



# **BASEBALL ATLANTIC MANUAL AS APPROVED FOR USE DURING BASEBALL ATLANTIC CHAMPIONSHIPS**

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## **SECTION 1: PREAMBLE**

1.1 Intent: Baseball Atlantic is engaged to further the development of amateur baseball in the Atlantic Provinces by working with the four-member provincial baseball associations. This document sets out the rules and regulations of interprovincial competition known as the Baseball Atlantic Championships.

## **SECTION 2: ELIGIBILITY RULES**

### **2.1 Age Categories & Classifications of Atlantic Championships**

- 11U AA & AAA- 11 years old and younger who do not reach their 12<sup>th</sup> birthday during the current calendar year. (Exception- females turning twelve (12))
- 13U AA & AAA- 13 years old and younger who do not reach their 14<sup>th</sup> birthday during the current calendar year. (Exception- females turning fourteen (14))
- 14U Girls – 14 years old and younger who do not reach their 15<sup>th</sup> birthday during the current calendar year. (see 14U championship rules re overage players)
- 15U AA & AAA- 15 years old and younger who do not reach their 16<sup>th</sup> birthday during the current calendar year. (Exception- females turning sixteen (16))
- 18U AA- 18 years old and younger who do not reach their 19<sup>th</sup> birthday during the current calendar year.

### **2.2(A) Player Eligibility**

- In the 11U AAA, 13U AAA, 15U AAA, and 18U AA divisions, all team rosters shall consist of a minimum of 12 players and no more than 18 players, including potential pickups.
- In the 11U AA, 13U AA, 15U AA, and 14U Girls divisions, all team rosters shall consist of a minimum of 11 players and no more than 18 players, including pickups.
- Each Provincial Association will be responsible for the provision of player registration forms for all teams wishing to register for the Baseball Atlantic Championships.
- A team's roster containing a signature of the Provincial Association President (or designate) shall be presented at the pre-tournament meeting for a Baseball Atlantic tournament. The Provincial Baseball Association shall forward the roster electronically to the host committee, with a copy to the host Provincial Baseball Association, no later than 5:00 pm (AST) on the Monday before the Championships. Otherwise, a late submission fine of \$50/day will be issued to the Provincial Baseball Association.
- In the event of unforeseen circumstances, a team may submit a request to replace or add a player or players to their roster after the roster has been submitted to the host committee on Monday (5:00 pm). The request must be submitted to the provincial baseball association for the President of Baseball Atlantic's approval no later than 24 hours before the first scheduled tournament game.

- Players shall only play with a team in which they are registered and appear on their Provincial roster or any affiliated team recognized by the local minor baseball association and approved by the member Provincial Association. There is no limit to the number of “affiliate players” a team shall add to its roster.

## **2.2(B) Player additions – Pick-ups from other minor baseball associations**

- At the 11U, 13U, and 15U categories, teams shall be eligible to pick up a maximum of two players from other teams of another minor association(s) within the province. The players must be of the same age category/level or lower than the provincial representative team. For example, Team A (11U AA) may pick up no more than two 11U AA players (or lower-A) from another minor association (s) within the province. Such players must be identified on the roster with the letter “P” next to the name.
- At the 18U “AA” category, teams shall be eligible to pick up a maximum of three players from other teams of another minor association(s) within the province. The players must be of the 18U age category or lower, and the team is permitted to pick up either AA and/or AAA level players. For example, Team B (18U AA) may pick up three 18U AAA-level players (or lower-AA). Such players must be identified on the roster with the letter “P” next to the name.
- 18U age category players registered and or playing at the higher level of competition (Junior, Intermediate, Senior, Canada Cup, National team) are eligible for pick-up for 18U AA championships only.
- Where a team chooses to add affiliates and pick-ups to complete their roster, the total number of roster players cannot exceed the total number of eligible players on a roster (18).

## **2.2(C) 14 U Girls**

The number of overage players per team will be determined based on the final results of the prior year's championship as follows: Gold & Silver medallists – none, Bronze medallists – 1 overage player, 4<sup>th</sup> place – 2 overage players, and 5<sup>th</sup> place- 3 overage players.

## **2.3 Coach Eligibility**

- All coaches taking part in a Baseball Atlantic Championship must be approved by the Provincial Baseball Association.

## **2.4 Umpire Eligibility**

- The Provincial Umpire Chairman, on behalf of the Provincial Association President, shall schedule umpires for all Baseball Atlantic Championship games hosted within a province.
- Three (3) umpires are suggested for all games; however, two (2) umpires will be acceptable.
- A minimum of level 2 is required to officiate a Baseball Atlantic game.

## SECTION 3: TOURNAMENT ADMINISTRATIVE GUIDELINES

### 3.1 Tournament Dates

- These tournaments are held within the first three (3) weeks of September each year, with the first (18U AA) during the Labor Day weekend.
- Tournament dates of all other age categories and classification levels will be the second weekend (11 days) following Labour Day.
- The 14U Girls championship is held the weekend following the Labor Day weekend.

### 3.2 Tournament Sites

Baseball Atlantic Championships will be held in these respective Provinces from 2023-2026.

| DIVISION  | 2023                    | 2024                    | 2025                    | 2026                    |
|-----------|-------------------------|-------------------------|-------------------------|-------------------------|
| 18U “AA”  | Prince Edward Island    | Newfoundland & Labrador | New Brunswick           | Nova Scotia             |
| 15U “AAA” | Prince Edward Island    | Nova Scotia             | Newfoundland & Labrador | New Brunswick           |
| 15U “AA”  | Nova Scotia             | New Brunswick           | Prince Edward Island    | Newfoundland & Labrador |
| 14UGirls  | Newfoundland & Labrador | Prince Edward Island    | Nova Scotia             | New Brunswick           |
| 13U “AAA” | New Brunswick           | Prince Edward Island    | Nova Scotia             | Newfoundland & Labrador |
| 13U “AA”  | Nova Scotia             | New Brunswick           | Newfoundland & Labrador | Prince Edward Island    |
| 11U “AAA” | Newfoundland & Labrador | Nova Scotia             | New Brunswick           | Prince Edward Island    |
| 11U “AA”  | New Brunswick           | Newfoundland & Labrador | Prince Edward Island    | Nova Scotia             |

### 3.3 Host Community/Team Responsibilities - Atlantic Baseball Championships

- The “Host” community within the host province shall be determined by the host Provincial Association. The manner (Hosting application process) in which the selection is made in all classifications is a Provincial responsibility, and no appeal to Baseball Atlantic will be entertained.
- Host the tournament as agreed upon.
- Provision of the facilities required for the tournament, which normally includes:
- Follow the rules and procedures as determined by this manual.
- Follow the approved playing schedule provided by the provincial baseball association office.
- Schedule and conduct a pre-tournament meeting and notify participants.

- Supply sufficient approved baseballs for the entire tournament.
- Recognize the most valuable player(s) of the game for all round robin and championship games.
- Arrange umpires, through their Provincial Umpire Association, for all tournament games.
- Enter game scores on the Baseball Atlantic website
- Send the Tournament report (Google Drive) to the President of Baseball Atlantic
- Provision of a Protest Committee large enough to ensure three (3) members are available at all times to make a decision as required by these rules.
- *Host is not responsible for vandalism/damages, or breakage by any teams at these tournaments.*
- The host is not responsible for the travel, lodging, and meals of teams attending the championships
- *Teams attending the Atlantic Championships will be required to honor their commitment to play in all competitive games. Teams may depart championships following play upon receipt of approval from the Baseball Atlantic Representative assigned to supervise the tournament.*

### **3.4 Provincial Baseball Association Responsibilities**

- If a report of vandalism/damages or breakage by any teams is filed or brought to the attention of the Provincial Baseball Association, all four Member Provincial Associations will deal with the matter.
- Responsible for ensuring the host team knows of and meets its responsibilities to the visiting teams and the Designated Baseball Atlantic Representative.
- Prepare the tournament schedules and assist the host community in sending the approved tournament schedule to the teams.
- Shall forward the player rosters electronically to the host Provincial Baseball Association, no later than 5:00 pm (AST) on the Monday before the Championships. Otherwise, a late submission fine of \$50/day will be issued to the Provincial Baseball Association.
- Shall receive any changes to the roster, considering unforeseen circumstances, and forward the updated roster to the hosting provincial baseball association before the first scheduled game. The host provincial baseball association shall send the updated roster to the host committee before the first scheduled game.
- Send the acquired team rosters from the other provincial baseball associations to the host committees.
- Send the Baseball Atlantic medals and banner to the host communities.
- Each Provincial Baseball Association shall determine how the Designated Baseball Atlantic representative is determined.
- Non-attendance at a Baseball Atlantic Championship by a determined Provincial Representative may result in a fine of up to \$2,500, depending on the circumstances of the situation. **(See weather policy)**

### **3.5 Funding/Championship Fees/Financials**

- Funding for hosts and teams is not available through Baseball Atlantic.
- There are no entry fees for any team entering the Baseball Atlantic Championship.
- Any payment to the umpires by provincial guidelines is the responsibility of the host/host province.
- Baseball Atlantic shall provide the host communities with “Championship medals” (Gold & Silver) and a championship banner at no cost to the host community. Bronze medals are provided for the 14U Girls championships.
- Although it is a requirement for the host community to provide a “player of the game” award following each game, such a cost is the responsibility of the host community.

## **SECTION 4: TOURNAMENT OPERATIONAL GUIDELINES**

### **4.1 Schedule and Draws**

- The host provincial baseball association office provides the host community with a schedule for their championship. See format in Appendix A, B, C (pp. 24-25)  
NOTE: Schedule is subject to change in the event of unforeseen circumstances such as weather. The host shall contact the provincial baseball association on such matters.
- The 14U Girls championship shall follow the format in Appendix C (pp. 25-26). A Bronze Medal game is included in these championships.
- The host committee, in consultation with the Host Provincial Baseball Association, shall send the schedule at least ten (10) days before the start of the event to the teams and forward the same to the Provincial Baseball Association of the hosting province.
- No game is to start after 5:30 pm on an unlighted field.
- The length of games shall be according to age category (see playing rules). If a game is delayed due to curfew, darkness, power failure, or any other weather-related conditions at any point before completion, the game shall be resumed from the point of delay.
- When games take longer to complete than the scheduled amount of time, the Designated Baseball Atlantic Representative shall designate a new start time for the next game and immediately inform all participants.
- All teams must play a minimum of one (1) game on the first day of the Baseball Atlantic Championships.
- Home team for Playoffs or Final games shall be determined by the higher placed team after Round Robin play.

#### **4.2 Four team draws (Appendix A pp. 22-23)**

- All four team draws shall be a single round robin. Upon completion of the round robin, the first and second-place teams shall advance to the championship.
- The host team and host province representative team shall be guaranteed one (1) home game, and the other provinces shall be guaranteed two (2) home games during round robin play as per the schedule in Appendix B.
- If the first-placed team goes undefeated at 3-0 following round robin play and all other teams have one (1) win and two (2) losses, the 2<sup>nd</sup> place team must defeat the 1<sup>st</sup> place team twice to be considered champions. If two or more teams are tied for 2<sup>nd</sup> place, the tie-breaker system (no tie-breaker game) will determine which team shall play in the championship game. The 3-0 team shall have the choice of home game for both games if two games are required to declare a champion.
- If the first-placed team is undefeated (3-0) after round robin play and the second-placed team has two (2) wins and one (1) loss, both teams will play one game for the championship. The 3-0 team shall have the choice of the home game.
- If two teams are tied at two (2) wins and one (1) loss, and the other two teams have two or more losses, the tie-breaker system (no tie-breaker game) will determine final placement, and one Championship game will be played. The 1<sup>st</sup> place team shall have the choice of the home game.
- If three teams are tied at two (2) wins and one (1) loss, final placement of teams will be determined by using the tie breaker procedures, and the 1<sup>st</sup> place team shall advance to the final. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams shall play a tie-breaker game, with the winner advancing to the final. The 2<sup>nd</sup>-place team shall have the choice of home game for the tiebreaker game.
- The team with the higher placing after round robin play shall have the choice of home game for the championship game.

#### **4.3 Five team draws (Appendix B pp. 24-25)**

- All five team draws shall be single round robin. Upon completion of the round robin, the first and second-place teams shall advance to the championship.
- Each team will be given two home and away games as per the schedule in this manual, and all teams will play two round-robin games each day.
- If one team is undefeated (4-0) following round robin play, and all teams have a minimum of two losses, the 2<sup>nd</sup> place team must defeat the 1<sup>st</sup> place team twice to be considered champions. If two or more teams are tied for 2<sup>nd</sup> place, the tie-breaker system (no tie-breaker game) will determine which team shall play in the championship game. The 1<sup>st</sup> place team shall have the choice of home game for both games if two games are required to declare a champion.

- If one team is undefeated (4-0) following round robin play, and the 2<sup>nd</sup> place team has three (3) wins and one (1) loss, there shall be one championship game, and the 1<sup>st</sup> place team shall have the choice of home game.
- If three (3) teams tie for first (1<sup>st</sup>) place with three (3) wins and one (1) loss record, the tie breaker procedures will determine the final placement of teams. The 1<sup>st</sup> place team shall have a bye to the championship game and shall have the choice of the home game. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams shall play a tiebreaker game to advance, and the 2<sup>nd</sup> place team shall have the choice of home game in the tiebreaker game.
- If one team has three (3) wins and one (1) loss, and three teams are tied for 2<sup>nd</sup> place with two (2) wins and two (2) losses, the team with the 3-1 record advances to the Final and shall have the choice of home game. There shall be one championship game. The final placement of teams among the tied teams at (2-2) will be determined by the tie breaker procedures, and the 2<sup>nd</sup> place team will advance to the final. There is no tie-breaker game.
- If five teams are tied for 1<sup>st</sup> place with a record of two (2) wins and two (2) losses, the final placement of teams will be determined by the tie breaker procedures. The two highest-ranked teams shall advance to the championship game, and the highest-ranked team shall have the choice of home game. No tie-breaker games shall be played.

#### **4.4 Tie Breaker Procedures**

Should ties occur between the teams, standings will be decided according to the following priorities;

When a multiple tie occurs, and is only partially resolved, the remaining ties will be resolved by continuing with the remaining tie-breaking priorities until all priorities have been exhausted. Then and only then will the remaining tied teams return to priority number 1 and proceed through the order again.

1. The team with the best won-lost record in the game(s) between or among the tied teams will place higher in the standings.
2. If the tie still persists, the placement of teams will be dictated by the ratio of runs against per defensive innings for games between or among the original tied teams.
3. If the tie persists, the placement of teams will be dictated by the ratio of runs scored per offensive inning for games between or among the original tied teams.

Note: When calculating the number of defensive and offensive innings that are to be credited to each team under priorities (2) and (3), innings will be calculated on a fractional basis.

4. If the tie still persists, the team having the best won-lost record in games played versus the highest placed team not in the tie, followed by comparison against the next highest placed team, etc., will place higher in the standings.
5. If the tie still persists, the team with the best defensive ratio of defensive runs per defensive innings in all games will place higher in the standings.

6. If the tie still persists, the team with the best offensive ratio of offensive runs per offensive innings in all games will place higher in the standings.
7. For the tie breaker, only the runs scored/allowed in the regulation innings be counted in the run ratio. Do not use the extra inning stats (runs for and runs against, offensive and defensive innings) in the tie-breaking formula.

**Example:**

New Brunswick, Nova Scotia, and Newfoundland & Labrador all tied after the completion of the Round Robin portion of the tournament.

- Priority 1  
 New Brunswick defeated Nova Scotia 6-3  
 Newfoundland & Labrador defeated New Brunswick 6-4  
 Nova Scotia defeated Newfoundland & Labrador 10-8  
*{No tie resolved, move to next priority}*
- Priority 2  
 New Brunswick 9 runs against in 14 innings  $(9/14) = .643$   
 Nova Scotia 14 runs against in 14 innings  $(14/14) = 1.000$   
 Newfoundland & Labrador 14 runs against in 14 innings  $(14/14) = 1.000$   
*{New Brunswick emerges from the tie, but Nova Scotia and Newfoundland & Labrador remain tied and must move to the next priority}*
- Priority 3  
 Nova Scotia 13 runs for in 14 innings  $(13/14) = .929$   
 Newfoundland & Labrador 14 runs for in 14 innings  $(14/14) = 1.000$   
*{Newfoundland emerges from the tie}*

**Example of fractional inning scenarios:**

**Scenario #1**

If the home team wins the game in the bottom of the seventh inning by scoring a run with nobody out, the inning count will be:

Visiting team: 7 offensive innings and 6 defensive innings

Home team: 6 offensive innings and 7 defensive innings

**Scenario #2**

If the home team wins the game in the bottom of the seventh inning by scoring a run with one out, the inning count will be:

Visiting team: 7 offensive innings and  $6 \frac{1}{3}$  defensive innings

Home team:  $6 \frac{1}{3}$  offensive innings and 7 defensive innings

### Scenario #3

The same application of the rule is used in a mercy rule situation. If the home team is awarded the game by the mercy rule after two outs in the bottom of the fifth inning, the inning count is:

Visiting team: 5 offensive innings and 4 2/3 defensive innings

Home team: 4 2/3 offensive innings and 7 defensive innings

#### 4.5 Run limitations (Mercy rule)

- The ten (10) run mercy rule shall apply after the fifth (5<sup>th</sup>) inning or four and a half (4½) innings if the home team is ahead. In a mercy rule ball game, the winning team will get credit for seven (7) defensive innings while the losing team will only get credit for innings played.
- The fifteen (15) run mercy rule shall apply after the fourth (4<sup>th</sup>) inning or three and a half (3½) innings if the home team is ahead. In a mercy rule ball game, the winning team will get credit for seven (7) defensive innings while the losing team will only get credit for innings played.
- The umpires shall terminate play:
  - Immediately after the run scores (except on a homerun out of the park) when the home team is leading; or
  - At the completion of the home team's half of any inning when the home team trails.
- The game shall be deemed to be a completed game for all Baseball Atlantic rules.

#### 4.6 Pre-Tournament meeting

- The host community/team shall arrange a pre-tournament meeting of all teams and the Designated Baseball Atlantic representative or provincial baseball association representative, and the Umpire-in-Chief shall attend. Proper notice shall be given to all parties. Teams are required to have a representative at the meeting, and if a team does not attend, it must abide by all the decisions made at the meeting.
- A telephone conference call can be used as an option for the pre-tournament coaches meeting, and the conference call is to be held on Tuesday evening, leading into the weekend of the tournament.
- At such pre-tournament meeting, the Designated Baseball Atlantic Representative shall review the following:
  - Presentation of team rosters
  - The format of the tournament and schedule
  - Explain the Non-confrontation protocol
  - Proposed ground rules of ballpark(s)
  - Run limitations (Mercy rule)
  - Tie breaker system
  - Clarify the playing rules specific to the age category
  - Protest procedures

- Special ceremonies or events (information sharing)
- Question period

#### **4.7 Protest procedures**

- Baseball Atlantic shall use the following procedures to resolve game protests.
- The host committee shall, in cooperation with the Designated Baseball Atlantic representative, establish a protest committee for the tournament and name a Chairperson.
- The Protest Committee shall be composed of sufficient members to ensure that three (3) members are available for each game.
- Committee members shall know the game of baseball, the Baseball Canada rules, the Baseball Atlantic Manual, and have experience in resolving disputes involving interpretation of the rules. Committee members should not normally be directly involved with the operation of the home team or have a family member on the host team if possible.
- The teams shall approve the Protest Committee at the pre-tournament meeting.
- The Protest Committee shall hear and rule upon all on-field protests dealing with situations that are in protest and per the playing rules.
- When a protestable incident occurs, the protesting manager/coach must inform the game Umpire Crew-chief, before the next pitch, that the game is being played under protest.
- The game Umpire Crew-Chief shall suspend play and inform both the manager of the opposing team and the Protest Committee.
- \$100 should be given to the Protest Committee as soon as the protest is brought forth. The Protest committee at this time, along with the team's managers and Umpire Crew-Chief, shall retire to a private area away from the teams, spectators, and other persons.
- The Protest Committee shall hear and question the game Umpire Crew-Chief, the protesting manager/coach, and the opposing manager/coach in this order. The Protest Committee shall have the power to exclude any of those persons while talking to any of the others involved.
- The managers/coaches and Umpire Crew-Chief shall leave, and the Protest Committee shall discuss the protest.
- Before ruling on the protest, the Protest Committee may confer with any person whom they believe may assist them in reaching a decision.
- The Protest Committee shall rule on the protest and inform the game Umpire Crew-Chief and team managers/coaches.
- The game Umpire Crew-Chief shall put the decision into effect and order resumption of play from the point of suspension.
- No further argument or comment on the protest will be entertained after the Protest Committee has made its final decision. If a team argues with it, they are liable for immediate suspension or forfeiture of the game.
- The decision of the Protest Committee shall be final; there shall be no appeal to any other body.

- The fee (\$100) shall be returned to the team if the protest is upheld. Otherwise, such fees shall be forwarded to Baseball Atlantic.

#### **4.8 Discipline**

- The four-member Provincial Associations reserves the right to impose and enforce penalties, including fines, suspensions, and/or expulsion for any violation of its regulations, as a result of any Inter-Provincial play between any two of its member Provincial Associations' teams. Games between two teams from the same province at a Baseball Atlantic Championship shall be considered Inter-Provincial.
- Appendix D "Suspension Guidelines" shall be the tool used by the Baseball Atlantic Representative in dealing with disciplinary matters at Atlantic Championships. Umpires shall be informed of the guidelines at the pre-tournament meeting.
- The non-confrontational policy (Attached) will apply to all age categories. The policy is intended to control incidents of inappropriate conduct by coaches and players during the tournament games.

#### **4.9 Appeals - Discipline**

- The parties affected by disciplinary actions issued as a result of conduct at an Atlantic Championship have the right to an appeal.
- The appeal must be filed within 30 minutes of the affected parties being notified of the disciplinary actions. Further time may be authorized by the Designated Baseball Atlantic Representative upon request by the affected parties.
- Upon receipt of the appeal fee of \$100 and the supporting documentation from the affected party, the Designated Baseball Atlantic Representative shall obtain the umpire Incident Report and communicate immediately with Baseball Atlantic's Appeal Adjudicator to review the matter. If the appeal is upheld, the affected party shall be reimbursed for their appeal fee.
- The Appeal Adjudicator shall be the forum to hear appeals, and decisions will be consistent with the Baseball Atlantic's Discipline Grid as per Appendix D. All decisions on appeals are final.

### **SECTION 5: PLAYING RULES**

#### **5.1 Pre-game/warm-up**

- The minimum amount of time between games shall be the time required to prepare the field for play plus twenty-five minutes for team warm-up practice. In extraordinary circumstances, the competing teams and the host, through unanimous consent, agree to shorten the time.
- Where time permits:
  - The home team shall have a ten (10) minute infield.
  - The visiting team shall have a ten (10) minute infield.
  - The final five minutes shall be used as a meeting at home plate with the umpires.

## **5.2 Official rules**

- To ensure the enforcement of the official rules of the game as adopted by this body, the playing rules of Baseball Canada shall apply for all classifications, to include any modifications or additions as set out in this tournament manual.

### **5.2.1 Extra Inning Game Procedure**

- If the game is tied at the completion of regulation (6 or 7 innings), the following procedures will be implemented during extra innings.
- Each team will begin the extra inning (and any subsequent necessary extra innings) with a placed runner on 2<sup>nd</sup> base with no outs.
- The batting order of the extra inning or any subsequent extra innings will be determined by how the previous inning ended.
- If the last regulation inning ends with the #6 hitter having the last plate appearance, then the extra inning begins with the #7 hitter at bat, and the #6 hitter at 2<sup>nd</sup> base.
- The traditional system of the visiting team hitting at 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.
- Extra inning game procedure applies to all divisions (11U,13U,15U,18U) and all levels (AA, AAA) for round robin games only.
- Championship games, whether 1 or 2 games are required, and a tiebreaker game shall follow regular rules of play, and extra inning game procedures shall not apply.
- For the tie-breaking formula, only the runs scored/allowed in the regulation innings are counted in the run ratio. Do not use the extra inning stats (runs for, runs against, offensive and defensive innings) in the tie-breaking formula.

## **5.3 PITCH COUNT RULES FOR ALL DIVISIONS**

### **A) ELIGIBILITY**

Any player on the team is eligible to pitch, and there are no restrictions on the number of pitchers a team may use in a game.

If a pitcher is ineligible to pitch due to pitch count rules (see sections below), this ineligibility starts immediately and continues for the remainder of the calendar day.

If a game continues past 12:01 am, those pitches are counted as if they were thrown prior to midnight.

Each required day's rest shall be defined as starting at 12:01 am and ending at 11:59 pm of the next calendar day.

For example, if a 13U pitcher threw 60 pitches on Thursday and requires two days' rest, the pitcher is ineligible to pitch for the remainder of Thursday, Friday, and Saturday.

**b) Rest requirements**

| <b>11U</b>   | <b>13U Boys<br/>14U Girls</b> | <b>15U Boys<br/>16U Girls<br/>CanadaGames<br/>Women</b> | <b>18U 19U Women<br/>Canada Cup<br/>Canada Games<br/>Men</b> | <b>Rest</b> |
|--------------|-------------------------------|---|--|-------------|
| 1-25 pitches | 1-30 pitches                  | 1-35 pitches  | 1-40 pitches   | None        |
| 26-40        | 31-45                         | 36-50   | 41-55  | 1 day       |
| 41-55        | 46-60                         | 51-65   | 56-70  | 2 days      |
| 56-65        | 61-75                         | 66-80   | 71-85  | 3 days      |
| 66-75        | 76-85                         | 81-95   | 86-105   | 4 days      |
| 75           | 85                            | 95  | 105  | Maximum     |

**C) Multiple Appearances in a Day**

Pitchers shall be permitted to have 2 appearances on the same calendar day. If a pitcher does not exceed the minimum rest threshold in their first appearance, the pitcher is eligible to a second appearance that day. The cumulative pitches of both appearances will determine the number of rest days to begin the next day

For example, a 13U pitcher, with a minimum rest threshold of 30 pitches, who throws 20 pitches in game 1 on Thursday is eligible to pitch in game 2. If the pitcher then throws 20 pitches again in game 2, they will require one day of rest.

Pitchers cannot pitch in three games during the same calendar day.

**D) TWO-DAY MAXIMUM PITCH LIMITS**

Pitchers will not be permitted to throw more than the number of pitches shown in the table below, over any two-day period.

| <b>DIVISION</b>  | <b>Maximum 2 days<br/>total</b> |
|--|---------------------------------|
| <b>11U</b>   | <b>75</b>                       |
| <b>13U &amp; 14U Girls</b>                             | <b>85</b>                       |
| <b>15U Boys 16U Girls<br/>CanadaGames/ women</b>       | <b>95</b>                       |
| <b>18UMen/19U Women<br/>CanadaCup/Canada<br/>Games</b> | <b>105</b>                      |
| <b>22U Men 22U Women</b>                               | <b>115</b>                      |

For example, a 13U pitcher who throws 20 pitches on Thursday is eligible to pitch on Friday but is limited to a maximum of 65 pitches (85-20=65).

### E) PITCHING ON 3 CONSECUTIVE DAYS

Pitchers may pitch on three consecutive days if the pitcher's combined total pitches during the first two days do not exceed the limits in the table below:

| DIVISION                                | LIMIT     |
|---|-----------|
| 11U                                     | 25        |
| 13U & 14U Girls                         | 30        |
| 15U Boys 16U Girls<br>CanadaGames women | <b>35</b> |
| 18U Men 19U Women<br>Canada Games Men   | 40        |
| 22U Men 22U Women                       | 45        |

Example 1: 11U pitcher threw 15 pitches on Thursday and 20 pitches in their first game on Friday, the pitcher is ineligible to pitch in a second game on Friday and is not eligible to pitch on Saturday.

Example 2: An 11U pitcher throws 10 pitches on Thursday, 10 pitches on Friday, and 20 pitches in their first game on Saturday, the pitcher is ineligible to pitch in the second game on Saturday and is not eligible to pitch on Sunday.

If a pitcher is eligible to pitch on a third consecutive day, the pitcher is limited to the number of pitches shown in the table below, combined, over the course of those three days.

| DIVISION                                | LIMIT |
|---|-------|
| 11U                                     | 75    |
| 13U & 14U Girls                         | 85    |
| 15U Boys 16U Girls<br>CanadaGames women | 95    |
| 18U Men 19U Women<br>Canada Games Men   | 105   |
| 22U Men 22U Women                       | 115   |

Example 3: A 13U pitcher throws 20 pitches on Thursday and 10 pitches on Friday. The pitcher is eligible to pitch on Saturday but is limited to a maximum of 55 pitches ( $85 - 20 - 10 = 55$ ).

Note: This rule applies to pitchers who throw on three consecutive days only. There is no maximum three-day pitch limit.

Example 4: A 13U pitcher throws 30 pitches on Thursday and 0 pitches on Friday, the pitcher is eligible to pitch to a maximum of 85 pitches on Saturday as this is not three consecutive days.

### F) Four consecutive days

A pitcher cannot pitch on four consecutive days.

#### **G) FOUR-DAY MAXIMUM PITCH LIMITS**

Pitchers will not be permitted to throw more than the number of pitches shown in the table below, over any four consecutive day period.

| DIVISION  | Maximum 4 Day Total |
|---|---------------------|
| 11U   | 105                 |
| 13U & 14U Girls                                     | 120                 |
| 15U Boys 16U Girls<br>Canada Games women            | 135                 |
| 18U Men 19U Women<br>Canada Cup/Canada<br>Games Men | 150                 |
| 22U Men 22U Women                                   | 165                 |

Any rest required under this rule is immediate.

For example, a 13U pitcher who throws 45 pitches on Thursday, and 10 pitches on Saturday is eligible to pitch on Sunday but is limited to a maximum of 65 pitches ( $120 - 45 - 10 = 65$ ).

#### **H) AMBIDEXTROUS PITCHERS**

Pitches thrown by an ambidextrous pitcher are counted regardless of which arm or combination of arms, the pitches are thrown with.

#### **I) PLAYING IN DIFFERENT AGE DIVISIONS**

A pitcher playing in a higher age division, shall be governed by the pitching rules of their actual age division. Alternatively, a player playing in a younger division (an overage player), shall be governed by the younger division.

For example, a 13U aged pitcher playing in the 15U division, is subject to the 13U pitching rules, and a 22U aged woman pitcher playing in the 19U Women's division is subject to the 19U rules.

#### **J) PITCHING & CATCHING**

Once a player assumes the position of pitcher, they cannot catch the remainder of the day.

#### **K) COMPLETING A BATTER**

When a pitcher reaches the maximum number of pitches allowed for a threshold, the pitcher is permitted to complete the at-bat. The pitch count will revert to the exceeded threshold, which will be recorded on the pitch count log. It applies to the following:

1) The pitcher reaches the minimum daily rest threshold. For example, a 13U pitcher has thrown 27 pitches and has started an at-bat. The coach signals to the umpire that it will be the last batter before the pitcher exceeds the minimum daily threshold (30 pitches). The pitcher throws 33 pitches, but 30 will be recorded on the pitch count log.

2) The pitcher reaches the maximum daily rest threshold. For example, a 13U pitcher has thrown 83 pitches and has started an at-bat. The coach signals to the umpire that it will be the last batter

before the pitcher exceeds the maximum daily threshold (85 pitches). The pitcher throws 87 pitches but 85 will be recorded on the pitch count log.

3) The pitcher reaches the threshold to pitch on three consecutive days. For example, a pitcher throws 15 pitches on Day 1 and on Day 2 throws 12 pitches before starting another at-bat. The coach signals to the umpire that it will be the last batter before the pitcher exceeds the minimum daily rest threshold (30 pitches). The pitcher finishes with 17 pitches to finish the batter but 15 pitches will be recorded on the pitch count log.

4) The pitcher reaches the threshold in two appearances on the same day. For example, a 13U pitcher throws 27 pitches in game 1 before starting an at-bat. The coach signals to the umpire that it will be the last batter before the pitcher exceeds the minimum daily threshold (30 pitches). The pitcher finishes with 33 pitches and 30 pitches will be recorded on the pitch count log.

5) The pitcher reaches the four-day maximum pitch limit. For example, a 13U pitcher throws 45 pitches on Thursday, 20 pitches on Saturday, and is eligible to throw 55 pitches on Sunday. On Sunday, the pitcher throws 52 pitches before starting an at-bat. The coach signals to the umpire that it is the last batter before the pitcher exceeds the four-day maximum pitch limit (120 pitches). The pitcher finishes with 57 pitches but 55 pitches will be recorded on the pitch count log.

The umpire will advise the scorekeeper of the coach's last batter notification. Once the coach has made this declaration, the pitcher must be removed after the at-bat.

#### **L) INTENTIONAL WALKS**

Only pitches thrown will be included in pitch count totals. Automatic balls during an intentional walk do not count toward pitch count totals. For example, if with a 2-0 count, a team signals to the umpire that a batter will receive an intentional walk, only the two pitches thrown will be counted for pitch count.

#### **M) RETURNING TO PITCH**

A pitcher who is removed from the mound during a game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game at another position.

Approved ruling: a pitcher who is pinch-hit or pinch-run for in an offensive inning, may not return as a pitcher when the team takes the field on defense.

#### **N) PENALTY**

The penalty for any violations of any part of the pitch count rule is the ejection of the team's Head Coach or Manager. The Head Coach or Manager shall receive an automatic one game suspension. Should a pitch count rule violation be discovered at the conclusion of a game, the Head Coach or Manager is suspended for one game.

At the 19U Women's, Womens, Canada Cup, 18U, 22U, and Men's level, any violations of any part of the pitch count rule also results in a forfeit of a game, and no financial penalty will be assessed in this situation.

When a pitcher is about to become ineligible, all individuals, including scorekeepers and the opposing team coaches, must raise this point and prevent the pitcher from becoming ineligible by advising the pitcher's Head Coach or Manager.

## **O) SUSPENDED GAMES**

When a game is suspended, the scorekeepers will record all pitches thrown in the pitching log. Required rest will be applied immediately.

When suspended game is resumed, pitches thrown in the completion of the suspended game will be recorded on the day they are thrown.

A pitcher who is ineligible to pitch on the day a game begins but is eligible on the day the game is completed, may pitch in the completion of the suspended game.

A pitcher who is eligible to pitch on the day a game begins but is not eligible to pitch on the day the game is completed, may not pitch in the completion of the suspended game.

A game is suspended when the Baseball Canada Technical Officer makes such a declaration and advises teams to leave the park.

A game is delayed when teams remain at the field, with the hope of continuing the game. Delays have no impact on pitching rules.

## **P) SECOND TRIP**

The Manager or coach may make a 2<sup>nd</sup> visit to the mound while the same batter is at bat to remove the pitcher. If the manager or coach makes a 2<sup>nd</sup> trip to the same pitcher in the same inning will cause the pitcher's automatic removal from the pitching position.

## **5.4 Uniforms**

- ⊖ Pursuant to section 2.2 of the Baseball Canada rules of Baseball, teams shall be dressed in matching uniforms of an acceptable standard. All uniforms, including those of coaches, shall match and be numbered. When coaching the bases, the uniform game jersey must be worn. If a team jacket is worn, it must include the team's official logo and be consistent with the team's uniform color and apparel. If both coaches opt to wear a jacket, the jackets must be uniform. At all other times, coaches are allowed to wear a team-issued jacket. No duplicate numbers shall be permitted unless extenuating circumstances exist (i.e. lost baggage, torn uniforms, etc.). Teams must declare their team uniform colors at the Pre-Championship meeting. If they have only one set of uniforms, this must be stated. Religious headgear that is consistent with Baseball Canada safety and recognized uniform code requirement is permitted.
- No coach may appear in the coaching boxes or elsewhere on the playing field unless they adhere to this ruling. The umpires shall order the removal from the playing field of any coach not

adhering to this ruling. Should the coach refuse to leave the field, the umpires shall eject the offender from the game.

### 5.5 Rules governing 11U (AA & AAA)

1. **The Bat:** For minus 5 and above, all aluminum bats can be used. It shall not be more than 32 inches in length, and max barrel up to 2 3/4 inches with 1.15 BPF (Bat Performance Factor). Bats may be taped to a distance not exceeding sixteen (16) inches from the handle.
2. **Cleats:** Shoes with metal cleats or “spikes” are prohibited. Rubber molded cleats or running shoes are permitted.
3. **Protected head gear:** All players shall wear a double ear-flap helmet while in the on-deck circle, at bat, and on the base paths in all age categories. The double earflap helmet is required in these situations regardless of whether the activity is a practice or a game situation. This includes the batting cages.

Baseball Canada recognizes NOCSAE as their standard for baseball helmets. Baseball Canada recommends that no modifications to a helmet be made, other than what is done by the manufacturer or is completed at the explicit direction of the manufacturer. Batting helmets do not require facemasks, chin straps, or chin extensions but this rule does not prohibit their use.

4. **Batting order:** All players on the roster shall bat in turn. Also:
  - a. When a player arrives during a game, he is inserted in the last spot on the batting order.
  - b. When a player leaves during the game, he is removed from the batting order. No automatic out is counted.
  - c. If a player cannot complete his turn at bat, the following batter will replace him with the same count. The replaced player can be reinserted in the game.
  - d. If a player cannot complete his presence on bases, he is replaced with the last recorded out. The replaced player can be reinserted in the game.
5. **Length of game:** The length of games shall be six (6) complete innings (5 ½ complete innings if the home team is ahead) or until a winner is declared.
6. **Unlimited defensive substitution:** Unlimited defensive substitution is allowed meaning that any player can be replaced in his defensive role and return at any time to any position, except for the pitcher’s position, if the player has already pitched.
7. **The batter:** The batter cannot become a runner on a catcher’s miss of a 3<sup>rd</sup> strike. The third strike, either called or swinging, does not have to be caught by the catcher. The batter is automatically retired.... However, the ball is alive and in play.
8. **The baserunner: A)** When a pitcher is in contact with the pitcher's rubber with the ball in his possession PREPARATORY TO THE PITCHING ACT and the catcher is in the catcher's box ready to receive delivery of the pitching action, base runners SHALL NOT leave their bases UNTIL THE PITCHED BALL HAS REACHED THE BATTER. **(b)** When a base runner DOES leave his base BEFORE

the pitch has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on him and he is tagged out... the OUT will stand. If, however, he reaches a base safely, "TIME" is called and he is returned to the base he occupied before the pitch was made... and NO OUT shall result. (c) When a base-runner leaves his base before the pitched ball has reached the batter and the batter hits the ball and the runner shall return to his original base (if the batter is retired on a fly ball or any other play) OR... he must return to an unoccupied base nearest the one he left depending on the advance of the batter... who in this case shall NOT advance beyond the first base on a single... second base on a double... or third on a triple. (d) When any base-runner leaves his base before the pitched ball has reached the batter, and the batter hits or bunts the ball to an infielder, who in the judgment of the umpire, could have with reasonable effort effected an out on the runner had the violation not occurred... NO RUNNER shall be allowed to score or advance (unless forced), and all runners shall remain. If three (3) runners are on base and the batter reaches first base safely on a similar action to an infielder, and ANY runner violates the leadoff rule... SUCH RUNNER SHALL BE DECLARED OUT IN THIS INSTANCE.

**B)** A baserunner may steal a base(s) and score on a catcher's miss of a pitch at the AAA level. A baserunner may steal a base(s) but cannot score on a catcher's miss of a pitch at AA level.

9. **Courtesy/designated runner:** No courtesy runner will be allowed for the catcher.
10. **Bunting:** Bunting is permitted in both categories (AA & AAA).
11. **5 runs rule/inning:** An offensive inning ends when three outs are recorded or when the offensive team scores five runs. If there is a homerun outside the playing field limits (above the fence), the team will be awarded all runs, even if the total runs go over the inning limit. However, there is no run limit during the last two (2) innings, which would be open for both AA and AAA.
12. Intentional walks shall not be permitted for both age levels AA and AAA.

## 5.6 Rules governing 13U (AA & AAA)

1. **The Bat:** Max barrel of 2 ¾ inches with (i) a 1.15 BPF (Bat Performance Factor) or ii) USA Baseball Model is permitted. For this division, using up to minus 10 length/weight differentials is permitted.
2. **Cleats:** Shoes with metal cleats or spikes are prohibited. Rubber molded cleats or running shoes are permitted.
3. **Protected head gear:** All players shall wear a double ear-flap helmet while in the on-deck circle, at bat, and on the base paths in all age categories. The double earflap helmet is required in these situations regardless of whether the activity is a practice or a game situation. This includes the batting cages.

Baseball Canada recognizes NOCSAE as their standard for baseball helmets. Baseball Canada recommends that no modifications to a helmet be made, other than what is done

by the manufacturer or is completed at the explicit direction of the manufacturer. Batting helmets do not require facemasks, chin straps, or chin extensions but this rule does not prohibit their use.

**4. Batting order:**

13U AA & AAA – All players on the roster shall bat in turn. Also:

- i. When a player arrives during a game, he is inserted in the last spot on the batting order.
- ii. When a player leaves during the game, he is removed from the batting order. No automatic out is counted.
- iii. If a player cannot complete his turn at bat, the following batter will replace him with the same count. The replaced player can be reinserted in the game.
- iv. If a player cannot complete his presence on bases, he is replaced with the last recorded out. The replaced player can be reinserted in the game.

**5. Length of game:** The length of games shall be seven (7) complete innings (6 ½ complete innings if the home team is ahead) or until a winner is declared.

**6. Unlimited defensive substitution:** Unlimited defensive substitution is allowed meaning that any player can be replaced in his defensive role and return at any time to any position, except for the pitcher's position, if the player has already pitched.

**7. Designated hitter (DH) & Extra hitter (EH):** The designated hitter (DH) and Extra hitter (EH) rule is not permitted in this age category.

**8. The Batter:** The batter can become a baserunner on a catcher's miss of a 3<sup>rd</sup> strike.

**9. The Baserunner:** All runners are permitted to lead off. All baserunners are governed by standards of regulation baseball on all base-running actions.

**10. Courtesy/designated runner:** No courtesy runner shall be permitted for the catcher.

**11. 5 runs rule/inning (AA category only):** An offensive inning ends when three outs are recorded or when the offensive team scores five runs. If there is a homerun outside the playing field limits (above the fence), the team will be awarded all runs, even if the total runs go over the inning limit. However, there is no run limit during the last two (2) innings, which would be open.

## **5.7 Rules governing 15U (AA & AAA)**

1. **The Bat:** Only wood bats, bamboo bats and wood composite bats will be allowed. Wood composite bats include wood bats with fibreglass sheathing and wood barrelled bats with composite handles. Wood composite bats do not include any bat that has any metallic component.
2. **Cleats:** Shoes with metal cleats or "spikes" are allowed.
3. **Protected head gear:** All players shall wear a double ear-flap helmet while in the on-deck circle, at bat, and on the base paths in all age categories. The double earflap helmet is required in these

situations regardless of whether the activity is a practice or a game situation. This includes the batting cages.

Baseball Canada recognizes NOCSAE as their standard for baseball helmets. Baseball Canada recommends that no modifications to a helmet be made, other than what is done by the manufacturer or is completed at the explicit direction of the manufacturer. Batting helmets do not require facemasks, chin straps, or chin extensions but this rule does not prohibit their use.

4. **Batting order:** Teams will bat nine (9) players but substitutions will apply as per Baseball Canada **re-entry rule** 5.11 as follows; Any starting player may be substituted for and returned to the game, one time only. The starting player must return to their original place in the batting order. Any pitcher, if removed from the game, may return, but may not pitch. Any further substitutions do not jeopardize the right of re-entry for the original starting player. Any starting player returned to the game may pitch if the player has not previously assumed that position.

A substituted player may return to the game in the event of an injury or illness as determined by the game umpires. Such substitution will occur when all the team's players have already entered in the game and the team is not able to make a legal substitution or re-entry. The opposing coach shall make the selection of the replacement player who will not be eligible to pitch in that game. The substitute shall assume the place in the batting order of the injured player. This does not apply in the event of an ejection from the game. If a coach has entered all the team's players in the game and a player is subsequently ejected, the game shall be considered a forfeit if the team has no more substitutes or cannot make a legal re-entry.

**An Extra-Hitter (EH)** may be placed on the line-up card as a way to get more athletes at-bats through-out the game. This rule is optional and does not have to be used by both teams during a game. The EH must be marked on the line-up card at the start of the game and must be used for the entire game. The EH may be interchanged with any other position during the game and can be changed multiple times, while retaining their place in the batting order. For example, the SS could become the EH and the EH become the SS. If a player is injured and the team has no eligible substitutes available, the Re-entry rule would apply. The team would continue to bat ten players. If the team had no other players available for selection, the game would proceed with 9 players, without forfeit and without an automatic out. A player removed due to injury or ejection in this circumstance is not permitted to return to the game. Any further loss of players would result in a forfeit.

5. **Length of game:** The length of games shall be seven (7) complete innings (6 ½ complete innings if the home team is ahead) or until a winner is declared.
6. **Designated hitter:** The designated hitter rule is not permitted in this age category.
7. **The Batter:** The batter can become a base runner on a catcher's miss of a 3<sup>rd</sup> strike provided 1<sup>st</sup> base is unoccupied or 1<sup>st</sup> base is occupied with two out.

8. **The Base runner:** All runners are permitted to lead off. All base runners are governed by standards of regulation baseball on all base-running actions.
9. **Courtesy/designated runner:** No courtesy runner shall be permitted for the catcher.

## 5.8 Rules governing 18U (AA)

1. **The bat:** Only wood bats, bamboo bats and wood composite bats will be allowed. Wood composite bats include wood bats with fiberglass sheathing and wood barrelled bats with composite handles. Wood composite bats do not include any bat that has any metallic component.
2. **Cleats:** Shoes with metal cleats or “spikes” are allowed.
3. **Protected head gear:** All players shall wear a double ear-flap helmet while in the on-deck circle, at bat, and on the base paths in all age categories. The double earflap helmet is required in these situations regardless of whether the activity is a practice or a game situation. This includes the batting cages.

Baseball Canada recognizes NOCSAE as their standard for baseball helmets. Baseball Canada recommends that no modifications to a helmet be made, other than what is done by the manufacturer or is completed at the explicit direction of the manufacturer. Batting helmets do not require facemasks, chin straps, or chin extensions but this rule does not prohibit their use.

4. **Batting order:** Teams will bat nine (9) players in turn.
5. **Length of game:** The length of games shall be seven (7) complete innings (6 ½ complete innings if the home team is ahead) or until a winner is declared.
6. **Designated Hitter Rule is allowed:**
  - A) The Designated Hitter rule provides as follows:
    - i. A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A designated hitter for the pitcher, if any, must be selected prior to the game and must be included in the lineup cards presented to the Umpire-in-Chief. If a Manager lists 10 players in his team’s lineup card, but fails to indicate one as the Designated Hitter, and an umpire or either Manager (or designee of either manager who presents his team’s lineup card) notices the error before the umpire-in-chief calls “PLAY” to start the game, the umpire in chief shall direct the manager who had made the omission to designate which of the nine players, other than the pitcher, will be the designated hitter.
    - ii. The Designated Hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers.
    - iii. It is not mandatory that a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a Designated Hitter for that club for that game.

iv. Pinch-hitters for a Designated Hitter may be used. Any substitute hitter for a Designated Hitter becomes the Designated Hitter. A replaced Designated Hitter shall not re-enter the game in any capacity.

v. The Designated Hitter may be used on defense, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the Manager then must designate their spots in the batting order.

vi. A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A designated hitter cannot pinch run.

vii. A designated hitter is “locked” into the batting order. No multiple substitutions may be made that will alter the batting rotation of the Designated Hitter.

viii. Once the game pitcher is switched from the mound to a position on defense, such a move will terminate the Designated Hitter role for that club for the remainder of the game.

ix. Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, such move shall terminate the Designated Hitter role for that club for the remainder of the game.

x. Once the game pitcher bats or runs for the Designated hitter, such move shall terminate the Designated Hitter role for that club for the remainder of the game.

xi. If a Manager lists 10 players in his team’s lineup card, but fails to indicate one as the designated hitter, and the opposing Manager brings the failure to list the Designated Hitter to the attention of the umpire-in-chief after the game starts then (A) the pitcher will be required to bat in the batting order in the place of the listed player who has not assumed a position on defense, if the team has taken the field on defense, or (B) if the team has not yet taken the field on defense, the pitcher will be placed in the batting order in place of any player, as chosen by the manager of that team.

In either case, the player whom the pitcher replaces in the batting order shall be considered to have been substituted for and is removed from the game and the Designated Hitter role for that club shall be terminated for the remainder of the game. Any play that occurred before the violation is brought to the attention of the umpire-in-chief shall count, subject to rule 6.03 (b) (Batting out of turn).

xii. Once a designated hitter assumes a position on defense, such move shall terminate the Designate Hitter role for that club for the remainder of the game.

xiii. A substitute for the Designated hitter need to be announced until it is the Designated Hitter’s turn at bat.

xiv. If a player on defense goes to the mound (i.e replaces the pitcher), this move shall terminate the Designated Hitter’s role for that club for the remainder of the game.

xv. The Designated Hitter may not sit in the bullpen unless serving as a catcher in the bullpen.

B) Starting pitcher as Designated Hitter, is not mandatory that a club designate a hitter for the pitcher. However, in the event the starting pitcher will bat for himself, the player will be

considered two separate people for purposes of Rule 5.11(a). In such cases, the manager should list 10 players on his team's line up card, and this player should be named twice – once as the starting pitcher and once as the Designated Hitter. Thus if the starting pitcher is replaced, he can continue as the Designated Hitter (but can no longer pitch in the game), and if the Designated Hitter is replaced, he can continue as the pitcher (but can no longer hit for himself). If the player is simultaneously replaced both as a starting pitcher and Designated Hitter, he cannot be replaced by another two-way player filling both roles as separate people (this can be done once on the initial lineup card by identifying that the starting pitcher will bat for himself). Notwithstanding anything to the contrary in Rule 5.11(a) above, if that pitcher bats or runs as Designated Hitter, such move will not terminate the Designated Hitter role for that Club; neither will the role be terminated in the event that Designated Hitter assumes the role of pitcher on defense. However, if that player is switched from the mound or Designate Hitter role to a position on defense other than pitcher, such move will terminate the Designated Hitter role for that Club for the remainder of the game.

7. **The batter:** The batter can become a base runner on a catcher's miss of a 3<sup>rd</sup> strike provided 1<sup>st</sup> base is unoccupied or 1<sup>st</sup> base is occupied with two out.
8. **The base runner:** All runners are permitted to lead-off. All base runners are governed by standards of regulation baseball on all base-running actions.
9. **Courtesy/designated runner:** A courtesy/designated runner for the catcher shall not be permitted in the event the catcher reaches a base.

## 5.9 Rules governing 14 U Girls

**Tournament format:** The 14U Girls Baseball Atlantic championships shall be a five-team round robin tournament where Newfoundland & Labrador shall be guaranteed two teams and the other 3 provinces one team.

**Player eligibility:** The number of overage players (reaching their 15<sup>th</sup> birthday during the current calendar year) will be determined based on the final results of the prior year's championship as follows: Gold & Silver medallists – none, Bronze medallists – 1 overage player, 4<sup>th</sup> place – 2 overage players, and 5<sup>th</sup> place- 3 overage players.

**Base path:** The distance between all bases shall be 70 feet.

**Mound distance:** The distance between the point of home base and the front side of the pitcher's mound shall be 48 feet.

**Field dimensions:** Dimensions shall be according to the 13U age category, and a full mound is recommended.

**Pitch count (13U category):** 1-30 (No rest), 31-45 (1 day), 46-60 (2 days), 61-75 (3 days), 76-85 (4 days)

1. **The Bat:** For minus 5 and above, all aluminum bats can be used. It shall not be more than 32 inches in length, and max barrel up to 2 3/4 inches with 1.15 BPF (Bat Performance Factor). Bats may be taped to a distance not exceeding sixteen (16) inches from the handle.
2. **Cleats:** Shoes with metal cleats or “spikes” are prohibited. Rubber molded cleats or running shoes are permitted.
3. **Protected head gear:** All players shall wear a double ear-flap helmet while in the on-deck circle, at bat, and on the base paths in all age categories. The double earflap helmet is required in these situations regardless of whether the activity is a practice or a game situation. This includes the batting cages.

Baseball Canada recognizes NOCSAE as their standard for baseball helmets. Baseball Canada recommends that no modifications to a helmet be made, other than what is done by the manufacturer or is completed at the explicit direction of the manufacturer. Batting helmets do not require facemasks, chin straps, or chin extensions but this rule does not prohibit their use.
4. **Batting order:** All players on the roster shall bat in turn. Also:
  - a. When a player arrives during a game, the player is inserted in the last spot on the batting order.
  - b. When a player leaves during the game, the player is removed from the batting order. No automatic out is counted.
  - c. If a player cannot complete their turn at bat, the following batter will replace the player with the same count. The replaced player can be reinserted in the game.
  - d. If a player cannot complete their presence on bases, the player is replaced with the last recorded out. The replaced player can be reinserted in the game.
5. **Length of game:** The length of games shall be six (6) complete innings (5 ½ complete innings if the home team is ahead) or until a winner is declared.
6. **Unlimited defensive substitution:** Unlimited defensive substitution is allowed meaning that any player can be replaced in their defensive role and return at any time to any position, except for the pitcher’s position, if the player has already pitched.
7. **The batter:** The batter cannot become a runner on a catcher’s miss of a 3<sup>rd</sup> strike. The third strike, either called or swinging, does not have to be caught by the catcher. The batter is automatically retired.... However, the ball is alive and in play.
8. **The baserunner:** Baserunners shall be allowed to take a lead at any base and are also allowed to steal any base.
9. **Balks:** Balks by a pitcher shall be enforced with one warning per pitcher, regardless of the reason for the first balk. If the pitcher delivers the pitch, that pitch will count towards that pitcher’s pitch count.
10. **Courtesy/designated runner:** No courtesy runner shall be permitted for the catcher.
11. **Bunting:** Bunting is permitted.

12. **3 runs rule/inning:** An offensive inning ends when three outs are recorded or when the offensive team scores three runs. If there is a homerun outside the playing field limits (above the fence), the team will be awarded all runs, even if the total runs go over the inning limit. However, there is no run limit (open inning) during the last inning.
13. No jewellery is allowed except for Medic Alert. Umpires will ask players to remove jewellery so it is easier to check if they are wearing any before game time.

## APPENDIX A - FOUR-TEAM TOURNAMENT SCHEDULE BY HOST PROVINCE

| NEWFOUNDLAND AND LABRADOR HOST PROVINCE |                     |                     |
|---|---------------------|---------------------|
| PEI (ABSENT)                            | NS (ABSENT)         | NB (ABSENT)         |
| <b>FRIDAY</b>                           |                     |                     |
| NB vs NS                                | PE vs NB            | PE vs NS            |
| NL vs Host                              | NL vs Host          | NL vs Host          |
| <b>SATURDAY</b>                         |                     |                     |
| NS vs NL                                | NB vs NL            | NS vs NL            |
| Host vs NB                              | Host vs PE          | Host vs PE          |
| Host vs NS                              | Host vs NB          | Host vs NS          |
| NL vs NB                                | NL vs PE            | NL vs PE            |
| <b>SUNDAY</b>                           |                     |                     |
| Tie Br/Championship                     | Tie Br/Championship | Tie Br/Championship |
| Championship                            | Championship        | Championship        |
| Championship*                           | Championship*       | Championship*       |

### \* IF NECESSARY

| NOVA SCOTIA HOST PROVINCE |                     |                     |
|---------------------------|---------------------|---------------------|
| PEI (ABSENT)              | NL (ABSENT)         | NB (ABSENT)         |
| <b>FRIDAY</b>             |                     |                     |
| NL vs NB                  | NB vs PE            | PE vs NL            |
| NS vs Host                | NS vs Host          | NS vs Host          |
| <b>SATURDAY</b>           |                     |                     |
| NB vs NS                  | PE vs NS            | NL vs NS            |
| Host vs NL                | Host vs NB          | Host vs PE          |
| Host vs NB                | Host vs PE          | Host vs NL          |
| NS vs NL                  | NS vs NB            | NS vs PE            |
| <b>SUNDAY</b>             |                     |                     |
| Tie Br/Championship       | Tie Br/Championship | Tie Br/Championship |
| Championship              | Championship        | Championship        |
| Championship*             | Championship*       | Championship*       |

| NEW BRUNSWICK HOST PROVINCE |                     |                     |
|-----------------------------|---------------------|---------------------|
| PEI (ABSENT)                | NL (ABSENT)         | NS (ABSENT)         |
| <b>FRIDAY</b>               |                     |                     |
| NL vs NS                    | NS vs PE            | PE vs NL            |
| NB vs Host                  | NB vs Host          | NB vs Host          |
| <b>SATURDAY</b>             |                     |                     |
| NS vs NB                    | PE vs NB            | NL vs NB            |
| Host vs NL                  | Host vs NS          | Host vs PE          |
| Host vs NS                  | Host vs PE          | Host vs NL          |
| NB vs NL                    | NB vs NS            | NB vs PE            |
| <b>SUNDAY</b>               |                     |                     |
| Tie Br/Championship         | Tie Br/Championship | Tie Br/Championship |
| Championship                | Championship        | Championship        |
| Championship*               | Championship*       | Championship*       |

**\* IF NECESSARY**

| PRINCE EDWARD ISLAND HOST PROVINCE |                     |                     |
|------------------------------------|---------------------|---------------------|
| NB (ABSENT)                        | NS (ABSENT)         | NL (ABSENT)         |
| <b>FRIDAY</b>                      |                     |                     |
| NL vs NS                           | NB vs NL            | NS vs NB            |
| PE vs Host                         | PE vs Host          | PE vs Host          |
| <b>SATURDAY</b>                    |                     |                     |
| NS vs PE                           | NL vs PE            | NB vs PE            |
| Host vs NL                         | Host vs NB          | Host vs NS          |
| Host vs NS                         | Host vs NL          | Host vs NB          |
| PE vs NL                           | PE vs NB            | PS vs NS            |
| <b>SUNDAY</b>                      |                     |                     |
| Tie Br/Championship                | Tie Br/Championship | Tie Br/Championship |
| Championship                       | Championship        | Championship        |
| Championship*                      | Championship*       | Championship*       |

**\* IF NECESSARY**

## APPENDIX B - FIVE-TEAM TOURNAMENT SCHEDULE BY HOST PROVINCE

| FIVE-TEAM TOURNAMENT SCHEDULE |                     |                     |                     |
|-------------------------------|---------------------|---------------------|---------------------|
| NL (HOST)                     | NS (HOST)           | PEI (HOST)          | NB (HOST)           |
| <b>FRIDAY</b>                 |                     |                     |                     |
| NL vs PE                      | NS vs NL            | PE vs NB            | NB vs NS            |
| NS vs NB                      | NB vs PE            | NL vs NS            | PE vs NL            |
| Host vs NL                    | Host vs NS          | Host vs PE          | Host vs NB          |
| PE vs NS                      | NL vs NB            | NB vs NL            | NS vs PE            |
| NB vs Host                    | PE vs Host          | NS vs Host          | NL vs Host          |
| <b>SATURDAY</b>               |                     |                     |                     |
| NL vs NS                      | NS vs NB            | PE vs NL            | NB vs PE            |
| Host vs PE                    | Host vs NL          | Host vs NB          | Host vs NS          |
| NB vs NL                      | PE vs NS            | NS vs PE            | NL vs NB            |
| NS vs Host                    | NB vs Host          | NL vs Host          | PE vs Host          |
| PE vs NB                      | NL vs PE            | NB vs NS            | NS vs NL            |
| <b>SUNDAY</b>                 |                     |                     |                     |
| Tie Br/Final Champ.           | Tie Br/Final Champ. | Tie Br/Final Champ. | Tie Br/Final Champ. |
| Championship                  | Championship        | Championship        | Championship        |
| Championship*                 | Championship*       | Championship*       | Championship*       |

## APPENDIX C – 14U GIRLS CHAMPIONSHIPS SCHEDULE

| FIVE-TEAM TOURNAMENT SCHEDULE             |            |            |            |
|---|------------|------------|------------|
| NL (HOST)                                 | NS (HOST)  | PEI (HOST) | NB (HOST)  |
| <b>FRIDAY</b>                             |            |            |            |
| PEI vs NB                                 | NL2 vs NB  | NL2 vs NL1 | NS vs PEI  |
| NS vs NL1                                 | NL1 vs PEI | NS vs NB   | NB vs NL2  |
| NL2 vs PEI                                | NS vs NL2  | PEI vs NL2 | PEI vs NL1 |
| NB vs NS                                  | NB vs NL1  | NL1 vs NS  | NL2 vs NS  |
| NL1 vs NL2                                | PEI vs NS  | NB vs PEI  | NL1 vs NB  |
| <b>SATURDAY</b>                           |            |            |            |
| NS vs NL2                                 | NS vs NL1  | NS vs PEI  | NB vs PEI  |
| NL1 vs PEI                                | PEI vs NB  | NB vs NL2  | NL2 vs NL1 |
| NL2 vs NB                                 | NL1 vs NL2 | PEI vs NL1 | NS vs NB   |
| PEI vs NS                                 | NB vs NS   | NL2 vs NS  | PEI vs NL2 |
| NB vs NL1                                 | NL2 vs PEI | NL1 vs NB  | NL1 vs NS  |
| <b>SUNDAY</b>                             |            |            |            |
| TIE-BREAKER GAME                          |            |            |            |
| BRONZE MEDAL GAME (IF NO TIEBREAKER GAME) |            |            |            |
| CHAMPIONSHIP GAME                         |            |            |            |
|   |            |            |            |



Details: (2 feet X 3 feet)

Classification: 15U (Bantam) 15S FR

Category: AAA



## HOSTING RESPONSIBILITIES CHECKLIST

### PRE-CHAMPIONSHIP

- ❖ Identify a Tournament Chairman and Host Committee
- ❖ Secure playing field(s) for tournament
- ❖ Secure umpires for the tournament
- ❖ Identify scorekeepers and pitch count persons for every game
- ❖ Identify a person responsible for entering game results on the Baseball Atlantic website
- ❖ Secure sufficient baseballs for all games
- ❖ Secure from the Provincial Association the medals and the championship banner
- ❖ Obtain from the Provincial Association the contact list of the incoming teams
- ❖ Prepare schedule (as per Baseball Atlantic manual) and obtain approval from the Provincial Baseball Association
- ❖ Once the schedule is approved, send the schedule to team contacts at least 10 days before the start of the event
- ❖ Obtain the team rosters from the Provincial Baseball Association

### CHAMPIONSHIP

- ❖ Schedule pre-tournament meeting and notify teams
- ❖ The Tournament Chairman and Baseball Atlantic representative (assigned by the Provincial Baseball Association) chairs the pre-tournament meeting
- ❖ Scoreboard with schedule and ~~Twitter Account~~ and game scores are posted
- ❖ The Protest Committee is available for all games (3 members)
- ❖ Update and revise the schedule to accommodate the unexpected delays
- ❖ Enter game scores on the Baseball Atlantic website
- ❖ Provide player of the game (each team) awards for all games
- ❖ Conduct an opening ceremony during the tournament
- ❖ Ensure baseball regulations, including tiebreaker procedures, are followed.
- ❖ Present the Championship Banner and Gold and Silver medals to the teams

### POST CHAMPIONSHIP

- ❖ Provide the President of Baseball Atlantic with the Tournament Report Form (Google sheet)

## Suspension Guidelines Baseball Atlantic Championships

| Type of Offense   | Offender             | Consequences for first offense   | consequence for second offense  | Consequences for third offense |
|---|----------------------|--|---|--------------------------------|
| Intentional throwing at batter in the head area (no Warnings Issued)  | Pitcher              | Ejection from the current game, plus the next two (2) games scheduled. The intent to injure penalty may apply in this situation. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |
| Intentional throwing at batter in the head area (no Warnings Issued)  | Head Coach / Manager | Ejection from the current game   | Ejection from the current game  | Ejection from the current game |
| Intentional throwing at the batter in the head area (Warnings Issued) | Pitcher              | Ejection from the current game, plus the next two (2) games scheduled. The intent to injure penalty may apply in this situation. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |
| Intentional throwing at the batter in the head area (Warnings Issued) | Head Coach / Manager | Ejection from the current game, plus the next game the team plays.   | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |
| Intentional throwing at batter (No Warnings Issued)                   | Pitcher              | Ejection from the current game, plus the next two (2) games scheduled. The intent to injure penalty may apply in this situation. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |

|   |  |   |   |                                |
|---|--|---|---|--------------------------------|
| Intentional throwing at batter (No Warnings Issued) | Head Coach / Manager                       | Ejection from the current game  | Ejection from the current game  | Ejection from the current game |
| Intentional throwing at batter (Warnings Issued)    | Pitcher                                    | Ejection from the current game, plus the next two (2) games scheduled. The intent to injure penalty may apply in this situation.          | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |
| Intentional throwing at batter (Warnings Issued)    | Head Coach / Manager                       | Ejection from the current game, plus the next game the team plays.  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |
| Charging the mound (not fighting)                   | Player / Coach / Manager or Team Personnel | Ejection from the Current game, plus the next game the team plays. Penalty for Actions causing benches to empty may apply.                | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |
| Charging the mound (fighting)                       | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next two (2) games the team plays. Penalties for actions causing the benches to empty may apply. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A                            |
| Fighting (shoving or fighting)                      | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next two (2) games the team plays. Penalties   | Suspended for the remainder of the event. Written report to be submitted to the                           | N/A                            |

|   |  |   |   |     |
|---|--|---|---|-----|
|   |  | for actions causing the benches to empty may apply.   | team's Provincial office.   |     |
| Fighting (aggressive fighting - intent to injure)     | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next two (2) games the team plays. Penalties for actions causing the benches to empty may apply. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A |
| Intent to injure                                      | Player / Coach / Manager or Team Personnel | Two (2) game suspensions in addition to any other penalties assessed.   | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A |
| Throwing equipment/debris in the opponent's Direction | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays.  | Two (2) game suspensions in addition to any other penalties assessed.                                     | N/A |
| Actions causing benches to empty                      | Player / Coach / Manager or Team Personnel | Two (2) game suspensions in addition to any other penalties assessed.   | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A |
| Actions during bench clearing (not physical Violence) | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays.  | Two (2) game suspensions in addition to any other penalties assessed.                                     | N/A |
| Actions during bench clearing (physical Violence)     | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays. Penalties for actions causing  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A |

|   |  |   |   |   |
|---|--|---|---|---|
|   |  | the benches to empty and/or aggressive fighting - intent to injure may apply.   |   |   |
| Leaving the position to participate in a fight                            | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays. Penalties for actions causing the benches to empty and/or aggressive fighting - intent to injure may apply | Ejection from the current game, plus the next three (3) games the team plays. Penalties for actions causing the benches to empty and/or aggressive fighting - intent to injure may apply. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Inappropriate gestures at an umpire                                       | Player / Coach / Manager or Team Personnel | Ejection from the current game  | An additional two (2) game suspension to be added to any other penalties assessed.  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Inappropriate comments directed at an umpire (prior / during / post game) | Player / Coach / Manager or Team Personnel | Ejection from the current game  | An additional two (2) game suspension to be added to any other penalties assessed.  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Violently throwing equipment  | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays.  | An additional two (2) game suspension to be added to any other penalties assessed.  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Restrained from confronting the umpire/player                             | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays.  | An additional two (2) game suspension to be added to any other penalties assessed.  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |

|  |  |  |   |   |
|--|--|--|---|---|
| Throwing equipment/debris in the umpire's direction  | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays.                                 | An additional two (2) game suspension to be added to any other penalties assessed.                            | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Verbal abuse/bench jockeying - Actions words directed or indirectly towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting, and baiting                    | Player / Coach / Manager or Team Personnel | Ejection from the current game   | An additional two (2) game suspension to be added to any other penalties assessed.                            | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Verbal abuse/bench jockeying - Actions words directed or in directed towards an opponent or umpire for the purposes of (Not limited to) embarrassment, bullying, taunting, and baiting (Warnings issued) | Head Coach / Manager                       | Ejection from the current game   | An additional two (2) game suspension to be added to any other penalties assessed.                            | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Verbal Abuse - balls / strikes / safe / out / balks  | Player / Coach / Manager or Team Personnel | Ejection from the current game   | An additional two (2) game suspension to be added to any other penalties assessed.                            | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Prolonged arguing after the point of ejection  | Player / Coach / Manager or Team Personnel | An additional one (1) game suspension to be added to any other penalties assessed.                 | An additional two (2) game suspension to be added to any other penalties assessed.                            | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Threatening an umpire before, during, or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours")                                       | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays. Additional penalties may apply. | Ejection from the current game, plus the next three (3) games the team plays. Additional penalties may apply. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Threatening an opponent before, during, or after a game. (I.E. ((not limited to)) "I will get you after  | Player / Coach / Manager                   | Ejection from the current game, plus the next game the   | Ejection from the current game, plus the next three (3) games the team  | Suspended for the remainder of the event. Written report to   |

|  |  |  |   |   |
|--|--|--|---|---|
| the game", "see you in the parking lot", "You'll get yours")   | or Team Personnel                          | team plays. Additional penalties may apply.  | plays. Additional penalties may apply.  | be submitted to the team's Provincial office.   |
| Threatening a spectator before, during, or after a game. (I.E. ((not limited to)) "I will get you after the game", "see you in the parking lot", "You'll get yours") | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays. Additional penalties may apply. | Ejection from the current game, plus the next three (3) games the team plays. Additional penalties may apply. | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Not leaving the dugout after ejection  | Player / Coach / Manager or Team Personnel | An additional one (1) game suspension to be added to any other penalties assessed.                 | An additional one (1) game suspension to be added to any other penalties assessed.                            | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Returning to the playing field/dugout after an ejection  | Player / Coach / Manager or Team Personnel | An additional one (1) game suspension to be added to any other penalties assessed.                 | An additional two (2) game suspension to be added to any other penalties assessed.                            | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Returning to the playing field/dugout after an ejection, participation in a fight or bench-clearing  | Player / Coach / Manager or Team Personnel | An additional three (3) game suspension to be added to any other penalties assessed.               | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office.     | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Causing a forfeit game   | Player / Coach / Manager or Team Personnel | An additional one (1) game suspension to be added to any other penalties assessed.                 | An additional one (1) game suspension to be added to any other penalties assessed.                            | An additional one (1) game suspension to be added to any other penalties assessed.                        |
| Contact rule (Non-Intent to Injure)  | Player                                     | Ejection from the current game   | Ejection from the current game, plus the next game the team plays.  | Ejection from the current game, plus the next two (2) games the team plays.                               |
| Contact rule (Intent to injure)  | Player                                     | Ejection from the current game, plus   | Suspended for the remainder of the event. Written   | Suspended for the remainder of the event.   |

|  |  |   |   |   |
|--|--|---|---|---|
|  |  | application of an intent to injury Penalty.   | report to be submitted to the team's Provincial office.   | Written report to be submitted to the team's Provincial office.   |
| Ejection for tobacco use (includes smokeless and e-cigarettes)   | Player / Coach / Manager or Team Personnel | Ejection from the current game  | Ejection from the current game, plus the next two (2) games the team plays.                               | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Ejection for alcohol during a game.  | Player / Coach / Manager or Team Personnel | Ejection from the current game  | Ejection from the current game, plus the next two (2) games the team plays.                               | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Throwing equipment/ debris onto the field from the dugout  | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays.  | Ejection from the current game, plus the next two (2) games the team plays.                               | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |
| Contacting an umpire (intentionally or by accident, non-violent)   | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next two (2) games the team plays.                               | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A   |
| Contacting an umpire (Physical contact by bumping, pushing, tripping, punching, shoving, spitting on, or striking an umpire with equipment/debris) | Player / Coach / Manager or Team Personnel | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. | N/A   | N/A   |
| Use of an altered bat  | Player                                     | Ejection from the current game.   | Ejection from the current game, plus the next game the team plays.  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office. |

|   |  |   |  |   |
|---|--|---|--|---|
| Foreign substance / doctored baseball   | Player                                     | Ejection from the current game.   | Ejection from the current game, plus the next game the team plays.   | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office.   |
| Team playing an ineligible player, suspended, or a player not on the official roster  | Team                                       | Loss of the game and removal of any medals from the team  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office.  | N/A   |
| Team playing an ineligible player, suspended, or a player not on the official roster  | Head Coach / Manager                       | Two (2) game suspensions  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office.  | N/A   |
| Displaying bad sportsmanship (not specifically covered by this policy)  | Player / Coach / Manager or Team Personnel | Ejection from the current game, plus the next game the team plays.  | Ejection from the current game, plus the next two (2) games the team plays.  | Suspended for the remainder of the event. Written report to be submitted to the team's Provincial office.   |
| Verbal or non-verbal gestures used that violate the UCCMS and its definition of Psychological Maltreatment, including derogatory comments related to one's identity (e.g., race, gender identity or expression, ethnicity, indigeneity, disability). For more information on UCCMS: <a href="https://sportintegritycommissioner.ca/files/UCCMS-v6.0-20220531.pdf">https://sportintegritycommissioner.ca/files/UCCMS-v6.0-20220531.pdf</a> | Player/ coach/ manager/ team personnel     | Ejection from the current game, plus the next 3 games the team plays. The incident will be subject to further investigation and potential penalties from the PSO. | Ejection from the current game, plus the next 10 games the team plays. The incident will be subject to further investigation and potential penalties from the PSO. | Suspended for one calendar year from the first day of Ejection. The incident will be subject to further investigation and potential penalties from the PSO. |
| Abuse by an Umpire on a player or coach   | Investigation by the Provincial Office     |   |  |   |
| Article 2.2 Tournament Manual - Late Roster submission to the Host Committee  | Fine of \$50/day                           |   |  |   |

# **UMPIRE AND COACH/MANAGER RELATIONSHIP**

## **NON-CONFRONTATION PROTOCOL**

### **RATIONALE**

Baseball Atlantic's priority is to ensure a fair, safe, healthy, and fun game environment at its championships. Host committees are committed to providing teams a positive experience at their championships and that can only be achieved through the dedication and hard work of volunteers. Coaches/Managers play an equal and supportive role to ensure the championships embrace a positive environment for all parties involved in the event.

### **INTENT**

The protocol intends to address inappropriate conduct, physical and/or verbal, towards umpires and to discourage public dissent of umpires in all competitive games. Given that the rules of baseball are numerous and in any given game, many difficult scenarios could unfold, it is in our best interest to treat umpires fairly and with reasonable expectations. We cannot play this game without these courageous individuals. The protocol establishes expectations and rules for the coach/manager and umpire, which will allow both a chance to focus on what is important for the players.

### **WHAT LEVELS**

The protocol will apply as follows: Full policy application for the 15U AA and lower-level age categories, and only the "field presence process of coaches in communicating with the umpires will apply for the 15U AAA and higher age categories.

### **GUIDELINES**

#### **When Can a Coach/Manager Approach an Umpire?**

1. To make a substitution on defense and offense, proceed toward the Home plate umpire
2. To protest a game based on an interpretation of a rule, proceed towards the home plate umpire
3. To request a rule interpretation – See the procedures below

#### **When is a Coach/Manager not permitted to approach an umpire?**

1. To argue the interpretation of a rule
2. To dispute a judgment call
3. To verbally or physically abuse an umpire on the playing field, dugout, or off the playing field

#### **What is the procedure a Coach/Manager must follow to approach an umpire for a rule interpretation?**

- The decision to accommodate the coach's request for a rule interpretation will be at the discretion of the umpire, and the coach must respect this decision.

- The coach shall proceed to the mid-point of their respective foul line and wait for the umpire to acknowledge and indicate whether they agree to approach the coach
- Where an umpire agrees to approach the coach, as an umpire is encouraged to do so, the discussion shall be in a respectful, courteous, and non-confrontational manner.
- Where a coach or Manager proceeds to the mid-point of their respective foul line to request a rule interpretation, and it is the decision of the umpire not to engage with the coach or Manager, the coach shall return to the player's bench.

## **INFRACTIONS**

The umpire may issue a warning where a coach/manager contravenes, unintentionally, the non-confrontation protocol. Otherwise, the coach/manager shall be ejected from the game and may be issued other sanctions according to the Baseball Atlantic discipline guidelines.

## **DEFINITIONS**

**UMPIRE ABUSE** – Defined as any deliberate action that makes an umpire feel physically threatened, verbally intimidated, or emotionally humiliated. Disrespectfully objecting to calls, yelling at, publicly calling, and constantly disagreeing with an umpire by action or verbally can be deemed umpire abuse, and any other inappropriate conduct as defined in the discipline guidelines.

**JUDGMENT CALLS** – A judgment call is a decision made by an official in a competition using their own opinion of what they have seen. An umpire's judgment call is final. Judgment calls include: balls and strikes, safe/out calls on bases (force and tag), catch/no catch calls, fair/foul, and any other situations that require a judgment call from the umpire.

## **INCLEMENT WEATHER POLICY**

As an organization we have a responsibility to manage the potential risks that present themselves at our championships and one of those safety risks factors is environmental conditions. Host sites are to follow Baseball Canada's Severe Weather Policy (Appendix attached) while hosting a Baseball Atlantic championship.

### **DURING TOURNAMENT PLAY**

In the event severe weather conditions occur during the championship, which cause delays in the competition schedule, the host, with the approval of the provincial baseball association and/or the Baseball Atlantic representative, shall share with the teams their action plan for resuming the competition games. The teams must understand that many factors go into deciding on a plan, such as current conditions, forecasted conditions, duration/amount of rain, and field conditions. If conditions deteriorate during play, the host shall rely on the umpires to make the call to stop play.

Where weather conditions prevent the completion of all round robin games, there shall not be a winner declared, and the championship shall be cancelled. In a situation where only the round robin games have been completed, the winner shall be declared based on the final standings of the teams of the round robin play. The tie-breaker rule (excluding tie-breaker game) may be required to determine the final standings.

### **PRIOR TO TOURNAMENT PLAY**

Severe weather conditions may present itself prior to the start of the scheduled games which could lead to the suspension or cancellation of a tournament. Where a tournament is suspended and moved to another date, the teams and officials shall be provided advance notice in order to rearrange their transportation and lodging plans. Where a host site is unable to find a suitable revised date, the tournament shall be cancelled.

### **TEAM RESPONSIBILITY TO PARTICIPATE**

Determined Provincial Representatives are expected to participate in a championship, and failure to attend such a team may be issued a fine of up to \$2,500 depending on the circumstances of the situation. Where the provincial baseball association determines that an event is suspended due to severe weather conditions, and a team(s) cannot attend the event on the revised date, the fine shall be waived, given the circumstances.