



# Abbotsford Minor Baseball Association

## Updated 2024 BC Minor Baseball rules.

### 13.6 Communication at 13U and Younger Age Groups

**Before, during or after a game coaches or players may not approach an Umpire for any reason except that they May:**

- A. Attend the plate meeting.
- B. Request the Umpire to call "Time."
- C. Raise a safety concern.
- D. Approach the Umpire to make a substitution on defence or offence.
- E. Request the plate Umpire to ask their partner for help on a half swing when the plate Umpire calls the pitch a ball, but not when the pitch is called a strike. The plate Umpire will consult with the other Umpire for a determination which will be final.
- F. Approach the Umpire to protest a game based on an interpretation of the Rule of Baseball on terms as set out in this Rulebook. **(No protests are allowed at 11U and younger divisions.)**
- G. Shake the Umpires hands post game.
- H. Thank the Umpires and or offer words of encouragement.

### 13.7 At 13U and Younger Age Groups Coaches or Players at any time MAY NOT:

- A. Argue any Umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out.
- B. No player, manager, coach, or substitute shall object to any judgment decisions.
- C. Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, *to argue on BALLS AND STRIKES will not be permitted.* The Umpire shall immediately eject any manager, coach, player, or team representative that continues to approach an Umpire after their decision has been made.
- D. Harass or verbally abuse any official on the field of play before, during or after any game. Contravention will result will be the person being ejected from the game subject to further possible discipline by BCMBA.
- E. If the manager comes out to argue with first or third base Umpire on a half swing they may be ejected as they are now arguing over a called ball or strike