



Baseball Nova Scotia Handbook

2022 EDITION

Notable Changes to the 2022 Baseball Nova Scotia Handbook

5.2.14.6 Pitches thrown on a called balk count towards pitch count. If the pitch is not delivered, no pitch is recorded.

5.3.1.4 All BNS rules are applicable to BNS Provincial Championships, unless otherwise stated in this section.

5.3.1.5 At 11U A and 13U A, all events at Tier 2 and lower will have a 3 run limit per inning. The final inning will be open.

5.3.1.6 At 11U A and 13U A Tier 1, all events will have a 5 run limit per inning. The final inning will be open.

5.3.1.7 Courtesy runners for the catcher are not permitted at the BNS Provincial Championships.

5.3.1.8 Extra innings in the round robin will start with runners on first and second (previous two batters in the line up). Extra innings in the Championship game will be played under normal rules (no baserunners).

5.3.1.9 Teams cannot start a game with less than 9 players. Should a player be injured during the game, and drop a team to 8, they can continue with 8 players. Should an ejection result in a team dropping to 8 players, the game will be forfeited.

5.3.1.10 Time limits do not apply to BNS Provincial Championship games.

5.3.11.9 Runs scored in extra innings during the round robin do not count towards tie breaking calculations. Only runs scored during regular play shall count towards tie breaking calculations.

5.3.11.10 In mercy rule situations, the winning team shall get credit for a complete game when calculating tie breakers (7 defensive innings; 6 innings for 11U). The losing team shall only get credit for innings played.

5.4.5 12U Girls Rules

5.4.6 14U Girls Rules

6.3 - Revised suspension and discipline guidelines

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1. Presidents Message

On behalf of the Executive, Staff and Board of Directors of Baseball Nova Scotia, I would like to take the opportunity of extending a warm welcome to all the players, coaches, umpires, officials and team volunteers to the 2022 baseball season.

The 2022 season will be a busy one. Enjoy the experience, while encouraging and supporting the participants, re-kindling old friendships and making new ones.

To all the players, give it your all and as you do so, play fair, strive to win, but win or lose, do your best.

Like us on Facebook: www.facebook.com/baseballnovascotia

Follow us on Twitter: www.twitter.com/baseball_ns

Follow us on Instagram: www.instagram.com/baseballnovascotia

Finally, I take the opportunity to wish safe travels and a very enjoyable and rewarding baseball experience this summer.

Sincerely,

Andrew Downs

President, Baseball Nova

2. Organization & Governance

2.1. Governance

An elected Board of Directors, including an elected Executive operate Baseball Nova Scotia on behalf of its membership. Day-to-day administration of Baseball Nova Scotia is the responsibility of the Executive Director and office staff.

Between meetings of the membership; it's Board of Directors, consisting of five Regional Directors, the Executive, the Supervisor of Umpires and the Past President are responsible for administering the affairs of Baseball Nova Scotia.

Between meetings of the Board of Directors, it's Executive, consisting of the President, the VP Operations, VP Finance, VP Girls Baseball, the Secretary and the Supervisor of Umpires are responsible for administering the affairs of Baseball Nova Scotia.

Between meetings of the Executive, the President and the Executive Director are responsible for administering the affairs of Baseball Nova Scotia.

2.2. Communication Pathway

- If you are a player, contact your coach or association representative.
- If you are a coach, contact your association representative.
- If you are a club representative, contact your regional director or the executive director.
- If you are a parent, contact your coach or association representative.
- If you are a parent and have issues with your respective association, contact the regional director or executive director.
- If you are an association representative, contact the executive director or president.

2.3. Calendar of Events

Refer to the Baseball Nova Scotia Website (www.baseballnovascotia.com) under Members.

2.4. Membership

2.4.1. Returning Associations/Members

Associations must have their member data entered into the Baseball Nova Scotia membership database no later than the date specified in the Calendar of Events.

Associations will be set up with login information for their club allowing them to submit the current season information. To obtain this information please contact the Baseball Nova Scotia Office.

2.4.2. New Associations/Members

If you are not currently a member of Baseball Nova Scotia and are looking to join please contact the Operation Coordinator. To join as a new member, we will require club president contact information and club registrar contact information to get the association setup.

2.4.3. Membership Fees

Baseball Nova Scotia membership fees for all; Players, Coaches, Managers, Club Executives, Volunteers and Umpires is **\$20.00 per individual**. This fee is for all the above and not only Rep or Bluenose League Members.

Note: Each individual pays a maximum of \$20.00 (excluding umpires). Example: If you are a player as well as a coach you only pay the \$20.00 once.

2.4.4. Member Services

Baseball Nova Scotia members have access to the following services:

- Insurance
 - Accident
 - Liability
- Access to BNS Technical Director
- Access to Baseball Nova Scotia Programs
- Player Development
 - Challenger Baseball
 - Winterball
 - Rally Cap
 - Grand Slam
 - My First Pitch
- Provincial Teams
 - 15U Selects
 - 16U Girls
 - 17U Youth Selects
 - 21U Women's
- Coaching Development
 - NCCP Clinics
 - Provincial Coaching Education Sessions
- Competitions
 - Bluenose League
 - Provincial Qualifications
 - Provincial Championships
- National Elimination (AAA only)
- Access to Sport Nova Scotia Fundraising
- Access to KidSport
- Year-Round Support

2.5. Proof of Age

2.5.1 Each association is accountable for ensuring the correctness of player information recorded on their rosters. There is no requirement to submit proof of any player's age while filing team rosters, though it is collected during membership registration. If any Head Coach or Manager has reason to question the age of any player their association may submit a written appeal to the Baseball Nova Scotia office and include a \$100 process fee. The association of the team under question will have 48-hours to submit the requested proof of age to the BNS office. Acceptable proof of age will be

determined from a photocopy of birth certificate, driver's license or Provincial Health Card. If the appeal is successful, the \$100 fee will be returned to the association.

2.5.2 Return of original proof of age documents cannot be guaranteed by BNS.

2.5.3 Submission of falsified documents shall lead to the team's suspension for the remainder of the year plus the head coach will be suspended during the next playing season and the same for the player and any member of the team's coaching/management staff or any association executive who were aware that falsified documents were submitted and did not report same to BNS.

2.6. Residency and Player Transfers

2.6.1 For all age divisions, in order to be eligible for provincial play downs, a player(s) **must** be a resident of Nova Scotia (city, town or village) before June 1st of the current playing season. It is the responsibility of the registering association to ensure the requirements outlined in this part are fulfilled. Extenuating circumstances will be considered upon appeal to the Regional Director.

2.6.2 Residence is established by:

- a) The parents' usual residence when parents live in the same house, or if one of the parents is deceased, the usual residence of the surviving parent as of April 1st of the current calendar year.
- b) In cases where parents do not live in the same residence, the athlete shall choose which residence they wish to use as their usual residence.
- c) When legal custody has been granted to a third person, the usual residence of that person (in which case there must be a Court order or other lawful proof of guardianship) as of April 1st of the current calendar year.

2.6.3 Residence shall be established and supported by documents dated on or in force between January 1st and June 1st of the current year, from three or more of the following categories to determine residency of such parent(s) or guardian. Baseball Nova Scotia can be consulted should a dispute occur. Acceptable documentation to confirm residency can include:

- a) Property Tax Assessment
- b) Current utility statement or credit card statement (i.e. gas, electric, water, phone)
- c) Nova Scotia Driver's License
- d) Rental agreement or bill of purchase of new residence
- e) Voter's Registration
- f) Welfare / Child Care Records
- g) Local (municipal) Records
- h) Insurance Documents
- i) Military Records
- j) Internet, Cable, or Satellite Records xi. Vehicle Records
- k) Financial Records (loan, credit, investments, etc.)

2.6.4 Players who are a BNS registered member of an association and who wish to play competitive baseball and/or have played competitive baseball for their current association, are therefore required to play for or tryout for their own association's competitive teams (provided the association is offering a program at the higher level the player wishes to play). If that player is not successful in making a team in their association, they cannot not try out for another association.

2.6.5 If the association, where a player was a member the previous year, is not offering a competitive program at a higher level and the player wishes to play at that higher level, then they are permitted to:

2.6.5.1 Tryout with one other association that is offering the higher-level competitive team/program.

2.6.5.2 Return to their own association if they do not make the team in which they have tried out for.

2.6.5.3 Return to their previous association the following year if their former association (in which they left) begins offering a competitive team/program at the higher level.

2.6.5.4 If the player's former association is not offering a competitive program at the higher level in which a player wishes to play, and he or she plays two consecutive seasons with the new association, then they will become eligible to remain as a full-time in that new association.

2.6.6 No official release is required to tryout for a higher competitive level team in another association (if your own association is not offering that program). The president of the association with the higher competitive level team determines the acceptance or rejection of the tryout request. This tryout process is restricted to one team per player per season.

2.6.7 An official release is required from the president of the association where the player resides, if the player is accepted to tryout for a competitive level offered in another association, and the level is equal to the competitive level being offered in the players current association.

2.6.8 Players will register with the new association, and should they be unsuccessful in making the higher-level team, all payments* and registration info should be transferred back to the player. (*does not include fees associated with tryouts).

2.6.9 If there are extenuating circumstances, whereby a player is required to move and reside outside their current association, the BNS Executive may permit a player to be eligible to play with another team within the province, pending acceptance of an official Release form.

2.6.10 Should teams at the AAA or AA level accept players from other associations; that higher level team may not be eligible to be reclassified to a lower level during the season. That team may not be considered for a placement in a lesser level if the association from where the transferred player(s) came from has a team at the same lower level. An official appeal outlining the reasoning for the request can be made to the Competitions Committee.

Example: John Smith leaves Town 1 because they are only offering AA, and John wishes to play AAA. Town 2 offers AAA, so John tries out in Town 2 and makes the AAA team. Town 2 may not be eligible to be reclassified to AA.

2.6.11 Any disputes regarding determination of boundaries between associations and player eligibility will be made by the BNS Executive (in consultation with the Regional Directors).

2.7. Rosters

2.7.1 All participating teams must have a copy of their roster submitted online and hard copy on hand at all BNS sanctioned events.

2.7.2 No player shall be permitted to register on more than one roster. However, a player may appear on one roster plus 13U Boys, 15U Boys, 16U Girls, 21U Women's or Senior Women's team without penalty.

2.7.3 Girls participating in the 12U and 14U girls divisions can be on two (2) rosters provided one of them is a team competing at 12U or 14U girls and the other is their own association's regular club team.

2.7.4 Should a player appear on the roster of more than one team, he/she shall be eligible to play for the team of choice, with the choice to be made and communicated to BNS within forty-eight (48) hours of being notified by BNS.

2.7.5 Rosters must be submitted online by the date specified in the calendar of events.

2.7.6 Rosters must include a minimum of 12 players.

2.7.6.1 Teams participating in National Elimination tournaments must have rosters which meet the rules of the National Championship they are qualifying for.

2.7.7 If a coach or manager is also a player, such player or players are to be counted among the 12 (min) registered players.

2.7.8 Athletes participating in BNS National Elimination tournaments must meet the eligibility criteria to attend a Baseball Canada National Championship (per rule 1.2 Eligibility Rules for Athletes in the Rules and Regulations for Baseball Canada Championships). Should the athlete not meet the requirements outlined by Baseball Canada, he/she will be ineligible to participate in the National Elimination tournament. Baseball Nova Scotia will permit athletes that do not meet this Baseball Canada criteria to participate in events that do not serve as qualifying tournaments for Baseball Canada events (Bluenose League, association tournaments, and BNS Provincial Championships).

2.8. Affiliation

2.8.1 If a team within the same association is within one competition level of a team looking to affiliate, they must affiliate with that team.

2.8.2 A team is considered to be automatically affiliated to a team one competition level below them within the same association. In the case described in this clause there is no need to fill out an affiliation form online.

2.8.3 In all other scenarios (including a team within the same association more than one competition level below) an online affiliation must be filled out.

2.8.4 Any team may affiliate with one team of a higher age division or classification and one team of a lower age division or classification, by submitting a completed affiliation form and copies of the affiliates' rosters to the BNS office no later than July 28th.

Note: Any team may affiliate with one team of a lower age division at equal or lower classification OR affiliate with 1 team at the same age division at a lower classification, by submitting a completed affiliation form and copies of the affiliate's rosters to the BNS office no later than July 28th. 11U level teams may affiliate with an 11U house league team within their association provided that a list of all house team players is submitted. You must affiliate with a team within your association if a team is available. Approval of affiliation forms are dealt with by the BNS office on a case-by-case basis.

Example – 13U AAA can affiliate with 11U AAA, AA or 13U AA, A.

Example – 13U AA cannot affiliate with an 11U AAA team but can affiliate with a 13U "A" or 11U "AA", "A".

2.8.5 Since Senior and Intermediate are both "open" age categories, they may affiliate with any team 18U or higher but cannot affiliate with a team within their division. Example, an Intermediate AAA team cannot affiliate with an Intermediate "AA" or "A" team. An Intermediate "AAA" can affiliate with a 22U or 18U team.

2.8.6 For any team affiliating with a club in the Nova Scotia Senior Baseball League, the roster deadline is July 7th.

2.8.7 Following affiliation, a player registered with a lower age division team may play with a higher age division team with written permission from the lower age division team. If such player plays more than three (3) games of playdowns (Provincial Qualifications, Regionals, Provincials or National Eliminations) with a higher division team, he/she becomes ineligible to return to the lower age division team. For the purposes of the affiliation rules, the term "plays" means appearing on the official line-up card. [NOTE: Exception – Players on teams who affiliate with senior league teams (18U, 22U, and intermediate) may play six games after July 6th, but cannot play the 7th game or they cannot return to their original team.]

2.8.8 Any team registering, playing or attempting to play an ineligible player or playing while an ineligible coach is coaching shall result in the ineligible person being disqualified.

2.8.9 Should a player or coach be ruled ineligible at a pre-tournament meeting, such player or coach may be subject to further discipline by the BNS Executive.

2.9. 18U and 22U Roster Policy

2.9.1 Players turning 19 in the calendar year do not require a release from their current association to transfer to a new association or team.

2.9.2 Players turning 18 in the calendar year (or younger) require a release from their current association to transfer to a new association or team.

2.9.3 Players turning 18 in the calendar year are eligible to tryout for 22U (within their association or the closest 22U program in their region) with permission from their current association.

2.9.4 Players turning 17 or younger in the calendar year must play in the 18U division, unless they are granted Exceptional status (outlined in rule 2.9.9 to 2.9.12).

2.9.5 Players turning 16 in the calendar year must play in the 18U division (cannot apply for Exceptional status).

2.9.6 Players turning 17 in the calendar year must obtain approval from their current association and Exceptional status to play in the 22U division. The player would only be eligible to tryout for the 22U team in their association, or the closest 22U team in their Region. their association, or the closest 22U team in their Region.

2.9.7 Players turning 18 in the calendar year must obtain approval from their current association to play in the 22U division. Should this request be denied, the player will be eligible to request Exceptional status. The player would only be eligible to tryout for the 22U team in their association, or the closest 22U team in their Region.

2.9.8 Players unsuccessful in trying out for a 22U team must return to their 18U team.

2.9.9 Players wishing to apply for Exceptional status must provide the BNS office with an official letter for review and a \$300 non-refundable fee. The letter must include rationale for the request based on skill level, playing experience, references (if available), and overall reasoning for playing in the 22U division.

2.9.10 The letter will be reviewed by committee consisting of the BNS Technical Director, High Performance Committee members and/or Provincial team coaches (minimum of three).

2.9.11 An official decision will be communicated to the requesting player within seven (7) days of receipt.

2.9.12 Should the request be successful, \$200 will be returned to the applicant.

2.9.13 All rosters for 18U AAA and 22U AAA teams must be submitted by June 1st.

2.9.14 All 18U aged players on a 22U roster as of June 1st are ineligible to participate in 18U National Eliminations and Provincials.

2.9.15 Players on an 18U AAA roster as of June 1st, are eligible to be called up for a maximum of 5 games (exhibition, league or in-province tournaments) to their 22U AAA affiliate after the June 1st date. Any out of province competitions would not count towards the 5-game cap, as long as the team receives writing permission from the athlete 18U team to attend the event. This written permission must be submitted to Baseball Nova Scotia. Failure to do so will result in all out of province games counting towards the 5-game cap.

2.9.16 Players on an 18U AAA roster as of June 1st, can play in a maximum of 1 (one) game with their 22U AAA affiliate at the National Elimination Tournament, and 1 (one) game at Provincial Championships.

2.9.17 Once an affiliate player has played their (one) game, they will not be permitted on the bench for subsequent games. A player must enter the game in some capacity (pitching, hitting, base running, fielding) to be considered to have played their 1 (one) game).

2.9.18 A maximum of 20 players (roster + affiliate players) will be permitted on the bench for 22U National Eliminations.

3. Coaching

3.1. Coaching Requirements

For Provincial Championship's, Provincial Qualifications, Provincial Classifications, and National Eliminations (22U and 18U) the following divisions require:

3.1.1. 11U A Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- My First Pitch E-Learning
- 11U Video Package
- Safe Sport E-Learning

3.1.2. 11U AA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- My First Pitch E-Learning
- 11U Video Package
- Safe Sport E-Learning

3.1.3. 11U AAA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- My First Pitch E-Learning
- 11U Video Package
- Safe Sport E-Learning

3.1.4. 12U Girls (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- My First Pitch E-Learning
- 11U Video Package
- Safe Sport E-Learning

3.1.5. 13U A Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- 13U Video Package
- Safe Sport E-Learning

3.1.6. 13U AA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching and Catching Module
- 13U Video Package
- Safe Sport E-Learning

3.1.7. 13U AAA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching and Catching Module
- Making Ethical Decisions (MED) Online
- 13U Video Package
- Safe Sport E-Learning
- 13U Core Portfolio and Practice Evaluation (Head Coach only)

3.1.8. 14U Girls (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching and Catching Module
- 13U Video Package
- Safe Sport E-Learning

3.1.9. 15U A Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Pitching and Catching Module
- 15U Video Package
- Safe Sport E-Learning

3.1.10. 15U AA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching and Catching Module
- 15U Video Package
- Safe Sport E-Learning

3.1.11. 15U AAA Requirements (Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Skills Module
- Safe Sport E-Learning

3.1.12. 15U AAA Requirements (Head Coach)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching & Catching Module
- Strategies Module
- Skills Module
- Making Ethical Decisions (MED) Online
- Safe Sport E-Learning

3.1.13. 18U A Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- 16+ Video Package
- Safe Sport E-Learning

3.1.14. 18U AA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching and Catching Module (Head Coach only)
- Strategies Module (Head Coach only)
- 16+ Video Package

- Safe Sport E-Learning

3.1.15. 18U AAA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching & Catching Module
- Strategies Module
- Skills Module
- Safe Sport E-Learning
- Making Ethical Decisions (MED) Online
- 16+ Portfolio, Game Evaluation, and Practice Evaluation (Head Coach only)

3.1.16. 22U AAA Requirements (Head & Assistant Coaches)

- Online Initiation Module
- Initiation Module
- Teaching and Learning Module
- Absolutes Module
- Planning Module
- Pitching & Catching Module
- Strategies Module
- Making Ethical Decisions (MED) Online
- Skills Module
- Safe Sport E-Learning
- Making Ethical Decisions (MED) Online
- 16+ Portfolio, Game Evaluation, and Practice Evaluation (Head Coach only)

3.2. Team Trainers

Teams may also have a trainer, who must be certified as such, be a nurse, doctor or have received a diploma in accordance with sport training. Trainers may be requested to prove their status and under no circumstances may they become involved with coaching the team unless he/she is also one of the registered assistant coaches with required certification as specified in section 3.1.1 thru 3.1.14.

3.3. Coaching Certification Deadline

Coaches are to be in compliance with 3.1.1 through 3.1.14 on the date specified in the Calendar of Events. Coaches who are not in compliance with the certification requirement by the date listed in the Calendar of Events shall be removed from the roster and will be ineligible for BNS provincial qualifications and Provincial Championships.

3.4. Coach Replacement

A team may add, edit or remove their coaches after the deadline set out in section 3.3 so long as any additions to the roster meet the requirements set out in section 3.1.1 thru 3.1.14. All changes must be made in writing to the BNS Office.

3.5. Safe Sport

3.5.1 The association is responsible to ensure each Coach, Manager and team staff member submit proof of valid Criminal Background Record Check and Child Abuse Registry Check. Associations are responsible to track the information. Please note Baseball Nova Scotia will be looking for proof of screening starting in 2021.

3.5.2 Baseball Nova Scotia recommends all coaches complete the Safe Sport Training module through their Locker account. Please note Baseball Nova Scotia will be making this training mandatory for member coaches starting in 2021.

3.6. Dress Code

3.6.1 The Coaches Dress Code pertains to all Baseball Nova Scotia sanctioned events such as, Provincial Classification, Provincials Qualifications, Provincial Championships, any elimination tournaments and Bluenose League in which BNS coaches take part. For the purpose of this regulation, the “coach” refers to all members of the coaching staff.

3.6.2 Members of the coaching staff must be in appropriate and presentable baseball coaches’ attire at any/all BNS sanctioned events. This attire consists of any of the following:

- Baseball Nova Scotia encourages base coaches to wear a skullcap, although not mandatory.
- Numbered baseball uniform, identical to those worn by the players which includes jersey, team jacket/sweater, pants, and team hat.
- Track pant/suit with a golf shirt or t-shirt (short, 3/4 or long sleeved) in matching colors and preferably having a team logo on the shirt.
- Tailored shorts or pants (i.e. Khaki’s, Dockers, etc.) with a golf shirt or t-shirt (short, 3/4 or long sleeved) in matching colors and preferably having a team logo on the shirt.
- Footwear: should consist of sneakers, cleats, or coaches turf shoes.

Note: All coaches are expected to wear either a team uniform, track pants or shorts, along with shirts that are similar and match team colors. If unable to completely match team colors, then all coaches should have the same color outfit. An example of this would be all coaches in navy track pants, white golf shirt and team hat, even though the team pants are royal blue.

3.6.3 Coaches’ clothing that is not permitted consists of the following:

- Pants: Blue Jeans, cargo, sweats or cords;
- Shorts: jeans, basketball or beach;
- Shirts: T-shirts, jerseys or other types of shirts not matching team colors or other shirts such as cut-off/muscle shirts;
- Footwear: sandals, flip-flops, boots, etc.
- Cell phones are not permitted to be used on the field (unless used for a baseball related application)

Note: Cell phones may be used in the dugout/bench area to obtain medical attention for emergencies and other non-game related purposes.

3.7. Coach Conduct

Coaches will only be permitted to cross the foul lines to assess and/or assist injured players or ask for a ruling clarification. A coach may also cross the foul lines to address or remove the pitcher. No coach, manager, trainer or any other team rep shall address an umpire to debate/question a judgment call by an official. This will result in an automatic ejection.

4. Provincial Team Programs

4.1. 17U Provincial Team

To systematically identify and train the province's best baseball players. This program seeks to prepare these athletes to showcase their talents at the country's elite tournament, the Canada Cup/Canada Games. This program is the Learn to Compete stage (Elite level) and progresses athletes to National/University programs.

Note: The 17U Provincial Team will play a full schedule in the 22U AAA league and attend the Canada Cup or Canada Games (every four years).

4.2. 15U Provincial Team

To systematically identify and develop the province's best athletes. This program seeks to prepare these athletes to showcase their talents at the 15U National Championships. This program is the Train to Train stage (Development level), and progresses athletes to the 17U Provincial Team programs.

Note: The 15U Provincial Team will play a limited schedule in the 18U AAA league and attend the Baseball Canada 15U National Championships.

4.3. 13U Provincial Team

4.4. Senior Women's Provincial Team

To systematically identify and train the provinces best female baseball players to showcase their talents at the country's elite tournament, the Senior Women National Championships. This program is the Train to Compete stage (Elite level) and progresses athletes to the National program.

4.5. 21U Women's Provincial Team

To systematically identify and train the province's best female baseball players to showcase their talents at the country's elite tournament, the 21U Women's National Championships. This program is the Train to Compete stage (Elite level) and progresses athletes to the provincial senior women's program and National program.

4.6. 16U Girls Provincial Team

To systematically identify and develop the provinces best athletes to showcase their talents at the 16U Girls National Championships. This program is the Train to Train stage (Development level) and progresses athletes to the 21U Women and Senior Women programs.

4.7. Coach Selection Guidelines

4.7.1. Selection Process

- Head Coach/Assistant Coach Application request posted on BNS website.
- Application deadline (approximately two (2) weeks from posting. Applicants must provide required qualification information by deadline.
- High Performance Committee to review applications and create a short list for interview stage.
- Candidate contacted for interview. Interview dates TBD (within three weeks of deadline)
- Interviews conducted by Interview Committee.
- High Performance Committee reviews recommendation of Interview Committee.
- BNS Executive reviews recommendation of High Performance Committee.
- Head Coach contacted for position. President will inform successful applicant one week after completion of interviews.
- Assistant coach pool of approved applicant presented to Head Coach Successful Head Coach will choose 1 assistant coach. High Performance Committee will present list of interested/qualified assistants. Head Coach will select two additional assistants from the list.
- Coaching staffs complete. Successful Head Coach will be on a two-year term (pending season end evaluation of the program after year 1). Head Coach is eligible to reapply upon completion of term.

*Assistant coach selection may vary, depending on level of interest.

4.7.2. Qualifications

- Head coach must be Provincial Certified at time of applying for 13U, 15U, 16U Girls, 21U Women, and Senior Women programs.
- Head coach must be Competition Development trained or in the process of completing training at the time of applying for the 17U program.
- Assistant coaches must be Provincial Trained by July 1st.
- Baseball Resume.
- References.
- Strategic Plan (Head Coach only).
- Proposed Calendar of Events (Head Coach only).
- Typical Practice Plan (3 hr session) (Head coach only).
- Coaching Philosophy (Approach, role delegation, etc.) (Head Coach only).
- Criminal Record check and Child Abuse Registry check will be required from all successful applicants for both head and assistant coach roles.

4.8. Athlete Selection Guidelines

- To be considered for High Performance programs, athletes must be a member of Baseball Nova Scotia.
- Athletes must preregister for any Baseball Nova Scotia sanctioned evaluation camp through the head coach or manager.
- Athletes will be evaluated based on a standardized player evaluation form.
- All participating athletes will receive feedback in the form of an email, letter, or other means of communication.
- Selection timelines may vary from team to team, and vary due to unforeseen circumstances.

- High Performance coaches may consider athletes unable to attend tryouts based on previous evaluations, or participation in BNS High Performance programming. This will occur on a case-by-case basis. Reasons for absence can include (but not limited to) attending an out of Province academic institution, injuries, or commitments to completing another sport season.

5. Competitions

5.1. Baseball Nova Scotia Rules

These are rules laid down by Baseball Nova Scotia that have no corresponding rule in the Official Rules of Baseball. For that reason, they are designated as rule 11.00. Rules in this section apply to all BNS sanctioned games.

5.1.1 Registered coaches and trainers of both participating teams shall be permitted on the field, in the dugout, or on the bench or in designated bullpens. However only designated coaches and assistant coaches may preform coaching duties as per section 3.2.

5.1.2 Members of both teams and the umpires shall not smoke nor use smokeless tobacco. This rule applies from the moment that participants and officials enter the playing field until they leave. Violation of this rule will result in an immediate ejection. In addition to using tobacco during the games, teams are encouraged not to smoke or use smokeless tobacco before or after the game while in uniform.

5.1.3 The use of alcoholic beverages is expressly prohibited on the field, in the dugouts or in the direct vicinity of the baseball field.

5.1.4 Should an umpire be found to be in violation of either 5.1.2 or 5.2.3 a report should be forwarded to the Executive Director.

5.1.5 No player shall be permitted to wear any exposed jewelry such as bracelets, necklaces, watches and earrings. However, Medical Alert bracelets and Medical Alert necklaces may be worn but must be taped to the body.

5.1.6 In the event of an electrical storm is apparent, the umpire shall have the authority to suspend play until there is no evidence of lightning for a period of 15 minutes. This is in the umpire's judgment however the coaches do have the right to take their teams off the field.

5.1.7 Any player in the 18U age category or below acting as a coach in the first and/or third base coach's box must wear a proper double ear flap helmet.

5.2. Playing Rules

The current year Official Rules of Baseball as prepared by Baseball Canada shall be used for all games, except as modified or interpreted herein. It is imperative to remember that these rules contain only the differences from the Official Rules of Baseball and, as such, are not a full listing of the rules. Official rulebooks are available from the BNS office, in limited supply. Rules in this section apply to all BNS sanctioned games. Please also note key differences between Bluenose League and Championships when participating in competition.

5.2.1. Fields

Must be properly lined and bases tied down or be of the “drop-in” type. Note: If the hosts refuse to prepare the baseball field to the playing standard, the umpires shall continue play and notify BNS of such refusal. The host may be subject to disciplinary action by BNS.

		11U	13U	15U
a	Distance between bases	60'	70'	80'
b	Pitching distance	44'	48'	54'
c	Batter's box	6' x 3'	6' x 4'	6' x 4'
d	Height of pitcher's mound	6"	6"	6"
e	Coaches box size	8' x 12'	8' x 12'	8' x 12'
f	Distance HP to backstop	25' – 40'	35' – 45'	40' – 50'
g	Distance HP to foul poles	180' – 200'	200' – 225'	225' – 240'
h	Distance HP to centre field	200' – 225'	225' – 260'	260' – 280'

- a), b), c) and e) are mandatory for all BNS sanctioned games.
- is optional for 11U and 13U.
- f), g) and h) are recommendations only.

5.2.2. Pitcher's Mound

An elevated pitcher's mound is not required for 11U and 13U but is required for 15U and above.

5.2.3. Baseballs

Baseball Nova Scotia has endorsed the following baseballs to be used during sanctioned events:

Division	Rawlings Ball
11U, all divisions	65 CC, RTD1, MB380*
13U, all divisions	65 CC, RTD1, MB380*
15U, all divisions	ROML, 80 CC, MB380*
18U, A & AA	ROML, 80 CC
18U, AAA & High School	ROML
22U, all divisions	ROML
Intermediate, all divisions	ROML
Senior	ROML

*Cannot be used in Provincial Championships

5.2.4. Footwear

Shoes with metal cleats are not permitted in 13U and below.

5.2.5. Helmets

A CSA approved double earflap helmets, in good repair, are required to be properly worn by players while they are on deck, at bat and on the bases in all age categories. Form fitting helmets that do not have the attachment for a strap are permitted.

5.2.5.1 Chinstraps are optional in the 13U divisions and below.

5.2.5.2 A player whose name appears on the regular roster of a team registered in the Nova Scotia Senior Baseball League may individually choose to wear a single ear flap helmet that protects the ear that is exposed to the pitch from the batter's ready position.

5.2.5.3 The C.F.A.B rules require catchers in all age categories to wear CSA approved and properly fitted protective helmet and mask while catching.

Note: This includes practice and warm up situation such as the bullpen or between innings. Coaches must wear a CSA approved and properly fitted protective helmet and mask in all practice and warm-up situations, as well.

5.2.5.4 BNS does not permit defensive players (other than the catcher) to wear helmets without prior written permission of the BNS Executive.

5.2.5.5 Under no circumstances are cracked or damaged helmets to be used. The umpire has the authority to check all helmets and eject any that are deemed to be unfit.

5.2.5.6 For reasons of safety, no alterations are to be made to helmets (i.e. paint or stickers) unless written authorization from the manufacturer can be provided. (Constituents found in some paints can weaken the protective shell and stickers can hide the appearance of shell cracks. Use of a cracked helmet or one missing any of its shock absorbing foam will not be permitted).

5.2.6. Bat Rule

5.2.6.1 11U - The bat shall be round and made of approved material and shall NOT be more than thirty-two (32) inches in length, or more than 2-3/4 inches in diameter at its thickest part. Bats may be taped to a distance not exceeding sixteen (16) inches from the handle.

5.2.6.2 13U - The bat shall be round and made of approved material ... it shall NOT be more than thirty-two (32) inches in length, nor more than 2-3/4 inches in diameter at its thickest part. Bats may be taped to a distance not exceeding sixteen (16) inches from the handle. The bat may have a maximum weight-length differential of minus (-)10.

a) Cupped Bats. An indentation in the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be curved with no foreign substance added.

5.2.6.3 15U - In all levels (AAA, AA, A) Only wood bats, bamboo bats and wood composite bats will be allowed. Wood composite bats include wood bats with fiberglass sheathing and wood barreled bats with composite handles. Wood composite bats do not include any bat that has any metallic component.

Note: Females playing on all boys' teams at this level must adhere to rule 5.1.6.3. If the team consists of all female players, they will be permitted to use an aluminum bat with a maximum weight-length differential of -5. There are no restrictions on wood bats.

5.2.6.4 18U, 22U, Intermediate and Senior - In all levels (AAA, AA, A) Only wood bats, bamboo bats and wood composite bats will be allowed. Wood composite bats include wood bats with fiberglass sheathing and wood barreled bats with composite handles. Wood composite bats do not include any bat that has any metallic component.

Note: Females playing on all boys' teams at this level must adhere to rule 5.1.6.4. If the team consists of all female player's, they will be permitted to use an aluminum bat with a maximum weight-length differential of minus (-)5. There are no restrictions on wood bats.

5.2.6.5 Colored Bats - BNS permits the use of colored bats, but does prohibit any bat that, in the opinion of the umpires, discolors the ball. Any such bat shall be removed from the game.

5.2.7. Starting Games

In accordance with modified rule 3.10 (a) (The Official Rules of Baseball), the host and not the home club makes the decision on starting any game in a tournament. In the case of a home and home series, the home team for each game is considered the host.

5.2.8. Line-Ups

Line-ups shall be exchanged at the plate meeting prior to the commencement of the game. All players should be listed on the line-up card.

5.2.8.1 If a player is left off the line-up in error or shows up late, they are to be placed at the bottom of the lineup or list of substitutions (18U AAA and above).

5.2.9. 11U Rule Exceptions

5.2.9.1 11U A Only – A runner on 3rd base cannot score on a pass ball or wild pitch. A runner on 3rd base cannot advance home as a result of any interaction between the pitcher and the catcher. In all cases where the pitcher pitches the ball to the catcher and there is a pass ball or the catcher throws the ball back to the pitcher, regardless of the results of that throw, no advancement shall be permitted from 3rd. This includes attempted throws to 2nd base in a 1st and 3rd scenario. Runners can only score as a result of the hitter being walked or hit by a pitch with the bases loaded, or baseball plays as a result of a ball being hit into play.

5.2.9.2 No balk shall be called in 11U division play unless 8.05 (I) (The Official Rules of Baseball) applies.

5.2.10. Injured Player, Courtesy Runner

A courtesy runner may be used for a player who has, before the game, declared a health issue to the opposing coach and umpire. A batter after hitting the ball must reach at least first base on his or her own. Once play has stopped the batter who just became a runner may be replaced by the last offensive player declared out.

5.2.11. Mercy Rule

The mercy rule shall be applied in the following situations: a team is ahead; 20 runs after 3 innings (2.5 innings with the home team ahead), 15 runs after 4 innings (3.5 innings with the home team ahead) and 10 runs after 5 innings (4.5 innings with the home team ahead).

5.2.12. Pitch Count

Level	Daily Pitches (No Rest)	Daily Pitches (1 day rest)	Daily Pitches (2 days rest)	Daily Pitches (3 days rest)	Daily Pitches (4 days rest)	Daily Max
11U	1 - 25	26 - 40	41 - 55	56 - 65	66 - 75	75
13U	1 - 30	31 - 45	46 - 60	61 - 75	76 - 85	85
15U	1 - 35	36 - 50	51 - 65	66 - 80	81 - 95	95
18U	1 - 40	41 - 55	56 - 70	71 - 85	86 - 105	105
22U	1 - 45	46 - 60	61 - 75	76 - 90	91 - 115	115

5.2.13. Pitch Count Three Day Maximum

A pitcher cannot pitch in 3 consecutive days UNLESS a pitcher's first 2 days combined does not exceed:

- 11U – 25 pitches
- 13U – 30 pitches
- 15U – 35 pitches
- 18U – 40 pitches
- 22U – 45 pitches

5.2.14. Pitch Count rules

5.2.14.1 Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in any two-day period.

5.2.14.2 A pitcher's combined 3-day pitch count cannot exceed:

- 11U - 105 pitches
- 13U Boys/14U Girls - 120 pitches
- 15U - 135 pitches
- 18U - 150 pitches

5.2.14.3 Pitch Counts will be used for all BNS sanctioned tournaments (Qualifications, Classification, Provincial, Atlantic's, Bluenose league play & National Eliminations).

5.2.14.4 Pitch Counts will be used in 11U, 13U, 15U, 18U & 22U at the A, AA & AAA levels.

5.2.14.5 Warm up pitches & throws to other bases should not be included in the Pitch Count.

5.2.14.6 Pitches thrown on a called balk count towards pitch count. If the pitch is not delivered, no pitch is recorded.

5.2.14.7 In all Baseball Nova Scotia sanctioned competitions, once a pitcher is about to throw the pitch which would lead him/her to reach any one of the pitch count thresholds and the coach wishes not to throw this pitcher past this threshold, the coach will call time and indicate to the umpire this would be the last batter. Once that at-bat is completed, the pitcher must be withdrawn and be credited with only throwing the limit of pitches for that particular threshold.

For example, in 15U, if a coach wants a pitcher to be withdrawn at 35 pitches, they will signal to the umpire prior to the throwing of the 35th pitch. "Last batter".

Once the pitcher finishes that batter, he/she would be withdrawn from the game and credited with throwing 35 pitches even if they threw any additional pitches to retire the batter.

5.2.14.8 When the pitcher reaches their daily max, they may finish the batter.

5.2.14.9 Should a pitcher throw under the daily threshold in their first game of the day, and pitches a second time that day, they must announce the last batter before the two-game total reaches the daily threshold. For example, in 15U, a pitcher throws 20 pitches Saturday morning, and returns to pitch again in another game Saturday afternoon. If the coach wants to have the pitcher available for Sunday, the coach must announce the last batter before the pitcher throw pitch number 15 in game two (which would be 35 pitches on the day).

5.2.14.10 For the purposes of recording pitch count in situations where a pitcher was removed in the first game of a day after the last batter is announced, the pitches thrown will reflect the threshold (not the exact number of pitches thrown). For example, in 15U, the last batter is announced as a pitcher reaches their daily 35 pitch threshold. The pitcher throws 37 pitches to complete the batter. The pitches shall be recorded as 35, and the pitcher would be eligible to pitch 60 pitches in game 2 that day.

5.2.14.11 Players playing in an older age division must abide by the Pitch Count rules for the age division they belong in. Example: 13U eligible player pitching in 15U Provincials must abide by 13U pitch count rules.

5.2.14.12 The Pitch Count Official must warn coaches of any pitcher reaching the daily minimum/maximum level of pitches.

5.2.14.13 Official Pitch Count sheets should be kept during each tournament to prove compliance. BNS will supply these Pitch Count sheets. Hosts must be able to produce these if requested by BNS. Any changes made to the official pitch count sheets (a corrected error), is to be struck through with a single line and the change initialled by both coaches.

5.2.14.14 If a team does not have any remaining players eligible to pitch in a game the opposing coach may designate a player who has yet to pitch in that game, this pitcher may not throw more than 30 pitches.

5.2.14.15 The total number of pitches thrown by an ambidextrous pitcher are counted for the purpose of calculating pitch count, regardless of which arm or combination there- of is throwing.

5.2.14.16 Once a player pitches in a game, he or she cannot catch for the remainder of the day.

5.2.15. Pitch Tracking

It is the responsibility of the OFFICIAL SCORER to track the pitches/ innings pitched for all those participating. All information regarding this shall be recorded and made available to any team requesting the information. If there is any discrepancy between a team's total and that of the official scorer, the OFFICIAL SCORER'S information will take precedence and is NOT subject to appeal. In the absence of an official scorer, the tournament chairman shall record the pitches/innings pitched by all pitchers and provide this information as requested.

5.2.16. Pitch Count & Suspended Games

When a game is stopped by inclement weather or for any reason other than a mercy rule, that specific game has to be resumed at the point of stoppage. If Pitcher "A" is the starting pitcher of a game and has a pitch count below the first threshold, Pitcher "A" can then be used as a pitcher again for that particular game but considering he will be carrying the number of pitches thrown when the game stopped. This applies for a game that is resumed on the same day or on the next day.

Example: if Pitcher "A" threw 30 pitches at 15U Nationals, he will then be allowed to throw a maximum of 65 pitches when the game resumes. If Pitcher "A" had thrown 36 pitches when the rain started, he would not be eligible to pitch if that game is re-scheduled for the next day as he needs his full day of rest. If the game is resumed during the same day, he can then come back as pitcher while carrying his pitches.

5.2.17. Pitch Count Violations

If there is a violation of the pitching restrictions, the onus is on the official scorer or, in their absence, the opposing manager to bring the matter to the attention of the team at fault through the umpires. Only once the team has been informed of the violation or the impending potential for violation, the team is then responsible to ensure that the rules regarding pitching restrictions are followed. If after this point, the team continues to violate these rules, the team shall immediately forfeit the game.

5.3. Provincial Championships

5.3.1. Organization and Rules

The Baseball Nova Scotia Championships are offered to all teams registered prior to the Provincial Championship registration deadline.

Provincials Championships for the following divisions and classifications will be offered.

- 11U – AAA, AA, A
- 13U – AAA, AA, A
- 15U – AAA, AA, A
- 18U – AAA, AA, A
- 22U - AAA
- Intermediate – AAA, AA, A
- Senior - AAA

5.3.1.1 At 11U, 13U, 15U, and 18U, the A divisions will be Tiered to create competitive balance.

5.3.1.2 Two tournaments may be necessary for entry into Provincial Championships.

- Classification Tournaments, required for all non-Bluenose League teams registering for Provincial Championships. Tournaments will take place during the dates outlined in the Calendar of Events.
- AA & AAA qualification Tournament, required for any AA & AAA Divisions with more than eight (8) teams registered for provincial championships.

5.3.1.3 All tournaments listed above will be cost shared, with the exception of Senior AAA.

5.3.1.4 All BNS rules are applicable to BNS Provincial Championships, unless otherwise stated in this section.

5.3.1.5 At 11U A and 13U A, all events at Tier 2 and lower will have a 3 run limit per inning. The final inning will be open.

5.3.1.6 At 11U A and 13U A Tier 1, all events will have a 5 run limit per inning. The final inning will be open.

5.3.1.7 Courtesy runners for the catcher are not permitted at the BNS Provincial Championships.

5.3.1.8 Extra innings in the round robin will start with runners on first and second (previous two batters in the line up). Extra innings in the Championship game will be played under normal rules (no baserunners).

5.3.1.9 Teams cannot start a game with less than 9 players. Should a player be injured during the game, and drop a team to 8, they can continue with 8 players. Should an ejection result in a team dropping to 8 players, the game will be forfeited.

5.3.1.10 Time limits do not apply to BNS Provincial Championship games.

5.3.2. Classification

5.3.2.1 Subject to verification by the BNS Board of Directors, a team may register in a suitable classification offered by BNS and be reviewed during two separate Classification Meetings.

Note: The only teams eligible to compete for the senior title are those in the Nova Scotia Senior Baseball League. Intermediate Provincial Championship participants should refer to section 5.3.12 Intermediate Provincial Championship tournament format.

5.3.2.2 BNS member teams must register by the Provincial Championship registration deadline outlined in the current year's Calendar of Events and submit a \$150 registration fee. Failure to do so may result in being declined entry to the current year's championship.

5.3.2.3 At the 1st Classification Meeting (to be held prior to the end of June), the BNS Board of Directors and Executive will review the recommendations of the Competition Committee for Classification. Initial team placement will be announced within ten (10) days of the 1st Classification Meeting.

5.3.2.4 Classifications will be determined by reviewing Bluenose League, exhibition, association tournament, and other available results.

5.3.2.5 Teams registering in Provincials that do not currently participate in the Bluenose League must attend the Provincial Classification Tournament on the weekend outlined in the current year's Calendar of Events (with the exception of teams registering AAA). This is a mandatory event for non-Bluenose teams.

5.3.2.6 Should more than eight (8) teams be registered in a AA or AAA division, a Qualification Tournament will be held on the weekend outlined in the current year's Calendar of Events.

5.3.2.6.1 Where more than eight (8) teams are classified in AA division a qualification tournament will take place as per section 5.3.1.2. The format will be determined based on number of teams participating and be used to create AA Tier 1 and AA Tier 2.

5.3.2.6.2 Where more than eight (8) teams are classified in AAA division a qualification tournament will take place as per section 5.3.1.2. The format will be determined based on number of teams participating and be used to create AAA Tier 1 and AAA Tier 2.

5.3.2.6.3 For 18U AAA the National Elimination Tournament will replace the qualification tournament should a qualification be required as per section 1.4.

5.3.2.6.4 Where a qualification tournament is necessary at the 11U, 13U & 15U AAA divisions, only the winner of the Tier 1 division will advance to the Atlantic Championships.

5.3.2.7 Should a non-Bluenose team wish to compete at AA, they must participate in the AA Qualification Tournament. Should no AA Qualification Tournament be necessary, the team in question will be required to submit three scores against AA teams from the Bluenose League by the 2nd Classification Meeting. Failure to submit evidence will result in the team being moved to AAA.

5.3.2.8 At the 2nd Classification Meeting is to be held following Classification and AA/AAA Qualification Tournaments before the end of July. Final AAA and AA divisions will be released. Final A Division Tiers will be released. All teams advance to Provincials.

5.3.2.9 Tiering at the A division, The BNS Competition Committee will determine Tiers based on available information to create competitively balanced divisions. Number of Tiers per category will vary.

5.3.2.10 Should an A division have eight (8) teams or less, no Tiering will be necessary. All teams will advance to a single Provincial Championship tournament.

5.3.2.11 The Executive of BNS reserves the right to reclassify any team up to and during the 2nd Classification Meeting.

5.3.3. Classification Appeals

Any team may appeal their Classification using the processes outlined in this section.

5.3.3.1 Upon release of the initial classifications at the end of June, teams may request to have their classification reviewed prior to the completion of the Classification/Qualification Tournaments. The request for review must be submitted to the Regional Director and include rationale for the review, along with supporting evidence (game results, tournament results, etc.).

5.3.3.2 BNS shall review the submitted information and make a final decision on the team's classification during or prior to the 2nd Classification Meeting.

5.3.3.3 Upon the release of final Classifications at the end of July, teams may appeal their Classification or Tier placement. The appealing team must do so in writing within 48 hours of

notification (posted online) and post a \$500 bond. The appeal must be submitted to the Regional Director and include rationale for the appeal, along with supporting evidence (game results, tournament results, etc.).

5.3.3.4 The Competition Committee will review all appeals and make a recommendation to the board to either accept or reject the team's appeal. Should the appeal be accepted, the \$500 will be returned to the appealing team.

5.3.4. Provincial Championship Hosting

5.3.4.1 All provincial play-downs will be played at dates decided by the BNS Board and will be published in the Calendar of Events.

5.3.4.2 Provincial Championships shall be held at sites determined by the BNS Board of Directors.

5.3.4.3 Teams wishing to host a Provincial Championship must apply online before the deadline specified in the Calendar of Events.

5.3.4.4 AAA and AA division hosts must apply by the date outlined in the Calendar of Events prior to the 1st Classification Meeting.

5.3.4.5 A division hosts must apply by the date outlined in the Calendar of Events prior to the 2nd Classification Meeting.

5.3.4.6 Tournament hosts who do not participate in Bluenose League will be required to go through the classification/qualification process outlined in section 5.3.2.

5.3.4.7 Should a host team that has been awarded a Provincial Championship be reclassified, BNS reserves the right to remove hosting responsibilities from the reclassified team.

5.3.4.8 The host team or association shall:

- Appoint a tournament chairperson, official scorekeeper and official pitch counter.
 - This person shall not be a member of the host team.
 - This person will be required to attend the hosting information conference call to take place one week prior to the tournament.
- Arrange to pay umpires prior to the start of each tournament game.
- Make arrangements for a host hotel and provide visiting teams with information for the host hotel.
- Supply enough approved baseballs for the entire tournament.
- Ensure the playing field meets minimum field requirements and is prepared properly prior to each tournament game.
- Provide access to on site washroom facilities.
- Have means for medical assistance if required. Note: Baseball NS strongly recommends that certified first aid or ambulance personnel be onsite for all games.

- With input from BNS, determine date, location and time for any game rescheduled due to weather or other unforeseen circumstance.
- Provide cost share breakdown to participating teams.

5.3.4.9 Baseball Nova Scotia will provide:

- Gold and Silver medals;
- Championship Banner;
- Hosting Stipend (see Appendix A);
- Lineup cards;
- Pitch count sheets;
- Baseball Canada Rule Book; and
- Provincial Championship Document/BNS Handbook.

5.3.5. Cost Share Requirements

5.3.5.1 All Classification tournaments, Qualification tournaments and provincial championships will be cost shared.

5.3.5.2 Cost share break down must be approved by BNS prior to it being communicated to participating teams.

5.3.5.3 The following items may be included in the cost share:

- All umpire costs including travel
- Approved Baseballs, quality and quantity (see section 5.2.3)
- Field costs, including marking chalk
- Water (24 bottles per team per game)
- Washroom port-a-pottie

5.3.5.4 Hosting stipend provided by BNS must be removed from the total cost prior to being divided amongst the teams.

5.3.6. Pre-Tournament Meeting

5.3.6.1 The Pre-tournament meeting should be held either by conference call the Thursday evening prior to the beginning of the tournament OR in person one hour prior to the start of the first game of the tournament.

5.3.6.2 The tournament chairperson shall facilitate the pre-tournament meeting, with help from a BNS representative (if present).

5.3.6.3 Any team that fails to attend the pre-tournament shall be bound by the results of the meeting.

5.3.6.4 The following shall be discussed during the pre-tournament meeting:

- Proposed ground rules (for information purposes only as the actual ground rules are to be confirmed at the plate meeting).
- Presentation of rosters, all found on the BNS website.
- Confirmation of Affiliation information, if required.
- Name of Official Scorekeeper and Pitch Counter.
- Tournament Schedule.
- Pitch Count Rules.
- Tie Breaking, standings.
- Procedures for games ending in a tie.
- 10 run and 15 run rule(s).
- Game rescheduling if required for weather or other unforeseen circumstances.
- Team Conduct Rule (BNS Handbook).
- Coin toss (if required).

5.3.7. Protests

5.3.7.1 When a team claims an umpire's, decision is contradictory to the rules, the team may protest using the following procedure.

5.3.7.2 All protests regarding playing rules shall be referred to the Baseball Nova Scotia Protest Committee. A primary and secondary cell number will be provided to all tournament chairs. Once the protest has been referred to the protest committee the decision will be final and not subject to appeal.

5.3.7.3 All protests regarding player/coach eligibility, tournament rules/operations or questions around rescheduling games, tie breaking in standings, etc. shall be referred to the Baseball Nova Scotia tournament committee. A phone number for this committee will be provided to the tournament chair.

Note: Any change in protest phone numbers will be communicated to the tournament chair.

5.3.8. Forfeiting

5.3.8.1 A game will not start until each team has a minimum of nine players and one certified coach on the bench. If a team fails to meet this requirement, they will have 20 minutes from the scheduled start time to meet the requirement.

5.3.8.2 Should both teams not be able to field nine players and one certified coach within 20 minutes of the scheduled start time, then such game will be declared a double forfeit and result in a loss to each team.

5.3.8.3 Should such forfeiture be the first game of a double header; the forfeiting team shall be given a further 40 minutes to field nine players and a certified coach. If the requirement is still not met the second game of the doubleheader will also be declared a forfeit.

5.3.8.4 A forfeit will be recorded as a 7 – 0 win for the team not in a forfeiting position.

5.3.8.4.1 For the purpose of tie-breaking, should it be required, the team winning by default will be credited for 7 defensive innings and the team.

5.3.8.5 Should there be a scenario where a game begins but does not finish because of a forfeit, i.e., a team no longer being able to field 9 players or a certified coach, any pitches thrown will count towards a pitcher's pitch count.

5.3.8.6 All tournament games shall be played as scheduled or in the case of rain or other unforeseen circumstances rescheduled. Should a team fail to show up for a tournament the matter will be referred to the BNS Executive.

5.3.9. Tournament Schedules

5.3.9.1. Games per Day

5.3.9.1.1 Due to weather and tie breaking procedures it may be necessary for a team to play 3 games in a day. While this is not a suggested practice, BNS recognizes that it may occur and will permit it to take place.

5.3.9.1.2 In the 7-team format, 3 games in a day will be required to determine 6th and 7th place teams.

5.3.9.1.3 Four games in a day will not be permitted, with the exception of completion of a suspended game.

5.3.9.1.4 Since Labor Day is a public holiday, it may be used to complete a tournament that has been held up by bad weather. Hosts are to keep this day available for such and may not schedule games in advance for this day.

5.3.9.2. Game Starting Times

5.3.9.2.1 The scheduled starting time shall be the official starting time until such a time as the host (after communicating with BNS) informs both teams that the starting time has been changed because of; games running late, weather delays or other unforeseen circumstances. The new designated starting time shall become the new official starting time.

5.3.9.2.2 Only with consent of both teams may a game start earlier than the scheduled starting time.

5.3.9.2.3 No game shall be scheduled to begin after 5:30 PM on an unlit field.

5.3.9.2.4 When time permits, both teams shall be allowed 10 minutes in which to conduct an infield/outfield. If a team misses their allotted time the team will lose its right for an infield/outfield for that game.

5.3.9.2.5 The host will be responsible for ensuring the pre-game practice times are adhered to by teams.

- 25 minutes prior to the scheduled start time, the home team will have the field for 10 minutes to conduct their infield/outfield.
- 15 minutes prior to the scheduled start time, the visiting team will have the field for 10 minutes to conduct their infield/outfield.
- 5 minutes prior to the scheduled start time the coaches and captains will meet with the umpires.

5.3.9.3. Home Team

5.3.9.3.1 Except as otherwise mentioned in this document, a coin toss at the pre-tournament meeting will be used to determine the home team for each game in the round robin.

5.3.9.3.2 A coin toss shall be used to determine home team for any tie breaker games that might be required.

5.3.9.3.3 In a crossover game, if a team has a better win/loss record, that team shall have the choice of home or away.

5.3.9.3.4 In the championship game(s), the team finishing higher in the round robin shall be the home team.

5.3.9.3.5 Coin tosses other than those at the pre-tournament meeting shall take place at least 30 minutes prior to the game, or immediately following the preceding game if the time between games is less than 30 minutes.

5.3.10. Tournament Draws

5.3.10.1 The draws contained in section 5.3.10 shall be used for all BNS tournaments; Classification, Qualification, Provincial Championship and National Elimination.

5.3.10.2 Where more than three (3) games are required in a tournament; at least one game will be scheduled on the Friday.

5.3.10.3 If a tournament consists of four (4) or less teams, no game shall be scheduled to start prior to 11:00 AM on the first scheduled day of the tournament.

5.3.10.4 Teams shall be assigned tournament positions as follows:

- In a six (6) or eight (8) team event, BNS will seed teams into the schedule.
- In all other draws, Team A will be the host, B the closest team to the host, C is the next closest, etc.
 - When determining a team's distance from the host, The shortest possible driving (land) distance from the team's home field to the tournament's main field. In cases of dispute or uncertainty, the decision of the BNS office shall be final.
 - When two (2) or more teams use the same home field, the BNS office shall determine the placing's.

5.3.10.1. Two Team Draw

- All two team draws in tournaments shall be scheduled as a best of three series.

- All home and home series are still considered tournaments for the purposes of the BNS rules. The home team for each game is to be considered the host for that game.

5.3.10.2. Three Team Draw

- All three team draw tournaments shall be scheduled as a double round robin format. The schedule format for the three-team draws shall be:

Game 1: A vs B Game 5: A vs C
 Game 2: C vs A Game 6: C vs B
 Game 3: B vs C Game 7: Championship Game (if necessary)
 Game 4: B vs A

- The home team is the second listed team. E.G. In game 1, B is the home team.
- If one team is undefeated during the round robin, it shall be declared the champion and no championship game shall be played.
- Should two teams finish the round robin with 3-1 records, these teams shall meet in a single game for the championship.
- Should the first-place team have a 3-1 record and the second-place team a record of 2-2 in the round robin, such teams shall also play a single game for the championship.
- Should all three teams finish the round robin with 2-2 records, first and second place shall be determined using the tie breaking procedure and these two teams shall play a single game for the championship.

5.3.10.3. Four Team Draw

- All four team tournaments shall be scheduled as single round robins. The schedule format for the four-team draws shall be:

Game 1: A vs B Game 4: B vs D
 Game 2: C vs D Game 5: A vs D
 Game 3: A vs C Game 6: B vs C
 Game 7: Championship game (if necessary or play-off game (if necessary)
 Game 8: Championship game (if necessary) or championship game #2 (if necessary)

- If the first-place team is undefeated in the round robin and the second-place team has a record of 2-1, the second-place team must defeat the first place team twice in order to win the championship, and two (2) games shall be played if necessary.
- If, however, the first-place team goes undefeated in the round robin and all other teams have 1-2 records, the first-place team shall be declared champion and no championship game will be required. The silver medal will be awarded as per article 14.18 (Tie Breaking Procedure).
- If three (3) teams are tied at 2-1 after the round robin, first place shall be determined using the tie breaking procedure. The remaining two (2) teams shall play a single game, with the winner advancing to play a single championship game against the first-place team.

5.3.10.4. Five Team Draw

- All five team tournaments shall be scheduled as single round robins. The schedule format for the five-team draws shall be:

Game 1:	A vs B	Game 6:	A vs D
Game 2:	C vs D	Game 7:	B vs E
Game 3:	E vs A	Game 8:	A vs C
Game 4:	B vs D	Game 9:	D vs E
Game 5:	E vs C	Game 10:	B vs C
Game 11:	Championship Game (if necessary)		
Game 12:	Championship game # 2 (if necessary)		

- Upon completion of the round robin, the first and second place team shall advance to the championship.
- If the first-place team is undefeated in the round robin and the second-place team has a record of 3-1, the second-place team must defeat the first place team twice in order to win the championship, and two (2) games shall be played if necessary.
- If, however, the first-place team goes undefeated in the round robin and all other teams have 2-2, 1-3 or 0-4 records, the first-place team shall be declared champion and no championship game will be required.
- Provided that no team has gone undefeated, if three or more teams are tied for first and/or second places, the tie breaking procedure shall be used to select first place, and the other two teams will playoff to determine the other finalist.

5.3.10.5. Six Team Draw

- The schedule format for the six-team draws shall be:

Game 1:	A vs D	Game 6:	C vs D
Game 2:	B vs E	Game 7:	A vs F
Game 3:	C vs F	Game 8:	B vs D
Game 4:	A vs E	Game 9:	C vs E
Game 5:	B vs F		
Game 10:	1 vs 4		
Game 11:	2 vs 3		
Game 12:	Championship Game		

- At the end of the round robin, the teams will be ranked from 1st to 4th to determine the semi-final games. The rankings will be determined by the following:
 - Win/loss record
 - Head-to-head record (two team tie only)
 - Differential Runs (defensive first, then offensive as per tie-breaking rule)

5.3.10.6. Seven Team Draw

- The schedule format for the seven-team draws shall be:

Game 1:	A vs C	Game 8:	6th vs 7th
Game 2:	B vs E	Game 9:	4th vs 5th

Game 3:	D vs F	Game 10:	WGm 8 vs 3rd
Game 4:	A vs G	Game 11:	WGm 10 vs 2nd
Game 5:	C vs E	Game 12:	WGm 9 vs 1st
Game 6:	B vs F	Game 13:	WGm 11 vs WGm 12
Game 7:	D vs G		

- Upon completion of the round robin, teams will be re-seeded. Once this has happened the schedule will pick up again a game #8.

5.3.10.7. Eight Team Draw

- The schedule format for the eight-team draws shall be:

Game 1:	A vs B	Game 9:	A vs D
Game 2:	E vs F	Game 10:	E vs H
Game 3:	C vs D	Game 11:	B vs C
Game 4:	G vs H	Game 12:	F vs G
Game 5:	A vs C	Game 13:	2nd B vs 1st A
Game 6:	E vs G	Game 14:	2nd A vs 1st B
Game 7:	B vs D	Game 15:	W 13 vs W 14
Game 8:	F vs H		

5.3.11. Tie Breaking Procedures

5.3.11.1 This rule does not come into effect for a tie in a 6 team format until noted to do so.

5.3.11.2 When two teams are tied, the record of the two teams against each other will determine the position of finish. The team, which won between the two teams, finishes higher in the standings.

5.3.11.3 Where two or more teams are still tied, calculating to two decimal places the team, which has given up the fewest defensive runs per defensive inning played, will break the tie. Under this formula, the team haven given up the fewest runs per defensive inning finishes higher in the standings, the team having given up the second fewest runs per defensive innings next, and so on.

5.3.11.4 When two or more teams are still tied, calculating to two decimal places the team, which has scored the greatest number of offensive runs per offensive inning played, will break the tie. The team scoring the greatest number of runs per offensive inning finishes higher in the standings, the team having scored the second highest runs per offensive innings next, and so on.

5.3.11.5 In the very unlikely event that two or more teams are still tied, the tie shall be broken by one or more coin tosses conducted by the host.

5.3.11.6 Where there are no innings played, all scores of forfeited games shall be excluded from the tie breaking process.

5.3.11.7 Throughout the tie breaking procedure, only those games involving the teams tied shall be considered. In a four-team tournament, for example, whereby Teams A, B and C are tied with each other, those games only shall be considered for the purpose of the tie breaking procedure. Any game involving Team D, no matter who their opponent was, shall not be considered for the tie breaking procedure.

5.3.11.8 For the purpose of calculating innings, each out counts as one third of an inning so that if, for example, the game ends with one out in the sixth inning then the team will have played five and one third innings for the purpose of any such calculation pursuant to this rule.

5.3.11.9 Runs scored in extra innings during the round robin do not count towards tie breaking calculations. Only runs scored during regular play shall count towards tie breaking calculations.

5.3.11.10 In mercy rule situations, the winning team shall get credit for a complete game when calculating tie breakers (7 defensive innings; 6 innings for 11U). The losing team shall only get credit for innings played.

5.3.12. Intermediate Provincial Championships

5.3.12.1 Divisions will be broken down as follows:

- AAA – Top three teams from each of the NSIBL and MIBL (total 6 teams).
- AA – Any combination of teams from the NSIBL, MIBL, RABA or other, to a maximum of 6 teams.
- A – Remaining registered teams to a maximum of 8. If above 6 teams, BNS will explore offering Tier 1 and Tier 2 divisions.

5.3.12.2 A host will be decided by the hosting league. A host for AAA will be submitted to Baseball Nova Scotia no later than June 25th.

5.3.12.3 AA and A host – Any registered intermediate teams can apply to host prior to the June 25th deadline.

5.3.12.4 Should the chosen host for each division be seeded in such a way that does not permit the team to play in the division they are hosting the hosting responsibility will be determined by the host league.

- AAA Host - Years ending in an odd number, NSIBL will host. Years ending in an even number MIBL will host.
- AA Host – Will rotate between the three leagues. 2016 NSIBL will host, 2017 RABA will host, 2018 MIBL will host.
- Teams in the A division must submit a host to Baseball Nova Scotia no later than the second Monday in August. If no host is decided this tournament will not happen.

5.3.12.5 Draws will follow those listed in section 10.

5.3.12.6 Seeding deadline will be the first Monday in August.

5.4. Blue Nose League Handbook

5.4.1. Objectives

5.4.1.1 To provide a competitive baseball league for all areas of the province which fosters fun, learning and supports the spirit of good sportsmanship.

5.4.1.2 The Bluenose League is a FAIR PLAY LEAGUE WITH AN EMPHASIS ON THE DEVELOPMENT OF PLAYERS.

5.4.1.3 All Bluenose League games for 18U AA and lower divisions; all players must bat in the batting order.

5.4.1.4 In 11U, players must play a minimum of two (2) innings in the field; in 13U, 15U and 18U players must play at least three (3) innings in the field (unless game is shortened by mercy rule, rain, etc.).

5.4.1.5 An exemption of this rule may be used by a coach for “disciplinary” reasons. The coach of the other team is to be advised prior to the game.

5.4.2. Organization

5.4.2.1 The Executive Director (ED) shall be responsible for the administration of all leagues organized by BNS. The ED shall appoint administrators to oversee the day-to-day operation of the league(s).

5.4.2.2 The league operating rules and procedures shall be evaluated at the conclusion of the season and revisions shall be approved by the Board of Directors.

5.4.2.3 Teams wishing to enter the Bluenose league must register no later than the date specified in the Baseball Nova Scotia Calendar of Events.

5.4.2.4 The following fees are due on the date specified in the calendar of events:

- The cost to register for the Bluenose League is \$150.00.
- A performance bond in the amount of \$500.00 must be submitted separate of the registration fee.

5.4.2.5 The following information must be submitted with registration

- Association
- Age Category
- Classification
- Home Night
- Home Field
- Home Night Game Start Time
- Secondary Home Night - field and start time
- Team Name
- Contact info for all coaches, assistant coaches and managers (e-mail & phone number)
- Blackout Dates

- Travel Dates

5.4.2.6 Blackout dates must be provided in two segments, dates provided in the calendar of events.

- When registering for bluenose league, blackout dates must be submitted for late may to mid July (when the initial schedule ends).
- By the date noted in the calendar of events for the beginning of the new schedule (early July) until the season's end (end of August).

5.4.2.7 Travel dates must be provided in two segments, dates provided in the calendar of events.

- Bluenose Registration: When registering for bluenose league, teams must provide dates they are available to travel distances of more than 200 km and may require overnight accommodations (minimum of 3 weekends). Due date for submission to align with Blackout Dates.
- By the date noted in the calendar of events for the beginning of the new schedule (early July) until the seasons end (end of August). Travel Date Update: Teams must provide an update of dates they are available to travel distances of 200 km or more and may require overnight accommodations (minimum of 3 weekends). Due date for submission to align with Blackout dates.

5.4.2.8 Teams or associations hosting tournaments at the A, AA, or AAA levels must have tournaments approved/sanctioned by BNS. Teams will be required to submit dates, location, and competition level prior to two dates listed in the calendar of events to be considered sanctioned by BNS. If not submitted by the communicated date, the tournament will not be sanctioned or posted to the BNS website, be eligible for BNS umpires, or BNS insurance. Only tournaments posted to the BNS website will be considered sanctioned.

- Bluenose Registration Date: Tournaments being held from the beginning of the Bluenose schedule to the end of the first half schedule must be submitted by this date to be considered sanctioned BNS Association tournaments.
- Classification Meeting Date: Tournaments being held from the start of the new schedule to the end of the season must be submitted by this date to be considered sanctioned BNS Association tournaments.

5.4.2.9 Rosters must be submitted online prior to the beginning of the league start. Association registrars have access to do this.

5.4.2.10 Any permanent changes to rosters (i.e., for the remainder of the season) must be brought to the attention of the Bluenose League Coordinator prior to a new player being permitted to play.

5.4.3. Procedures

5.4.3.1 Fan Control - Both teams are required to instruct their fans that comments should only be directed to their players and should be of a POSITIVE nature.

5.4.3.2 Uniforms, as supplied, shall be worn properly. Shirts are to be tucked in at all times. Baseball caps are to be worn by players at all times. Coaches can wear a Golf Shirt and Shorts. Please refer to the BNS coach's dress code in the Handbook for more information.

5.4.3.3 Poor Field Conditions - It is the responsibility of the home coach to determine if a field is fit for play.

5.4.3.3.1 If the game has to be cancelled, the home teams shall attempt to provide as much notice time as possible to the visiting coach and umpire assignor (or the minimum time required due to travel circumstances if three hours is insufficient).

5.4.3.4 Insufficient Players - Coaches are responsible for ensuring that enough players are available for a game. 18U AA and down teams are permitted to compete with 8 players in the line-up.

5.4.3.5 Rescheduling and Cancelling Games (regarding weather/extenuating circumstances).

5.4.3.5.1 The home team is responsible for rescheduling a cancelled game(s) and is to notify the visiting coach, umpires assignor and the BC. The home team will contact the visiting coach within a week to reschedule the cancelled game(s).

5.4.3.6 Teams will be in direct violation of Bluenose League rules and may be subject to penalty should they be deemed guilty of the following infractions:

5.4.3.6.1 Cancel any league game to attend a tournament the was not approved by BNS prior to the Tournament Submission dates (teams attending out of Province tournaments must include these intentions in the Blackout dates).

5.4.3.6.2 Cancel any league game scheduled on an approved travel date submitted by the team.

5.4.3.6.3 Not follow appropriate rescheduling procedures in the event of cancellations due to rainouts or other extenuating circumstances.

5.4.3.7 Rescheduled games must be played prior to completion of scheduled league play. In cases where the game cannot be rescheduled due teams avoiding rescheduling or not working to reschedule games.

5.4.3.8 The Bluenose League Coordinator must be copied on all emails regarding the attempted rescheduling of games. This is done to ensure all parties involved are making a valid effort have the games rescheduled.

5.4.3.9 Upon further investigation, if it is determined that one of the parties involved made no effort to reschedule the canceled game or purposely avoided travel, then the offending team will be removed from the league and forfeit the \$500 bond. The offending team will also be removed from provincial play downs (should they be registered or planning to register) until the fine is

paid. It is of extreme importance that the Bluenose League Coordinator be copied on all attempts at rescheduling games.

5.4.3.10 BNS acknowledges there could be individual situations where rescheduling may not be possible due to time restraints and pre-existing commitments. This will be reviewed on a case-by-case basis.

5.4.3.11 Player Pickups - Teams may pick up players from any of their association's teams playing at a lower level or lower division, provided they are registered members of BNS. This is intended for individual games where a team cannot field 9 players.

Note: A player added to a league game roster, whether from a house league team or from a lower-level rep team, does not affect rosters for BNS Provincial play downs.

5.4.3.11.1 Teams can pick up from a higher classified team (at a lower age division) within their association only if all other options have been exhausted. (Example: a 15U AA team may only pick up from a 13U AAA team if there were no available 15U A, 15U Recreational, or 13U AA players available).

5.4.3.11.2 Teams can only pick up from one classification higher. (Example: 15U A teams can pick-up from 13U AA, but not 13U AAA).

5.4.3.11.3 Pick-ups from a high classified team can only be done for scheduled double headers.

5.4.3.11.4 Pick-ups from a higher classified team are not eligible to pitch.

5.4.3.11.5 Pick-ups from a higher classified team must be communicated to the Bluenose League Coordinator. Regular pick ups do not need to be communicated.

5.4.3.11.6 Pick-ups from older age divisions are not permitted.

5.4.3.12 Batting Order - Coaches shall give their batting order, in duplicate, to the home plate umpire prior to starting each game. The home plate umpire shall have any obvious errors corrected, confirm that the original and copies of each batting order are identical, initial all copies and give a copy of each batting order to the opposing coach. It is mandatory for all players, including substitutes, to be listed on the batting order presented to the home plate umpire.

5.4.3.13 For Bluenose League games for 18U "AA" and lower divisions, all players must bat in the batting order.

5.4.3.14 Forfeit Games 18U AA and below - Teams must have a minimum of eight registered players ready for the start of the scheduled game.

5.4.3.14.1 If eight (8) registered players are not present by the scheduled starting time the team will have 15 minutes to put eight (8) registered players on the field. At no time can unregistered players be used.

5.4.3.14.2 Teams forfeiting two games on the field will have their status reviewed by the BC. If a third game is forfeited on the field, then the team will be removed from the league.

If the visiting team is responsible for the forfeiture, they will be responsible for payment of any umpire fees required to be paid. (The home team shall pay the umpires and be reimbursed by the visiting team).

5.4.3.15 Umpires - Umpires shall be scheduled by an assignor and shall be registered BNSUD umpires. Two umpires are required for regular season games.

5.4.3.15.1 In cases where the umpire(s) do not show up, both teams will attempt to find suitable replacements and agree to placement on the field.

5.4.3.15.2 The umpires shall be in full authority of the game once commenced.

5.4.3.16 Scores - The Home team is responsible for submitting the game results online within 24 hours of the game being played. Instructions for entering game results are available on the BNS website. It is imperative that the scores be submitted to BNS. While it is the home team's responsibility to submit the score either team can submit the game score.

5.4.3.17 Standings shall be calculated using win % (wins + ties/2) / (Games Played). Only games played against teams within the same division shall count in the standings.

5.4.3.17.1 Only one team needs to report the score online, if there are issues with that reported score the other team should contact the BC immediately.

5.4.3.17.2 If a game ends in a tie it will be considered half a win for both teams for the purpose of standing calculations.

5.4.3.18 Pitch Counts - Both teams are responsible for keeping track of pitch counts for both teams. These are to be entered when submitting scores.

5.4.3.19 Complaints - Any concerns regarding the conduct of umpires, opposing players, coaches, or fans must be brought to the attention of the Bluenose League Coordinator ASAP in the form of an email. These concerns will be documented and reviewed by the Bluenose League Coordinator. Upon further investigation; action may or may not be taken.

5.4.4. Rules

5.4.4.1 Unless otherwise specified in the following clauses, all rules of Baseball Canada Rule Book and/or the BNS Handbook shall apply. If there is any conflict between these rules, the BNS Handbook has priority.

5.4.4.2 A game consists of 7 innings (6 innings for Mosquito). If the score is tied after 7 innings (or 6 innings for Mosquito), there shall be one extra inning of play if time permits. The score will stay tied if there is no clear winner after one extra inning of play.

5.4.4.3 Extra Inning

If the game is tied at the completion of regulation (7 innings – 6 for 11U), the following procedures will be implemented during the extra inning:

5.4.4.3.1 Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no out. (See example below to confirm who is on first and second).

5.4.4.3.2 The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. (See example below to confirm who is at bat).

5.4.4.3.3 The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

Example: If the last regulation innings with the #6 hitter having the last plate appearance (PA), then the extra inning begins with the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base. With the exception of beginning the inning with runners on first and second base with no one out, all other “official baseball rules” and “Canadian Rules” will remain in effect during extra innings required to determine a winner.

5.4.4.4 Run Limits

5.4.4.4.1 11U A, AA & AAA – Teams cannot score more than 5 runs in an inning with the exception of the last inning being an open inning.

5.4.4.4.2 13U A, AA & AAA – Teams cannot score more than 5 runs per inning with the exception of the last inning being an open inning.

5.4.4.4.3 15U A & AA - Teams cannot score more than 5 runs per inning with the exception of the last inning being an open inning.

5.4.4.4.4 18U A - Teams cannot score more than 5 runs per inning with the exception of the last inning being an open inning.

5.4.4.5 Game Time Limits

5.4.4.5.1 11U All divisions – games must be completed in **1 hour and 45 minutes (1:45)**. Should a game reach the end of the time limit the current inning is to be completed (top and bottom).

5.4.4.5.2 13U All divisions – games must be completed in **2 hour and 00 minutes (2:00)**. Should a game reach the end of the time limit the current inning is to be completed (top and bottom).

5.4.4.5.3 15U All divisions – games must be completed in **2 hour and 15 minutes (2:15)**. Should a game reach the end of the time limit the current inning is to be completed (top and bottom).

5.4.4.5.4 18U All divisions – games must be completed in **2 hour and 15 minutes (2:15)**. Should a game reach the end of the time limit the current inning is to be completed (top and bottom).

5.4.4.5.5 22U All divisions – games must be completed in **2 hour and 15 minutes (2:15)**. Should a game reach the end of the time limit the current inning is to be completed (top and bottom).

5.4.4.5.6 In all age categories and at all divisions the time between innings shall be ninety (90) seconds.

5.4.4.5.7 Time restrictions and run limits are applicable to Bluenose League play only.

5.4.4.6 All categories, AA and below – If the catcher is on base and there are two outs in the inning, the last offensive player declared out may replace the catcher on base.

5.4.4.7 Catchers will be limited to one (1) visit with the pitcher per inning. A visit is defined as an interaction that involves the catcher leaving their position to visit the pitcher. Does not include catcher giving signs to fielders or any interaction where the catcher is exchanging the ball with the pitcher provided the catcher does not meet with the pitcher to exchange the ball.

5.4.4.8 All divisions - females are eligible to play one year over age in each age division.

5.4.4.9 Should a game be suspended because of weather or other unforeseen circumstance prior to four (4) complete innings, the game must be rescheduled to start from the beginning.

5.4.4.10 Should a game be suspended because of weather or other unforeseen circumstance after four (4) complete innings, the game will be considered official. If the game is called in the middle of an inning, the score will revert back to the last complete inning of play.

5.4.5 12U Girls Rules

5.4.5.1 The distance for the base paths shall be set at 60'. The distance from the point of home plate to the front edge of the pitchers rubber shall be 44'.

5.4.5.2 Games are 6 innings long. No new inning can start past the 1 hour 45 minute mark during Bluenose play. There are no time restrictions for Provincial Championship play.

5.4.5.3 There is a 3-run limit per inning, except for the last inning.

5.4.5.4 Stealing all bases is allowed **ONCE THE BALL CROSSES THE PLATE**

- If a runner leaves early and is thrown OUT – the out shall stand.
- If a runner leaves early and would have been safe – the runner is returned to the base from which they left.

5.4.5.5 Runners are not permitted to advance further than **ONE BASE** on a steal attempt

- If a throw errantly goes into the outfield on a runner attempting to steal second base, that runner **IS NOT** permitted to advance to third base.
- If a throw errantly goes into the outfield on a runner attempting to steal third base, that runner **IS NOT** permitted to advance to home.

5.4.5.5 A runner on 3rd base cannot score on a pass ball or wild pitch. A runner on 3rd base cannot advance home as a result of any interaction between the pitcher and the catcher. In all cases where the pitcher pitches the ball to the catcher and there is a pass ball or the catcher throws the ball back to the pitcher, regardless of the results of that throw, no advancement shall be permitted from 3rd.

5.4.5.6 In the event there are runners on first and third base and the runner from first attempts to steal second base, the runner from third IS NOT permitted to attempt to steal home.

5.4.5.7 There will be no walks granted during play . If a batter reaches four balls, a tee will be set up on, or in front of home plate, and the batter will have the opportunity to put the ball in play. The batter will carry the count over to the tee, which will determine the number of attempts permitted to hit the ball in fair territory. (Example: if the batter reaches Ball 4 with 1 strike already called, the batter gets 2 (two) attempts to put the ball in play) A missed swing, foul ball, or contact with the tee will result in an attempt/strike. Foul balls count as attempts, but a batter cannot be called out on a third attempt foul ball (as with two strikes in a normal scenario). Should the batter run out of attempts, they will be called out.

5.4.5.7 Baserunners will not be permitted to steal bases when the tee is in play

5.4.5.8 Bunting off the tee is not permitted. The ball must travel at least six feet from home plate.

5.4.5.9 Batters will be granted first base in a Hit By Pitch scenario

5.4.5.10 Balks will not be issued

5.4.5.11 Teams are permitted three (3) over agers per roster (turning 13 in the calendar year)

5.4.6 14U Girls Rules

5.4.6.1 The distance for the base paths shall be set at 70'. The distance from the point of home plate to the front edge of the pitchers rubber shall be 48'.

5.4.6.2 Games are 6 innings long. No new inning can start past the 2 hour mark during Bluenose play. There are no time restrictions for Provincial Championship play.

5.4.6.3 There is a 3-run limit per inning, except for the last inning.

5.4.6.4 Stealing all bases is allowed ONCE THE BALL CROSSES THE PLATE. If a runner leaves early and is thrown OUT – the out shall stand. If a runner leaves early and would have been safe – the runner is returned to the base from which they left.

5.4.6.5 Runners are not permitted to advance further than ONE BASE on a steal attempt. If a throw errantly goes into the outfield on a runner attempting to steal second base, that

runner IS NOT permitted to advance to third base. If a throw errantly goes into the outfield on a runner attempting to steal third base, that runner IS NOT permitted to advance to home.

5.4.6.6 Runners can score on a passed ball or wild pitch.

5.4.6.7 Batter is out on a dropped third strike.

5.4.5.8 Teams are permitted three (3) over agers per roster (turning 15 in the calendar year)

6. Team Conduct & Discipline

6.1. Team Conduct

While at any tournament conducted by Baseball Nova Scotia or at any tournament where the team is representing the province of Nova Scotia, the team must conduct itself in a manner that is in the best interest of baseball in our province.

a) Teams that cause vandalism or other intentional damage to properties may be subject to further discipline from the BNS Executive.

b) Teams that willingly leave a tournament early or who fail to appear for a tournament without permission of the tournament chairperson, or who withdraw from a tournament within the 5 days immediately prior to a tournament may be fined \$500.00 and suspended until such fine has been paid. Where the host association incurs costs, the host association may claim from BNS, receipted expenses to a maximum of \$200.00.

c) In the case of minor division teams, the adults involved with the team (general manager and coaches) shall be held responsible for the team's actions.

6.2. Umpire Conduct

Umpires must also conduct themselves in a manner that is in the best interest of baseball in our Province. Umpires who fail to do so shall be disciplined by the BNSUD according to its discipline policy.

6.3. Discipline Grid

Type of Offense	Offender	1 st Offence	2 nd offence	3 rd Offence
Intentional throwing at batter in the head area (no Warnings Issued)	Pitcher	Ejection from the current game, plus application of intent to injury Penalty. (Five (5) games)	Ejection from the current game, plus next five (5) games scheduled, plus application of intent to injury Penalty. (Ten (10) games)	Suspended one (1) Calendar year from the first day of ejection.

Intentional throwing at batter in the head area (no Warnings Issued)	Head Coach / Manager	Ejection from current game	Ejection from current game	Ejection from current game
Intentional throwing at batter in the head area (Warnings Issued)	Pitcher	Ejection from the current game, plus application of intent to injury Penalty. (Five (5) games)	Ejection from the current game, plus next five (5) games scheduled, plus application of intent to injury Penalty. (Ten (10) games)	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter in the head area (Warnings Issued)	Head Coach / Manager	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter (No Warnings Issued)	Pitcher	Ejection from the current game, plus the next three (3) games scheduled. Intent to injury penalty may apply in this situation.	Ejection from the current game, plus the next five (5) games scheduled. Intent to injury penalty may apply in this situation.	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter (No Warnings Issued)	Head Coach / Manager	Ejection from current game	Ejection from current game	Ejection from current game
Intentional throwing at batter (Warnings Issued)	Pitcher	Ejection from the current game, plus the next three (3) games scheduled. Intent to injury penalty may apply in this situation.	Ejection from the current game, plus the next five (5) games scheduled. Intent to injury penalty may apply in this situation.	Suspended one (1) Calendar year from the first day of ejection.
Intentional throwing at batter (Warnings Issued)	Head Coach / Manager	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Charging the mound (not fighting)	Player / Coach / Manager or Team Personnel	Ejection from the Current game, plus the next game the team plays. Penalty for Actions causing benches to empty may apply.	Ejection from the Current game, plus the next three (3) games the team plays. Penalty for Actions causing benches to empty may apply.	Ejection from the Current game, plus the next five (5) games the team plays. Penalty for Actions causing benches to empty may apply.

Charging the mound (fighting)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next three (3) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) games the team plays. Penalties for actions causing the benches to empty and/ or aggressive fighting - intent to injure may apply)	Suspended one (1) Calendar year from the first day of ejection.
Fighting (shoving or fighting)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next three (3) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) games the team plays. Penalties for actions causing the benches to empty and/ or aggressive fighting - intent to injure may apply)	Suspended one (1) Calendar year from the first day of ejection.
Fighting (aggressive fighting - intent to injure)	Player / Coach / Manager or Team Personnel	Five (5) game Suspension in addition to any other penalties assessed.	Ten (10) game Suspension in addition to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.
Intent to injure	Player / Coach / Manager or Team Personnel	Five (5) game Suspension in addition to any other penalties assessed.	Ten (10) game Suspension in addition to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.
Throwing equipment / debris in opponents Direction	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ten (10) game Suspension in addition to any other penalties assessed.
Actions causing benches to empty	Player / Coach / Manager or Team Personnel	Three (3) game Suspension in addition to any other penalties assessed.	Five (5) game Suspension in addition to any other penalties assessed.	Ten (10) game Suspension in addition to any other penalties assessed.
Actions during bench clearing (not physical Violence)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ten (10) game Suspension in addition to any other penalties assessed.

Actions during bench clearing (physical Violence)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next five (5) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) game Suspension. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)
Leaving position to participate in a fight	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next five (5) games the team plays. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)	Ejection from the current game, plus the next ten (10) game Suspension. Penalties for actions causing the benches to empty and / or aggressive fighting - intent to injure may apply)
Inappropriate gestures at an umpire	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Inappropriate comments directed at an umpire (prior / during / post game)	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Violently throwing equipment	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ejection from the current game, plus the next ten (10) games the team plays.
Restrained from confronting umpire / player	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ejection from the current game, plus the next ten (10) games the team plays.
Throwing equipment / debris in umpires direction	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Ejection from the current game, plus the next ten (10) games the team plays.

Verbal abuse / bench jockeying - Actions words directed or in directed towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting and baiting	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Verbal abuse / bench jockeying - Actions words directed or in directed towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting and baiting (Warnings issued)	Head Coach / Manager	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Verbal Abuse - balls / strikes / safe / out / balks	Player / Coach / Manager or Team Personnel	Ejection from current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Prolonged arguing after point of ejection	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional three (3) game suspension to be added to any other penalties assessed.	An additional five (5) game suspension to be added to any other penalties assessed.
Threatening an umpire, before, during or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Ejection from the current game, plus the next fifteen (15) games the team plays. Additional penalties may apply.	Suspended one (1) Calendar year from the first day of ejection.
Threatening an opponent , before, during or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Ejection from the current game, plus the next fifteen (15) games the team plays. Additional penalties may apply.	Suspended one (1) Calendar year from the first day of ejection.

Threatening an spectator before, during or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Ejection from the current game, plus the next fifteen (15) games the team plays. Additional penalties may apply.	Suspended one (1) Calendar year from the first day of ejection.
Not leaving dugout after ejection	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional one (1) game suspension to be added to any other penalties assessed.	An additional Five (5) game suspension to be added to any other penalties assessed.
Returning to playing field / dugout after an ejection	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional Five (5) game suspension to be added to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.
Returning to playing field / dugout after an ejection - participation in fight or bench clear	Player / Coach / Manager or Team Personnel	An additional three (3) game suspension to be added to any other penalties assessed.	An additional five (5) game suspension to be added to any other penalties assessed.	Suspended one (1) Calendar year from the first day of ejection.
Causing a forfeit game	Player / Coach / Manager or Team Personnel	An additional one (1) game suspension to be added to any other penalties assessed.	An additional one (1) game suspension to be added to any other penalties assessed.	An additional one (1) game suspension to be added to any other penalties assessed.
Contact rule (Non Intent to Injure)	Player	Ejection from the current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next three (3) games the team plays.
Contact rule (Intent to injure)	Player	Ejection from the current game, plus application of intent to injury Penalty. (Five (5) games)	Ejection from the current game, plus the next three (3) games schedule and application of Intent to injury Penalty. (Three (3) games second offense + five (5) games intent to injure)	Suspended one (1) Calendar year from the first day of ejection.
Ejection for tobacco use (includes smokeless and e-cigarettes)	Player / Coach / Manager or Team Personnel	Ejection from the current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next three (3) games the team plays.

Ejection for alcohol during a game.	Player / Coach / Manager or Team Personnel	Ejection from the current game	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next three (3) games the team plays.
Throwing equipment/debris onto field from dugout	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next three (3) games the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Contacting an umpire (intentionally or by accident non violent)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next six (6) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.	Suspended for five (5) Calendar years from date of second offense.
Contacting an umpire (Physical contact by bumping, pushing, tripping, punching, shoving, spitting on, or striking an umpire with equipment / debris)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next fifteen (15) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.	Suspended for Life.
Use of altered bat	Player	Ejection from the current game.	Ejection from the current game, plus the next one (1) game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Foreign substance / doctored baseball	Player	Ejection from the current game.	Ejection from the current game, plus the next one (1) game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.
Team playing an ineligible player, Suspended or player not on official roster	Team	Loss of game and removal of any medals from team	Loss of game and removal of any medals from team.	
Team playing an ineligible player, Suspended or player not on official roster	Head Coach / Manager	Two (2) game suspension	Ejection for one (1) Calendar year from the first day of ejection.	
Displaying bad sportsmanship (not specifically covered by this policy)	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Ejection from the current game, plus the next five (5) games the team plays.	Suspended one (1) Calendar year from the first day of ejection.
Abuse by an Umpire on a player or coach	Investigation hearing by BNSUD			

6.3.1. Sanction Information

6.3.1.1 All penalties to take effect immediately.

6.3.1.2 All penalized persons have the right to appeal through the BNS.

6.3.1.3 All penalties are considered per season except for those otherwise stated.

6.3.1.4 Any suspension issued and not served in the playing year will be held over until the following season. It is the responsibility of the team's coach to make sure all suspensions are enforced. A record of all games played after the suspension is announced must be made available to BNS on request.

APPENDIX A – Hosting Stipend Grid

Baseball Nova Scotia will be assisting Provincial Hosts by subsidizing the costs of umpires for Provincial Tournaments. Below is the grid that we will use:

Major Divisions

8 Team Tournament – \$750.00

7 Team Tournament - \$650.00

6 Team Tournament - \$550.00

5 Team Tournament - \$475.00

4 Team Tournament - \$375.00

Minor Divisions

8 Team Tournament - \$500.00

7 Team Tournament - \$500.00

6 Team Tournament - \$375.00

5 Team Tournament - \$325.00

4 Team Tournament - \$250.00

Intermediate Divisions

8 Team Tournament - \$1000.00

7 Team Tournament - \$1000.00

6 Team Tournament - \$1000.00

5 Team Tournament - \$1000.00

4 Team Tournament - \$750.00

APPENDIX B – BNSUD Umpires Rates & Fees

The following information will be used for all Baseball Nova Scotia sanctioned tournaments including National Eliminations, Provincial Classifications, Provincial Qualifications and Provincial Championships

Game Fees

Division	Plate Umpire	Base Umpire	Total Cost/Game
11U	\$30.00	\$25.00	\$55.00
13U	\$35.00	\$30.00	\$65.00
15U	\$45.00	\$40.00	\$85.00
18U	\$55.00	\$45.00	\$100.00
22U	\$60.00	\$50.00	\$110.00
Intermediate	\$60.00	\$50.00	\$110.00

Travel

0 to 20km - \$0.00

21km to 35km - \$10.00 flat rate*

36+km - \$0.35/km

**Need to cross a BNS regional border*

When assigning umpires all efforts will be made to limit travel expenses, however this will not be possible in all cases. Umpires and assignors must work together to come up with carpool opportunities. If umpires are brought in from different areas, carpooling may not be possible and travel is to be paid accordingly (per above grid).

Hotels

Travel must exceed 300km round trip and the umpire must be assigned on two consecutive days or all three days of a tournament. Hotels will not be provided for umpires working only the 1st day of an event and the last day of the event with no games scheduled on the 2nd day of the event. Hotels must be arranged for with the tournament host.

Per Diems

To be eligible for a per diem, the umpire must first be eligible for a travel fee. Once eligible, the umpire would be paid based on the "meal" times missed - Breakfast, Lunch and Dinner. To be eligible for the full day per diem, the umpire must umpire multiple games in a day over multiple mealtimes and/ or being staying in a hotel. Per diems may be based on game and travel times. Per diems are not to be paid for single game assignments.

Breakfast - \$10.00

Lunch - \$12.00

Dinner - \$15.00

Full Day - \$37.00

Assigning Fees

Assigning fees are to be built into the cost of a tournament and the assignor will be designated by BNSUD. The expectation is that the assignor follows the guidelines set out by BNSUD and is available for the length of the tournament to handle rescheduling situations.

# Teams	# Games	Total Fee
3	7	\$35.00
4	8	\$40.00
5	12	\$60.00
6	12	\$60.00
7	13	\$65.00
8	15	\$75.00
9	18	\$90.00
10+	25	\$125.00

Examples:

Umpire assigned to umpire a double header starting at 10am of a tournament

Travel	28km one way	\$10.00
Hotel		n/a
Per Diem	Lunch only	\$12.00
Total		\$22.00

Umpire assigned to umpire a tournament 350km round trip away – Friday, Saturday and Sunday

Travel	350km	\$122.50
Hotel		YES
Per Diem	Full day x 3	\$111.00
Total		\$233.50

Umpire assigned to umpire a single game starting at 10am of a tournament

Travel	28km one way	\$10.00
Hotel		n/a
Per Diem	No meals	\$0.00
Total		\$10.00