



# **Baseball Nova Scotia Handbook - Competitions**

**2021 EDITION**

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## 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 5.2.2 or 5.3.3 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.

## 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.

### 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.

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

a), b), c) and e) are mandatory for all BNS sanctioned games

d) is optional for 11U and 13U

f), g) and h) are recommendations only

## 2.2. Pitcher's Mound

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

## 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
21U, all divisions	ROML
Intermediate, all divisions	ROML
Senior	ROML

\*Cannot be used for Provincial Championships

## 2.4. Footware

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

## 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.

2.5.1 Chinstraps are optional in the 13U divisions and below

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.

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.

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

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.

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).

## 2.6. Bat Rule

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.

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 -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.

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.*

2.6.4 18U, 21U, 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 -5. There are no restrictions on wood bats.*

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.

## 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.

## 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)

## 2.9. 11U Rule Exceptions

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.

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

## 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.

## 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).

## 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
21U	1 - 45	46 - 60	61 - 75	76 - 90	91 - 115	115

## 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
- 21U – 45 pitches

## 2.14. Pitch Count rules

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

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

2.14.3 Pitch Counts will be used for all BNS sanctioned tournaments (Qualifications, Classification, Provincial, Atlantics, Bluenose league play & National Eliminations).

2.14.4 Pitch Counts will be used in 11U, 13U, 15U, 18U & 21U at the A, AA & AAA levels.

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

2.14.6 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 would 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.

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

2.14.8 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).

2.14.9 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.

2.14.10 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.

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

2.14.12 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.

2.14.13 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.

2.14.14 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.

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

## 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.

#### 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.

#### 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.

### 3. Provincial Championships

#### 3.1. Organization

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
- 21U - AAA
- Intermediate – AAA, AA, A
- Senior - AAA

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

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.

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

## 3.2. Classification

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 3.12 Intermediate Provincial Championship tournament format.

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.

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.

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

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.

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.

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.

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.

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.

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.

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.

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

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.

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.

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

### 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 teams 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 teams appeal. Should the appeal be accepted, the \$500 will be returned to the appealing team.

### 3.4. Provincial Championship Hosting

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.

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

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.

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

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.

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.

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 sufficient number of 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.

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
- Provincial Championship Document/BNS Handbook

### 3.5. Cost Share Requirements

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

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

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

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

### 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 chair person 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)

### 3.7. Protests

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

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.

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.

### 3.8. Forfeiting

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.

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.

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.

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

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

3.8.5 Should there be a scenario where a game begins but does not finish because of a forfeit, E.G. a team no longer being able to field 9 players or a certified coach, any pitches thrown will count towards a pitchers pitch count.

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.

## 3.9. Tournament Schedules

### 3.9.1. Games per Day

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.

3.9.1.2 In the 7 team format, 3 games in a day will be required to determine 6<sup>th</sup> and 7<sup>th</sup> place teams.

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

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.

### 3.9.2. Game Starting Times

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.

3.9.2.2 Only with consent of both teams may a game start earlier then the scheduled starting team.

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

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.

53.9.2.5 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.
- 15minutes 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.

### 3.9.3. Home Team

3.9.3.1 Except as other wise 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.



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

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.

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

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.

### 3.10. Tournament Draws

- The draws contained in section 5.3.10 shall be used for all BNS tournaments; Classification, Qualification, Provincial Championship and National Elimination.
- Where more than three (3) games are required in a tournament; at least one game will be scheduled on the Friday.
- 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.
- 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.
    - ....1. 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.
    - ....2. When two (2) or more teams use the same home field, the BNS office shall determine the placing's.

#### 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.

#### 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.

### 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.

### 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.

### 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)

### 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.

### 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		

### 3.11. Tie Breaking Procedures

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

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.

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.

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.

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.

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

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.

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.

### 3.12. Intermediate Provincial Championships

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.

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.

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

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. 2019 NSIBL will host, 2020 RABA will host, 2021 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.

3.12.5 Draws will follow those listed in section 3.10.

3.12.6 Seeding deadline will be the first Monday in August.