

CHAMPIONSHIP HANDBOOK 2026



BASEBALL NOVA SCOTIA

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1. Organization and Rules

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

1.1 Provincial Championships for the following divisions and classifications will be offered, dependent on teams registered.

- 11U – AAA, AA, A
- 12U Girls – AAA, AA
- 13U – AAA, AA, A
- 14U Girls – AAA, AA
- 15U – AAA, AA, A
- 18U Girls – AAA, AA
- 18U – AAA, AA, A
- 22U – AAA
- Intermediate – AAA, AA, A
- Senior – AAA

1.2 National Elimination tournaments for the following divisions and classifications will be offered, to determine Baseball Nova Scotia representation at the Baseball Canada National Championships

- 18U AAA
- 22U AAA

1.3 Teams must be registered for the Bluenose League by the May registration deadline to be eligible for the National Elimination tournaments.

1.4 Provincial Qualification tournaments may be necessary for entry into AAA or AA Provincial Championships that comprise of more than eight (8) teams registered. Designated Provincial and Atlantic Championship hosts receive a bye to the Tier 1 Provincial Championship. Teams may opt out of participation in the Provincial Qualification tournament by a designated date but will be automatically seeded in Tier 2.

1.5 At 11U, 13U, 15U, and 18U, the A divisions will be Tiered to create competitive balance. Girls' divisions may also be tiered, dependent on the number of teams in the division.

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

1.7 All BNS rules (as outlined in the BNS Handbook) are applicable to BNS Championships, unless otherwise stated in this section. Please note that some rules in the Championship Handbook may differ from the rules in the Bluenose League Handbook.

1.8 All Girls division tournaments (12U, 14U, and 18U) will be 6 inning games.

1.9 At all Girls divisions, 11U A, 13U A, 15U A, and 18U A Tier 2 events and lower will have a 3 run limit per inning. The final inning (6th inning at 11U and 12U Girls, 7th inning for all other divisions) will have a 10 run limit.

1.10 At 11U A, 13U A, 15U A, and 18U A, all events at Tier 1 will have a 5 run limit per inning. The final inning (6th inning at 11U and 12U Girls, 7th inning for all other divisions) will have a 10 run limit.

1.11 In divisions with a run limit per inning, once it is not mathematically possible for a team to come back in a game, it will be declared over. The home team will not get their at-bat in the bottom half of the inning if they cannot mathematically tie the game.

1.12 The mercy rule shall be applied in the following situations at **AA and AAA**: 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).

At the A (Tier 2 and below) and Girls divisions, the mercy rule shall be applied in the following situations: a team is ahead; 12 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).

1.13 Runs scored in a home-run (over the fence), will all count, even if it puts the team over the run limit.

1.14 Courtesy runners for the catcher are not permitted at the **BNS Provincial, Qualification, or National Elimination events.**

1.15 Extra innings in the round robin will start with runners on first and second (previous two batters in the line up). Extra innings in all elimination games (quarters, semis, and finals) will be played under normal rules (no baserunners).

1.15.1 A ten-run limit per inning will apply to all A and Girls divisions in the extra inning.

1.16 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.

1.17 Time limits do not apply to **BNS Provincial, Qualification, or National Elimination games.**

1.18 Players are required to play a minimum of two (2) defensive innings per game at all A level **and Girls** Championships. There are no minimum defensive inning requirements for AA and AAA level Championships.

1.19 Should an opposing coach or score keeper be made aware of a player having no defensive innings played by the prior to the start of the 5th inning of a game, they can then protest the game until the identified player is placed in a defensive position. This can not be protested following the completion of a game. Exceptions to this rule will be made in the case of shortened games due to inclement weather, games ending early due to the mercy rule, or a medical condition that allows the player to hit but not play defense (i.e an arm injury).

1.20 All rostered players must appear in the batting order at all divisions, except for 18U AAA, 22U AAA, Intermediate, and Senior.

1.21 Overage players in 12U Girls and 14U Girls are not permitted to pitch at the Provincial Championships.

1.22 All Division Rules in the Bluenose Handbook (section 5) are applicable at Championships, including 'Coach Pitch' at the 12U Girls Provincial Championships (see Bluenose Handbook).

1.22 Registered teams must adhere to the rules set out in sections 2.7 (Rosters), 2.8 (Affiliations), and 2.9 (18U and 22U Roster Policy) of the BNS Handbook for all Championships.

1.23 Pitch Count Violations will be dealt with in accordance with BNS Handbook section 5.2.10.1 and 5.2.10.3.

2. Classification

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.

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 \$400 registration fee. Failure to do so may result in being declined entry to the current year's championship.

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.

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

2.5 Teams that do not register in the Bluenose League (by the May deadlines) but register for the second half of the Bluenose League and Provincial Championships will be scheduled for a minimum of three (3) games in the league during the month of July. Failure to play scheduled games by the 2nd Classification meeting will result in removal from the Provincial Championships.

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.

2.6.1 Where more than eight (8) teams are classified in AA division a qualification tournament will take place as per section 1.4. The format will be determined based on number of teams participating and be used to create AA Tier 1 and AA Tier 2.

2.6.2 Where more than eight (8) teams are classified in AAA division a qualification tournament will take place as per section 1.4. The format will be determined based on number of teams participating and be used to create AAA Tier 1 and AAA Tier 2.

2.6.3 For 18U AAA the National Elimination Tournament will replace the qualification tournament should a qualification be required.

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.

2.6.5 An Atlantic Qualification tournament will be played for divisions where the Atlantic event is being held in Newfoundland. Should there be more than eight (8) teams registered at that division, the Atlantic Qualifier will double as the Provincial Qualification tournament to determine tiering for Provincials. Tournament format will be determined based on number of teams registered.

2.7 The 2nd Classification Meeting is to be held following AA/AAA Qualification Tournaments before the end of July. Following this meeting, final AAA and AA divisions and final A Division Tiers will be released. All teams advance to Provincials.

2.8 Should tiering be required 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.

2.8.1 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.

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

2.10 Once the Provincial Championship registration deadline has passed, teams can withdraw from the tournament up to the date of final tiers being released (as defined in the Calendar of events) with no penalty, but will not be refunded their entry fee (\$400). Teams that withdraw past the final tiers being released will be subject to a \$500 fine. Teams that withdraw within fourteen (14) days of their scheduled championship will also be responsible for their portion of the tournament cost share amount in addition to the \$500 fine.

3. Classification Appeals

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

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.).

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.

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.).

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.

4. Provincial Championship Hosting

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.

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

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

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

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

4.6 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.

4.7 The host team or association shall:

- Appoint a tournament chairperson, official scorekeeper (for each game) and official pitch counter (for each game).
 - Official scorekeepers and pitch counters can be different individuals from game to game, but cannot be done by someone involved in the game (coaches or players). Scorekeeping should be done via paper score sheet or electronically.
 - The Chairperson shall not be a member of the host team (coach or player).
 - Chairperson duties can be shared between two people with prior approval from the BNS office.
 - The Chairperson will be required to attend the hosting information conference call to take place in the first week of August.
- Arrange to pay umpires prior to the start of each tournament game.
- 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: BNS 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.

4.8 Baseball Nova Scotia will provide:

- Gold and Silver medals;
- Championship Banner;
- Lineup cards;
- Score sheets;
- Pitch count sheets;

- 1 dozen baseballs

5. Cost Share Requirements

5.1 All Qualification Tournaments, National Elimination Tournaments, and Provincial championships will be cost shared.

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

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

- Umpire costs, including travel and meal per diems (as described in Appendix A of the Baseball Nova Scotia Handbook).
- Approved Baseballs, quality and quantity.
- Field costs, including chalk. Associated field maintenance costs may be considered.
- Water (24 bottles per team per game)
- Washroom or port-a-pottie
- Small honorariums to score keepers and pitch counters will be considered.

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

6. Pre-Tournament Information

6.1 A Pre-Tournament Information video will be communicated prior to the event.

6.2 BNS office staff will communicate the Pre-Tournament Information video.

6.3 Tournament chairs may host their own Pre-Tournament meeting (virtually) should they wish to convey information specific to their event. This is not mandatory, but communication with participating teams prior to the event is recommended.

6.4 The following shall be covered in the Pre-Tournament Information video:

- Rosters
- Affiliations
- NCCP Requirements and Coach Eligibility
- Cost share
- Protest Procedures
- Bluenose League vs Provincials Rule Differences
- Pitch Count Review
- Weather Delays

7. Protests

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

7.1 Rule Protests

If anyone would like to protest, the game is to immediately be paused and the Rule Protest Line called by the Umpire. The Umpire will discuss the situation with the Rule Protest Line. All protests regarding playing rules shall be referred to the Baseball Nova Scotia Rule Protest Committee. Once the protest has been referred to the Rule Protest Committee, the decision made will be final and not subject to appeal

7.2 Operational Protests

If anyone would like to protest, the game is to immediately be paused and the Operational Protest Line called by the Tournament Chair. The Tournament Chair will discuss the situation with the Operational Protest line. All protests regarding player/coach eligibility and tournament rules/operations (example: tie breaking, weather delays, etc.) shall be referred to the Baseball Nova Scotia tournament Operational Protest Committee. Once the protest has been referred to the Rule Protest Committee, the decision made will be final and not subject to appeal.

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

8. Forfeiting

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.

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.

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.

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

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 that forfeited will be credited with the innings played at the time of the ejection.

8.4.2 If at the time of ejection, the non-forfeiting team has scored more than 7 runs, they will get credit for that amount of runs, and the forfeiting team will be charged with those runs. (i.e – score of 12-3 at the time of ejection. Score will be recorded as 12-0)

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.

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.

9. Tournament Schedules

9.1 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.

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

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

9.4 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.

9.5 Should a game be called due to weather, daylight, or any other unforeseen circumstance; the game must recommence at the exact point the game was declared in a delay. New schedules will be communicated from BNS via the Tournament Chair.

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

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

9.8 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. It is at the discretion of the Chairperson as to whether there's enough time for an infield/outfield in a team's second or third game of the day.

9.9 The host will be responsible for ensuring the following 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.

9.10 Except as otherwise mentioned in this document, a coin toss prior to the game will be used to determine the home team for each game in the round robin.

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

9.12 In elimination games, if a team has a better win/loss record, that team shall have the choice of home or away.

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

9.14 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.

10. Tournament Draws

10.1 The draws contained in section 10 shall be used for all BNS tournaments: Qualification, Provincial Championship and National Elimination. BNS reserves the right to rearrange the order of games in the event of extreme delays (weather, etc.) should it be deemed necessary.

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

10.3 Teams shall be assigned tournament positions as follows:

- In a 6 team event, Pool A will consist of the host (Team A), as well as the second (Team B), and fourth (Team C) closest teams determined by distance to the host. Pool B will consist of the closest (Team D), third (Team E), and fifth (Team F) closest teams determined by distance to the host.
- In an 8 team event, Pool A will consist of the host (Team A), as well as the closest (Team B), fourth (Team C), and fifth (Team D) teams determined by distance to the host. Pool B will consist of the second (Team E), third (Team F), sixth (Team G), and seventh (Team H) closest teams determined by distance to the host.
- 22U and 18U National Elimination draws will be determined by Bluenose League standings, with the format be determined prior to the season.
- 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 tournaments main field. In cases of dispute or uncertainty, the decision of the BNS office shall be final.
 - When 2 or more teams use the same home field, the BNS office shall determine the placings.

10.4 Hosts may request an alteration in the schedule to be featured in the evening game on the first day of the tournament (for Provincial Championships only). BNS will determine if the request is feasible due to travel or other restrictions. Opponent must remain the same based on the format in the Championship Handbook. Once schedules are finalized with the host and officially posted, BNS will not entertain requests for alterations.

10.5 In situations with Championship co-hosts, seeding may have to be altered to accommodate logistics of the tournament. This will be determined on a case-by-case basis by the BNS office.

10.5 Two Team Draw

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

10.5.2 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.

10.6 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 above, 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.

10.7 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 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 3 teams are tied at 2-1 after the round robin, first place shall be determined using the tie breaking procedure. The remaining 2 teams shall play a single game, with the winner advancing to play a single championship game against the first-place team.

10.8 Five Team Draw (AAA)

All five team tournaments (AAA) 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 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.

10.9 Five Team Draw (AA, A, and Girls)

All five team tournaments (AA, A, and Girls) shall be scheduled as single round robins. The schedule format for the five-team draws shall be:

Game 1: A vs B	Game 6: 5 th vs 4 th
Game 2: C vs D	Game 7: 2 nd vs 1 st
Game 3: E vs A	Game 8: W-Game 6 vs 3 rd
Game 4: B vs D	Game 9: W- Game 8 vs L- Game 7
Game 5: E vs C	Game 10: W-Game 7 vs W-Game 9 (Championship)

- Upon completion of the round robin, teams will be re-seeded. Once this has happened the schedule will pick up again a game #6.
- The following will be used to determine seeding and break ties.
 - Win/loss record
 - Head-to-head record (if the tied teams played each other)
 - Defensive runs per inning
 - Offensive runs per inning.

10.10 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 (if the tied teams played each other)
 - Defensive runs per inning
 - Offensive runs per inning.

10.11 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.
- The host team will automatically be slotted into the A position, while all others will be random draw.

10.12 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		

11. Tie Breaking Procedures

11.1 The record of the tied teams against each other will determine the position of finish. The team with the best record in games between the tied teams will finish higher in the standings. This cannot be applied in situations where three or more teams are tied and have not played each other.

11.2 If the tie cannot be broken using head-to-head results, 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.

11.3 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. **Teams eliminated in 11.2 will not be considered in calculations.**

11.4 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.

11.5 Throughout the tie breaking procedure, only those games involving the teams tied shall be considered. E.g., in a four-team tournament, 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. If the tied teams have not all played each other, all games played are considered in the calculations.

11.6 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.

11.7 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.

11.8 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.

12. Intermediate Provincial Championships

12.1 In years with 8 teams or less registered, all teams will advance to Intermediate AAA Provincial Championships.

12.2 In years with 9 teams or more registered, rankings will be used to determine tournament placement. The format will depend upon the number of total registered teams.

Appendix A: Hosting Stipend Grid and Umpire Assigning Fees

Baseball Nova Scotia will be assisting Provincial Hosts by subsidizing the costs of umpires for Provincial Tournaments. As per section 5.3, normal umpire fees (including travel, meal per diems and accommodations where necessary) apply to all Provincial Championship games. **Please refer to Appendix A of the Baseball Nova Scotia Handbook for the breakdown of all umpire fees.** Note that Umpire Assigning fees will now be subtracted from the BNS stipend amount and paid directly by BNS.

Hosting Stipends:

Major Divisions Stipend

8 Team Tournament	\$925.00
7 Team Tournament	\$735.00
6 Team Tournament	\$640.00
5 Team Tournament	\$540.00
4 Team Tournament	\$435.00

Minor Divisions Stipend

8 Team Tournament	\$575.00
7 Team Tournament	\$585.00
6 Team Tournament	\$440.00
5 Team Tournament	\$365.00
4 Team Tournament	\$310.00

Intermediate

Stipend

8 Team Tournament	\$925.00
7 Team Tournament	\$935.00
6 Team Tournament	\$940.00
5 Team Tournament	\$940.00
4 Team Tournament	\$710.00

Appendix B: Bluenose League and Championship Handbook Comparison

Scenario	Bluenose League	Section	Championships	Section
Time Limits	Yes	4.6 (Bluenose)	No	1.17 (Championship)
Game Lengths (Girls divisions)	As outlined	4.2 (Bluenose)	Modified	1.8 (Championship)
Run Limits	Yes	4.5 (Bluenose)	Yes (with modifications)	1.9 and 1.10 (Championship)
Courtesy Runner for Catcher	Permitted (with restrictions)	4.9 (Bluenose)	Not permitted	1.14 (Championship)
Over Age Players (12U + 14U Girls Only)	Permitted	5.2.14 and 5.3.2 (Bluenose) 2.7.8 (BNS Handbook)	Permitted (with restrictions)	1.21 (Championship)
Affiliate Call Ups	Permitted (per Bluenose Handbook)	3.9 (Bluenose)	Permitted (with restrictions; per BNS Handbook)	2.8 and 2.9 (BNS Handbook)
Minimum Players (to start game)	8 players	3.12 (Bluenose)	9 players	1.16 (Championship)
Defensive Inning Minimums	Yes (at all divisions)	4.4 (Bluenose)	Yes (only at A and Girls divisions)	1.18 and 1.19 (Championship)
Mercy Rule	Yes, but game can continue in one scenario	4.7 and 4.8 (Bluenose)	Yes, game is over	1.11 and 1.12 (Championship)
Extra Innings	Yes, with restrictions	4.3 (Bluenose)	Yes, with no restrictions (different between round robin and elimination round)	1.15 (Championship)
Shortened Games (due to weather, daylight, etc.)	Made official or rescheduled from the beginning	4.11 and 4.12 (Bluenose)	Must continue at exact point where the game was called	9.5 (Championship)