



**Baseball Nova Scotia
Handbook – Bluenose League**

2022 EDITION

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1. Objectives

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.

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

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

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.).

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.

2. Organization

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).

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.

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.

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.

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 num.)
- Blackout Dates
- Travel Dates

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)

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.

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.

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

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.

3. Procedures

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.

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.

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

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).

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.**

3.5 Rescheduling and Cancelling Games (regarding weather/extenuating circumstances)

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).

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:

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)

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

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

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.

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.

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.

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.

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.

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)

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)

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

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

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.

3.11.6 Pick-ups from older age divisions are not permitted

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.

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

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.

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.

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).

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

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.

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

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 teams responsibility to submit the score either team is able to submit the game score.

3.17 Standings shall be calculated using $\text{win \%} = (\text{wins} + \text{ties}/2) / (\text{Games Played})$. Only games played against teams within the same division shall count in the standings

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.

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.

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.

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.

4. Rules

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.

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.

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:

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).

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)

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.

4.4 Run Limits

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.

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.

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.

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.

4.5 Game Time Limits

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)

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)

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)

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)

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)

4.5.6 In all age categories and at all divisions the time between innings shall be ninety (90) seconds. Violations will result in a ball or strike being called, depending on the offending team.

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

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.

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. Violations will result in an automatic ball being called on the batter.

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

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.

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