



Serving Youth Baseball for Over 50 years

BCML Travel Baseball

A Division

RULES AND POLICIES

Spring 2018

Rev 1/7/2018

A. PURPOSE OF THE A DIVISION

To provide an opportunity for advanced baseball players to display their baseball talent and participate in competitive venues against like skill level players. The BCML also provides value added services for participating organizations; low cost team insurance, training for managers and players, plus health and safety information.

B. AGE GROUPS INVOLVED

9-10 Age Group: Cannot be 11 before May 1, 2018

11-12 Age Group: Cannot be 13 before May 1, 2018

13-14 Age Group: Cannot be 15 before May 1, 2018

C. ADMINISTRATION OF THE LEAGUE

The League is governed by the volunteer cooperative efforts of the BCML, Inc. Board of Directors, consisting of a CEO, CFO, and COO. All of its rules and regulations will be established and/or changed by the Board of Directors using a simple majority vote basis. Administration of the league is performed by the following positions; BCML Commissioner, BCML Vice-Commissioner, BCML 8U Division Administrator 9-10 Division Administrator, 11-12 Division Administrator, 13-14 Division Administrator, 16U Division Administrator, and 18U Division Administrator.

A Division registration forms are due by **March 30th, 2018**. No Additional registrations will be accepted after this date. The first scheduled game for all **teams will be April 8th, 2018**. All teams are invited to play in the BCML Division Championship Tournaments the weekends **of June 2nd and 3rd and the finals the weekend of June 9th and 10th**. **Rain dates will be the week nights between June 11th and 15th**.

The A Division League registration fee is **\$135** per team, which includes an elimination end of season tournament. Registration fees due online at time of registration via credit card payment. Any **non-registration or non-insurance fees** can be made payable by check to: **BCML, PO BOX 44198, Nottingham, MD 21236**. **All registration and insurance payments must be made online using a credit card when submitting forms.**

INSURANCE REQUIREMENTS

ALL teams MUST have individual team insurance coverage and provide additional insured certificates with BCML, Inc. named as additional insured. Note: only insurance policies that can or do provide additional insured certificates will be accepted, no exceptions.

The additional insured certificate must be received by the BCML before any team can be included on the official season schedule and must be included in the team binder, available at each BCML venue in the event it is needed.

Each player MUST have a medical release waiver signed by the responsible parent and retained in the binder as well. This is a requirement of the BCML insurance carrier and is not negotiable. If there is no signed waiver the player is ineligible to play.



Address to be used for Team Insurance "Additional Insured Certificates" (only):

BCML, Inc.

7258 Holestein Ave.

Glen Burnie, MD 21060

Teams may secure insurance thru the BCML as a value added service to our participants if desired, insurance information is on the website.

Violations

Action taken for violations of the enclosed rules and regulations may result in game suspension, season suspension, or removal from the league for the manager. Forfeits are only awarded against teams not showing up for a scheduled game, all other former forfeit violations now result in a manager suspension, this rule change was implemented to eliminate penalizing the players for a managers inability to follow rules. The BCML Commissioner or BCML Board of Directors must approve disciplinary action taken by the league against any player, manager, team or organization.

All league information will be disseminated using the BCML website and/or email - www.bcmlbaseball.org

Communication

It is important all communications regarding BCML matters be initially communicated or followed up by a clear and concise e-mail. Too many issues are communicated verbally with no verifiable facts to render concise decisions or clarify issues.

Communications between team managers and counterparts must be copied to the appropriate age division administrator and all others involved; managers, coaches, BCML officials, etc. The administrator will copy any additional BCML personnel as required. The e-mailer is not limited to who he can copy beyond those identified above. Any facts or communications not copied or directed as an e-mail to the division administrator and copied to all involved will not be utilized or considered in any decision making process, no exceptions.

All agreements (not disagreements), on or off the field, must follow the procedure of e-mailing the division administrator at first opportunity. All participating managers are responsible to send an e-mail explaining the situation. If you have an agreement in the presence of an umpire; include the time, date, and location so the umpire can be questioned if required. All on field agreements must be disseminated to the umpire and e-mailed to the division administrator, no exceptions. *Any agreement on the field not clearly disseminated to the umpire will not be considered in decision rendering. Request the umpire to repeat the agreement in front of both managers to assure a clear understanding of the information disseminated, this will eliminate confusion during any resultant disputes.*

This revised rule has been implemented to minimize misunderstandings and protect those with good intentions

D. MEETINGS

One in-person manager meeting will be conducted for the 2018 spring season date, time and location to be determined, generally the end of January. Several webinars may be conducted in addition to the initial in-person meeting. The BCML manager's meeting is used to for feedback from the attendees, however, Board of Directors has the authority to implement rule changes and revise the posted rules; the website must clearly identify the date of the last rules change to assure the managers have clear indication of which version of the rules are current.



The BCML management will enforce the posted rules as they are written, no interpretation or reading between the lines will be attempted for any situation. Only obvious mistakes in the posted rules will be revised after the season begins, no rule changes in principle will be made until after the season is over unless an egregious injustice is apparent for multiple teams.

It is the responsibility of the managers to maintain a current revision of the rules in the team binder and have present during all BCML games. Each manager should inquire of the umpire his reading and understanding of the BCML posted rules.

E. GENERAL BASEBALL RULES

With exception to the specific rules herein, the Official Major League Rules will be followed for all age groups. All rule interpretations will be determined by the umpire(s) officiating the game, disputes should be finalized on the field. Inability to resolve a dispute shall result in a protest that must be filed on the field at the time of the protest. The protest rules (section F.1 Protest) must be followed for protest consideration, no exceptions.

These rules apply for the 2017 BCML spring season for the A Divisions.

1. GAMES

All games will be seven innings in duration, except for the 9-10 age group, which will play six inning games. A game is considered official after four innings are complete (or after three complete innings for 9-10) when the game is called due to inclement weather or darkness. Tournament games will be played in full, incomplete games will be considered suspended until completed.

The home plate umpire is responsible to determine if a game should be halted for any reason once the game has started. Once the umpire halts play the game is considered complete at the point of time that the umpire stops play.

If the game is a tied score and has reached the point in time to be considered an “official game” (first paragraph in this section) the score, batting statistics, outs, etc reverts back to the start of any inning. If score is not tied the game is considered officially complete and the team with the most runs is determined the winner.

Tie games or games with less innings played to qualify for an official game is considered a suspended game. Only these two situations can constitute a suspended game. Suspended games resume at the exact situation and point of time in the game when the umpire stops play. If both teams agree via e-mail to the division administrator the suspended game can be determined a complete game with the final score being the actual score when the game was suspended. Note: each team would receive two points for a tie game.

Home team gets their choice of benches. The *home field* team is responsible for determining if fields are playable prior to the start of a game. The visiting team must be contacted a minimum of three (3) hours prior to the scheduled start of a game if the game is to be postponed due to inclement weather or unplayable field conditions. Each team is responsible for keeping their own score but scorekeepers should verify scores with each other during and after the game.

There is no time limit for any BCML scheduled games unless specifically stated otherwise. Extra innings will be played to break a tie. If both teams agree and inform the umpire as such, the umpire can end the extra inning game as a “tied score” complete game.

All A division teams will be scheduled double headers every Sunday from week one thru the last week of the season. The BCML championship tournament will be played during one weekend if at all possible, Saturday games for sure, possibly Friday evening. Default start times for regular season first games will be 11:00 am Sundays. Home teams may elect to request preferred start times during registration.

Back to back games played on the same field; the second game will begin 20-30 minutes after the completion of the first game, or at the scheduled start time, whichever is later.



Forfeit time is thirty minutes after the scheduled start time; forfeits are determined by the umpire when the grace period expires. The forfeiting team is responsible for the full cost of the umpire for the forfeited game(s).

All registered teams qualify for the BCML championship tournament, fees for this tournament is included in the team registration fee.

Each team will supply one new baseball to begin each game and any additional balls needed during the game will alternate between home and visitor. The 9-10 age group will use Official Little League Baseballs; the 11-12 and 13-14 age groups will use Pony League Baseballs or equal. Each team is responsible for keeping its own score.

The home team's league contact person or team manager is responsible for determining if fields are playable prior to the start of a game. Teams **must** be contacted **at least 3 hours prior** to the scheduled start of the game if the game is to be postponed due to inclement weather or unplayable field conditions exist.

2. UMPIRES

The umpire is the only person who is in charge of the game, not the teams, once the ground rules are completed. The umpire is the person the BCML will confront to compile the facts for any decision rendering. The BCML may elect to include the facts as perceived by the manager(s), however this is not required or mandatory in any decision rendering.

The umpire's decision will determine the results of any complaint by either manager for unsafe field conditions. If the umpire determines the field to be unsafe for any reason the game may be moved to the other team's field or the game may be considered postponed and rescheduled. Playoff games will be moved to another field if the umpire determines the field to be unsafe. If the umpire determines the field to be playable and either team does not or will not field their team the game is considered a forfeit.

The **home field** team is responsible for obtaining the services of an umpire(s); scheduling, communications, contracts, and coverage verification for each regular season home game. It is required to have a qualified **adult umpire** for each league game, if both teams agree two umpires may be utilized, except 13-14 A where two umpires are mandatory, no exceptions. Both teams will equally split the cost of paid umpires. If no umpire(s) show up for the game, every effort should be made to find adequate officiating in order to play. Teams may reschedule as a **last resort** with the consent of both managers. (See previous section 1.)

Adult umpire definition for this document content: Umpires must be a minimum of 18 years old and be certified to umpire any BCML game. The home team manager will be suspended for 2 games for allowing any game to be scheduled with under aged umpires. Inexperienced umpires are the number one cause of unruly and unacceptable behavior from fans, managers, and players.

The umpire and the managers must control the game situations, inexperienced umpires inevitably allow the situation to get out of control. See Manager and Umpire Policy guidelines section E.7 below.

REMINDER: 13-14 A must use two umpires, no exceptions.

The BCML is responsible to arrange and scheduled umpires for all BCML tournament games, but both teams will be responsible to split the umpire fees for these tournament games.

3. TEAM ROSTERS

It is the team and organization's responsibility to comply with the BCML roster rules and policies. Failure of the manager or travel coordinator to be forthwith or withhold information from the BCML officials may result in the suspension of the team manager.



Ignorance of the situation is not a defense or excuse, seek clarification if you have any doubt or questions.

A Division Rosters

All A Division players MUST REGISTER AND BE A MEMBER IN GOOD STANDING WITH THE ESTABLISHED BASEBALL ORGANIZATION BEING ROSTERED. "A" Division players *do not have to play in-house*; However, the BCML strongly suggests participation.

Any player within the same organization can be brought up to the A team roster for any regular season game, phone contact notification and acknowledgment by the division administrator is required. A maximum of three call ups allowed per player, the third call up requires permanent roster addition of that player.

- An initial roster must be posted on the BCML website prior to the first division scheduled game. A maximum of 15 players allowed on the roster. The website roster must match your game roster, if a player is not on the website roster they cannot play, Administrator must approve all additions.
- Changes will be allowed to your roster anytime up to 3 days prior to the playoffs, however division administrator must be notified and acknowledge/approve all roster changes and additions via email confirmation, no exceptions.
- Failure to submit an initial roster by the first game will constitute a suspension of the manager until the policies are satisfied. NO EXCEPTIONS; NO EXCUSES ACCEPTED.
- 15 players roster allowed for the championship tournament, no players can be added during the tournament with exception to the injury note above.

If a manager suspects a player on the opposing team is not on the roster; the suspecting manager is responsible to bring up the oppositions website roster on a mobile device and address the umpire with the specific player(s) objection. The umpire will ask the objected player(s) his/her name and check if the player is on the roster using the manager's presented mobile device display. If a player is determined to not be on the roster the player will be removed from the game and the offending team's manager is suspended for the remainder of that game and the next game

4. TEAM BINDERS

Each team is required to have and maintain a team binder with all required documents available for inspection. This binder must be available at each game and must be presented if requested by the umpire or if the other team has a question of player eligibility. It is the team manager's responsibility to make sure the information on the website matches the information in the binder. Due to identity theft concerns birth certificates are not mandated, however, the medical waiver requires a league age filled in and signed by the parent. The medical waiver is a legal document that shall not be falsified. Falsified waiver will result in the **suspension of the player and the manager** for the remainder of the season. Any parent falsifying a waiver form may be prosecuted at the discretion of the BCML.

Binder must consist but not limited to the following:

- 1) Official BCML team roster, printed from the current team webpage
- 2) Copy of insurance policy with additional insured adder per rule F.9 of this document
- 3) Copy of parent signed 2018 Waiver Release form for each player
- 4) Contact information for the BCML division administrator & BCML executives.
- 5) Copy of 2018 BCML Spring Rules
- 6) Copy of the BCML Manager and Umpire Policy

5. PLAYING RULES:

Field: Pitching distances will be 46 feet for the 9-10 age group; 50 feet for the 11-12 age group, and 60'- 6" for 13-14 and 15-16 age groups. Distances between the bases will be 60 feet for the 9-10 age group; 70 feet for the 11-12 age group; and 90 feet for the 13-14 age group. Home team gets their choice of bench.



Pitching: The pitching week is from Monday to Sunday. Managers are required to advise the opposing manager of the innings pitched in the current week by any pitcher when requested. Any game in which a pitcher is found to be in conflict with the following pitching limits will result the suspension of the manager violating the rule for the next two games, ruling should be made by the umpire the day of the game as a result of a protest by the opposing manager. The BCML website has recommended pitching safety documentation for the manager and parent to utilize when considering the safety of their player or son/daughter.

A Division Pitching

Allowable innings for A division are as follows:

9-10	4/day & 6/week
11-12	7/day & 10 week
13-14	7/day & 10/week

Base Running: The stealing of bases is allowed in all age groups.

9-10 age division; the runner may not leave the base until after the pitched ball has crossed home plate. Therefore, stealing after a walk and before the ball is pitched to the next batter is prohibited unless there is a play on another runner prior to the next pitched ball. Players are permitted to steal home on a throw back to the pitcher from the catcher, unless the umpire has awarded time out.

In both the 11-12 and 13-14 Division the runner may lead off from and steal any base; major league rules.

6. SUBSTITUTIONS:

Each team will have the option of batting and substitution as follows:

- A. Bat 9 and field 9. Once a player is removed from the game he may re-enter the game under the stipulation in option B below.
- B. Bat 10 and field 9, the 10th batter is a DH (designated hitter) and cannot be played in the field.
 - If using option A or B starting players may be re-entered once. They must be re-entered in the same position in the batting order that they started. The pitcher must be removed on the second trip to the mound in the same inning, and cannot re-enter to pitch. Also, if a player is injured after all eligible players have been used, the team may re-enter another team member (Injury Only).
- C. Bat your entire roster and field 9. You would have free substitution of players, except for the pitcher. If a player is injured, leaves the game, or is ejected from the game he will be called out the next time the player comes to bat. Ejections result in an out for each at bat, only one out will be called on a player removed for injury, the first scheduled at bat after the removal for an injury. Should a player arrive late if this batting option is elected he will be inserted at the end of the batting order immediately upon arriving.

Whichever batting option chosen must be declared prior to the start of the game and may not change once the game has started. You must start with at least 8 players and may finish the game with 8 players. Failure to finish with 8 players will result in a loss scored at 6-3. Players arriving late must be entered at the end of the lineup immediately upon arrival dependent for the batting (all) option.

If an injury occurs to the 9th player in the lineup with no substitution available, the game can continue with 8 players. Ejection of the 9th player with no other player available results in the game being ended with the ejected player's team losing 6-3.



7. SAFETY RULE

For all age groups: A player MUST AVOID CONTACT OR SLIDE. Failure to avoid contact may result, in umpire's judgment, being called out and/or ejected from the game.

There will be no head first sliding into a base in any age group under 13-14. Returning to a base head first is acceptable.

8. GAME CONDUCT

No smoking or alcoholic beverages allowed on the field, bench area, or in the stands by coaches, parents or fans. If detected and not removed upon request, ejection from venue will be assessed by the umpire or field official.

Unsportsmanlike conduct by players, managers and coaches will not be tolerated. Razzing of opposing players is not allowed. The permissible number of warnings for infractions are detailed in the "Manager Umpire Policy".

Managers are responsible for their team, their conduct, and the conduct of the team's fans. Failure to control any of the above will result in the manager being issued the appropriate warning(s) by the umpire, and if in the umpire's judgment he has issued the appropriate warning with no positive results, the manager will be ejected and must serve a second game suspension for the next game.

Managers are to be exemplary figures and should conduct themselves accordingly, formal written complaints will be investigated and dealt with as the BCML management determines to be relevant to the offense.

The Manager/Umpire Interaction policy must be read and reviewed prior to the game during the ground rules. If the ground rules are completed without reviewing this policy to both manager's satisfaction.....ie, any objection to the detail reviewed constitutes non-satisfaction. Failure to satisfy both managers and the umpire constitutes the ***home field team manager being suspended for that game***, no exceptions.

See Basic Manager/Umpire policy contents below:

Manager:

- No F Bomb profanity; no warnings for coaches, players, manager.....one warning for fans
- All other profanity or player/coach misconduct – one warningtwo warnings for fans
- No manager or coach can dispute balls and strikes; one warning.
- Only the manager is allowed to address the umpire; one warning.
- Overzealous actions or theatrics regarding calls or during disputes; one warning.
- Manager is responsible for player's and coach's behavior; one warning.
- Manager is responsible for parent's or fan's behavior; two warnings.
- Any player, coach or fan ejection also requires manager ejection.
- Any ejection constitutes all ejected plus manager suspension for the next league game.
- Once the game starts; no forfeits, except less than 8 available players.
- Managers must present binder documents at request, failure constitutes ejection.

Binder must consist but not limited to the following:

- 1) Official BCML team roster, printed from team webpage
- 2) Copy of insurance policy with BCML named as additional insured
- 3) Copy of parent signed 2018 waiver form for each player, with correct league age
- 4) Contact information for the BCML division administrator & BCML executives.
- 5) Copy of 2018 BCML Fall Rules
- 6) Copy of BCML Manager Umpire Policy".



Umpire:

- The number of warnings above must be complied with prior to ejection.
- A one-time clear concise explanation of a rules decision or disputable call is required.
- Fraternalizing on one team bench is prohibited, alternating is required.
- No coaching or advice offerings to players permitted without the manager being present and in agreement.
- Communicate loud and clear, repeat at least once if requested.
- The Umpire must have read and understand **section E and F** of the BCML published rules, if not read them now. **If a rule is not specifically stated revert to Major League Rules!**

The Manager/Umpire Game Conduct Policy must be read and agreed to by the umpires(s) and managers during the ground rules before each game, this is not an option. These policies are not negotiable and must be followed. This policy has been agreed to by the BCML and the Umpiring Associations. This policy has been implemented to eliminate any excuses for either the manager or the umpire for not acting as expected by the BCML or the BCML approved umpiring association.

9. SLAUGHTER RULE

A 10 run Slaughter Rule is in effect if after 4 innings for 8U & 9-10 or after 5 innings for 11-12 or 13-14, if one team is behind by ten (10) or more runs [maximum runs allowed to be scored in any one inning for 8U division is five (5)], **except the losing team in the last inning**. The game will end at the end of the inning unless the home team is the team ahead by 10, then it will end after the visiting team has batted.

If the game is suspended for any reason with one team ahead by 5 or more runs the managers may consent to end the game. The umpire must be notified as such before he leaves and he will call the game as complete.

F. MISCELLANEOUS

1. PROTESTS

Any on field disagreement is only settled one of two ways; 1) the umpire decision on the field (**BCML preferred option**), or 2) a formal protest. Do not attempt to circumvent this policy. **If the umpire makes a decision that is considered to be defiant or not within the rules or an official Major League rule**, you will need to follow the formal protest procedures explained below. **Important:** if you do not formally file a protest to the umpire prior to the end of the game, or the inning if the situation requires according to these rules, the protest is invalid.....only the umpire can verify the legality of the filed protest.

The umpire must acknowledge and announce to both teams that the game is being played under protest, If a manager has presumably stated he is playing the game under protest and has not heard the umpire reiterate the same it is the manager's responsibility to make sure the umpire hears and announces any intent for a formal protest, if the umpire does not formally announce the protest there is no protest considered.

Every effort is to be made to resolve all disputes on field prior to proceeding with the game, however, managers must keep the game moving and remember it's about the kids, not the manager or the umpire.

The protesting team must advise the League Commissioner within 24 hours of the protested game's end time. The League Commissioner or Board of Directors will resolve the protest. A \$30.00 protest fee must be submitted to the League Commissioner before a ruling will be given on any protest. Failure to provide the \$30.00 fee within 5 days of filing the protest constitutes withdraw of the protest; however, the \$30.00 protest fee is still required. Successful protesters will get a full refund of the protest fee.

2. UNIFORMS/EQUIPMENT



Members of each team must be outfitted in a complete uniform, meaning all caps, shirts and pants matching. Each player must have a unique legible number on the back of his jersey. **Players not wearing the specified uniform will not be permitted to play. Teams may use a temporary written waiver by a BCML official if uniform delivery timing is an issue.**

STEEL SPIKES are permitted for the 13-14A division. Catchers must wear a protective cup, throat protector, a catcher's mask with a cap, and use a catcher's mitt during the game and warm ups.

Bat legality as indicated below:

9-10 AUSA certified bats

11-12 AUSA certified bats

13-14 ABBCOR Standards (information for BBCOR is on the BCML website under "BCML Training & Health Info")

Authentic wood bats will state it is "Authentic Wood Bat" on the bat and they are permissible, composite wood bats must have a BBCOR identifier permanently affixed to the bat the same as all metal or composite bats (Non Wood).

3. GAME SCHEDULE CONFLICTS

Every effort should be made to play each and every game. However conflicts and field unavailability may arise; therefore, the manager from each team should try and work out another date to play within two weeks. The league is not responsible for rescheduling missed games.

- All correspondence for making up games must be in the form of e-mails that are copied to the division administrator.
- **The sooner a game is rescheduled the easier it is to play the game.**
 - **Within 3 days of the postponement the home team must supply the visiting team 3 optional dates and times. (must copy division administrator)**
 - **If the visiting team can not make up the games on the proposed dates and time offered by the home team they will offer the home team 3 alternative dates and times.**
 - **If there can be no agreement on a new date and time for the rescheduled game and the division administrator deems the negotiations fair and reasonable both teams will be awarded a "no play" status for that game and no points will be awarded to either team.**
- Home teams are responsible to updating the status of scheduled games; including revising date and time on the website schedule as per the rules herein.
 - TBP (To Be Played) cannot be the status of a game with a past date. The status must be revised to CAN (Cancelled) or PPD (Postponed).
 - Once a new date is determined the status is then TBP
- **Teams must play 50% of your scheduled games to be included in the division playoffs.**
- **BCML strongly encourages teams to reschedule games within 2 weeks of the original date!! Please include an administrator in all emails rescheduling games.**

4. AWARDS

No awards, such as trophies or plaques will be awarded for league play. Individual awards, tee-shirts for the championship roster and tee-shirts for the Finalist roster as well as a team trophy for both the champion and finalists will be awarded for each age group (maximum of 15 individual awards per team). The consolation bracket team winner will receive a team trophy; no other consolation prizes will be awarded. All-star tee-shirts will be presented to each player; All-Star MVP plaques will be awarded to a member of each all-star team as elected by the opposing team players.

5. All-Stars

The BCML will host all-star games for each division and age group, the games will be scheduled Tuesday, Wednesday or Thursday June 13th, 14th, or 15th. The BCML will determine the number of players to represent each team, dependent on the number of team in a division age group. All player selection MUST BE selected by



the players on the team. Alternates will not be permitted unless requested by the BCML. Do not promise a player that he is an alternate, we will not adjust policy to prevent manager embarrassment.

6. FORFEITS

Teams that do not show up on game day without at least a 3 hour notification must pay the total cost for the umpires both teams share of the umpire charges and will be awarded -3 points in the point's standings for their actions. This is the **only pre-game infractions** that will result in a team loss and will also result in the team being assessed a \$25 forfeit fee. All other typical forfeit events or actions will result in manager suspensions as defined within these rules.

The final score of all forfeit games will be 6-3. This is the average score of a Major League baseball game.

Any other issue(s) normally or previously assessed forfeits will now be handled via a manager suspension for the duration of the stated policy or if not specifically stated, the discretion of the BCML management dependent on the severity of the infraction. This rule change was implemented to protect the players from suffering a penalty for the manager's inability to understand or follow the rules.

Forfeit fees must be paid before team will be permitted to play the next scheduled league game or carries over to the following season or until fee is paid. **NOTE:** If your team reports for a game and the other team is not present and you have not been notified, contact the division administrator before you leave the field.

7. SCORES

Scores are to be input on the website by the winning team within 24 hours of the game completion. Contact the division administrator if a team fails to show for a scheduled game. Contact the division administrator if teams are deviating from the schedule or an authorized revised schedule for other than weather related reasons.

8. MANAGER PREGAME COMMUNICATION

It is not possible to regulate and enforce a hard fast rule for manager communication but if we could we would! Managers **must** contact the opposing manager by at least Thursday before the scheduled game to discuss the game criteria and clarify any outstanding issues. If there are any issues that cannot be resolved during this normal communication this should give ample time for the division administrator to clarify said issues. It is suggested to discuss and confirm at the very minimum the following during the manager discussions:

Game location including field #, any parking issues to be conveyed to the parents, game start time(s), verify umpires arranged (home field not home team is responsible to arrange umpires), umpire cost, who will post the score, restrooms or not, concessions or not, permanent spectator seating or not.

9. LEAGUE CHAMPIONSHIP TOURNAMENT

The optional Division Championship Tournaments will be scheduled for the weekend of **June 2-3 and June 9-10** **rain dates weekday between June 11-15**. There will be no **additional** cost for 2017 BCML registered teams to participate. Each team will be responsible for splitting umpire fees and supplying game balls.

Pitching rules in section 4 of this document will apply for the tournament: The pitching week will run from Monday thru Sunday.

Teams may start the game with eight players and may finish with eight players, players arriving late must be entered at the end of the lineup immediately upon arrival dependent for the batting (all) option.



Playoff games may be scheduled for the first place team at their home field, at their field for a multi-playoff game BCML venue. If the first place team is unable or does not want to host, the second place team will have the option, then down the standings to find a host venue.

Home teams (bats last) are as follows;

3 game series - first game is lowest seed, games 2 and 3 (if Nec) are highest seed

Bracket play – Highest seed is home team

Round-robin play – highest seed is home team

10. ETHICAL PROVISIONS

Any and all information pertaining to participating organizations, teams, players, etc. obtained from the website, e-mails, or any other communication is strictly forbid to be used for any purpose other than official BCML functions or activities.

Participating managers or coaches soliciting players from other BCML teams may be suspended as the BCML officials determine.

Managers, coaches or parents violating this rule are subject to suspension at the discretion of the BCML Board of Directors.

The BCML considers breach of privacy a major violation of the rules and acceptable human conduct.

