to the original suspension or less, the appeal is deemed successful.

**20.8** Appeals of suspensions to either a Disciplinary Committee or Executive shall have a time limit for a presentation. This shall be a maximum of 15 minutes for the person appealing, and a maximum of 10 minutes per witness with the total of the appeal not to exceed 30 minutes. The Disciplinary Committee or Executive reserve the right to question any person or persons making a presentation at a hearing. Time allotment for such questions will be considered over and above the presentation. The individual and/or team appealing may at the call of the Chair, be not allowed to use presentation time to ask questions of the Committee or Executive members.

## **21.0 FORFEITURES**

**21.1** After a 1<sup>st</sup> forfeit in a given season, should a visiting team forfeit a game without due notice to allow for the cancelling of umpires and/or permit, full cost of umpires and permit shall be the responsibility of the forfeiting visiting team. On top of any associated costs, any forfeit after the 1<sup>st</sup> forfeit, which is less than 24 hours' notice, shall be subject to a \$100 fine. Any forfeit post a \$100 fine, which is less than 24 hours' notice, shall be subject to a \$250 fine for the 2nd forfeit, and \$500 for a 3<sup>rd</sup> forfeit.

**21.2** A 3<sup>rd</sup> fine in a given season, shall also see the team ineligible for playoffs and should this occur while a team is within the playoffs, their season shall be deemed as ended with their opponent deemed the series winner automatically.

## **22.0 LOCAL ASSOCIATION PRECEDENCE**

Should any association impose a suspension on a player, team, coach or manager, the other GHBL Member Associations should honor such suspension and not subsequently register the player(s) or team(s) or allow the coach(s) or manager(s) to coach or manage while the suspension is in force.

## **23.0 EQUIPMENT**

**23.1** Players may wear metal cleats.

**23.2** Players must wear a protective jock.

**23.3** Players must wear an approved batting helmet while on the field in an offensive position. A helmet with a minimum of one ear flap is required.

**23.4** When a player uses an or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball, the batter will be called out. This includes, bats that are filled, flat surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by disciplinary committee (may often depend on the number of offenses). The only exception to the rule above is pine tar. Pine tar shall not extend more than 18 inches from the knob of the bat. If it is discovered to be beyond that, the bat is removed from the game and

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play continues in all other aspects. This will be deemed an illegal bat until the illegal substance has been removed and proper rules are adhered. At any time, the manager, head coach, player/coach, or umpire, may question (or in the interest of fair play, correct) any illegal use of offensive equipment. They have no authority to manipulate or alter a player's bat due in part to speculation.

**23.5** The GHBL has no jewelry restrictions.

## **24.0 BASEBALL AND LOCAL SPORTS REGULATIONS**

**24.1** All members/players/participants must follow all Baseball Canada and/or Environment Canada procedures for extreme weather once on any City and/or Municipality property.

**24.2** Smoking tobacco or cannabis and drinking alcohol is strictly prohibited. Licensed medicinal users must disclose license to manager/coach, tier convenor and League President. Users will not be prohibited to medicate on any City property.

**24.2a** The GHBL abides by the Smoke-Free Ontario Act 2017. A full version of the Act can be found at [www.ontario.ca](http://www.ontario.ca). The GHBL does not hold any liability for any member and/or player found in violation of the Act.

**24.3** A "Zero Tolerance" format is enforced at all sporting facilities in Ontario, regarding violence and abusive behavior. This applies to both game participants and spectators.

## **25.0 SPECTATOR BEHAVIOR**

**25.1** It is the responsibility of any coach to assure acceptable behavior is maintained amongst his team's spectators. Failure to do so could result in said coach being ejected from the game by game officials or the game being forfeited to the opposing team. Should an ejection occur it follows with an automatic one (1) game suspension.

## **26.0 CONDUCT**

**26.1** If a player or coach is ejected from a league game, an automatic one game suspension shall be enforced for the next league or playoff game. The player or coach may be subject to an additional suspension pending a hearing by the Executive upon review of the umpires' report. In extraordinary situations, the Disciplinary Committee/Executive or President may consider an appeal of this automatic one game suspension.

**26.2** Absolutely no harassment of umpires or the other team's players or coaches or spectators will be tolerated. It is the umpire's sole discretion as to what constitutes harassment (i.e. chanting from the dugout, done under the guise of support for teammates, but actually done to distract an opposing player, etc.) The umpires reserve the right to eject from the game any player, coach or spectator who uses abusive language or generally refuses to conduct himself in a sportsmanlike manner. The manager/head coach is responsible for the conduct of his team's fans and can be ejected from the game by the umpires if the fan's conduct is unacceptable.





## **27.0 PRE-GAME**

**27.1** The home club's batting practice and pre-game warm-up must be completed fifteen (15) minutes prior to the scheduled game time; while the visiting club's fielding practice will be for the next ten (10) minutes. This will allow five (5) minutes for consultation between the umpires and team representatives for ground rules. It is the duty of the team manager to have his team vacate the diamond within the required time. When a team is late for its allotted practice time, they shall forfeit their practice rights. In the event that the diamond is not available right before game. Provided time allows, both teams may be allowed a quicker infield (with home team going first) In no circumstances should only one team be allowed an infield.

## **28.0 BASEBALL BATS**

**28.1** The GHBL allows for only the use of wood and composite wood baseball bats. Metal baseball bats are prohibited.

## **29.0 DISCIPLINARY COMMITTEE**

**29.1** The Disciplinary Committee shall have the ability to levy non-financial penalties against teams and players who break GHBL Rules and/or Conduct. These penalties may include probation; suspension subject to a player taking anger management counselling or training; suspension for the balance of a season or longer, including a lifetime ban from play in the GHBL.

**29.2** Any such non-financial penalties, are appealable to the Executive. Such an appeal requires a \$100 appeal fee, which will only be returned should the appeal be successful. If the appeal sees a reduction of penalties, but not an elimination of the penalties, the appeal fee is not returned.

Updated April 9<sup>th</sup>, 2019