



REGIONAL CHAMPIONSHIPS – RULES AND REGULATIONS

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Preamble

Baseball NL strives to offer consistent programming province-wide. While the 2020 Regional Championships are a coordinated effort between the local associations in each region, Baseball NL remains committed to ensuring the same experience for all its minor division athletes as we wrap up what has been an unprecedented 2020 season. The following document will give supplementary guidance around COVID-19 and considerations that need to be adhered to when operating the Regional Championship season, and additional information around game play rules and regulations that will ensure consistency and fairness province-wide.

General Information

- Teams not participating in a game CANNOT be present at the facility. This is to ensure adherence to the public health rules and regulations concerning crowd sizes and gathering limits.
- Teams participating in a game are expected to show up no more than twenty (20) minutes before a scheduled game. This is to ensure that there is adequate time for pitchers to warm up safely. The starting pitcher is strongly encouraged to being his/her warmup as soon as they arrive
- Teams participating in a game are expected to leave within fifteen 15 minutes of the conclusion of their game. This is to ensure that there is adequate time for teams involved in the subsequent game to adequately prepare and warm up.
- Pregame infield for each team will only take place if time permits. Games MUST start on time as we also have to be mindful of the other teams and games each day. If infields have to be removed then they will be removed. Hosts will be instructed to strictly enforce this.

COVID Considerations – Gameplay Modifications

REFERENCE	MODIFICATION
GPMG-001	There will be no pre-game plate meetings for lineup exchanges. Lineups should be exchanged with opposing teams and umpires before the game, in a safe way that respects physical distancing as much as possible.
GPMG-002	No mound visits by catcher or coach. If the coach wishes to change a pitcher or other position, he/she may call time, walk out to the foul line closest to their dugout, and make changes from that position.
GPMG-003	No congratulatory gestures – including handshakes, high fives, fist bumps, etc.
GPMG-004	Physical distancing must take place in and outside the dugout, including players and coaches. Therefore, there can only be as many people in a dugout at one time as is permitted by physical distancing. IE: if a dugout is 24 feet long, there can be no more than four people in the dugout at once, and each person must stay at least six feet away from other people. For anyone outside of the dugout, it is recommended that players be behind the fencing or in a reserved area of bleachers specifically for “dugout” use

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GPMG-005	The umpire calling balls and strikes will be positioned six feet behind the pitcher and call balls and strikes from that position. There will NOT be a traditional home plate umpire.
GPMG-006	On a tag play, once the defensive player applies the tag, they must vacate the area around the opposing player immediately
GPMG-007	A runner on third base cannot steal home or score on a passed ball or wild pitch.
GPMG-008	Players and parents/guardians are expected to arrive no more than 20 minutes before a scheduled game/practice and are expected to leave within 15 minutes of a scheduled game/practice finishing.

COVID Considerations – Hygiene & Health and Safety

REFERENCE	MEASURE
HHSM-001	Anyone displaying any symptoms of any illness will not be permitted to participate
HHSM-002	No sharing of water bottles or food of any kind
HHSM-003	No spitting, chewing gum, or sunflower seeds
HHSM-004	No sharing equipment unless properly cleaned and sanitized after each use
HHSM-005	Ride sharing/carpooling only if deemed safe by public health officials
HHSM-006	Uniforms be washed as soon as possible upon completion of activity
HHSM-007	Washroom facilities (if present at a field) be limited to one person at a time unless physical distancing can be maintained in washroom facilities. Washroom facilities MUST , regardless of the number of people, be cleaned and sanitized daily.
HHSM-008	All commonly touched surfaces at the ballfield – benches, hooks on the back of the dugout, gates that are touched – shall be disinfected at the end of each game/practice by the team using that area.
HHSM-009	If possible, hand sanitizer should be available to all players and coaches to use throughout the game/practice.
HHSM-010	All team meetings before, during or after the game/practice for coaching or teaching purposes shall respect physical distancing requirements.
HHSM-011	All participants recommended to shower as soon as possible upon completion of activity
HHSM-012	The enforcement of physical distancing measures, reinforced by signage and markings at all baseball fields in Newfoundland and Labrador demonstrating appropriate distances between spectators. Spectators will be encouraged to remain as far away from other spectators as possible by their local association
HHSM-013	No parents/guardians allowed on the field before or after a game (unless parent/guardian also serves as a coach)
HHSM-014	Any “gathering” place – clubhouse, building, etc – cannot be used unless it contains washroom facilities (see HHSM-007 above for more information). If these facilities are opened for access to washrooms, they are to be opened for this sole purpose and NOT for the purpose of a spectator area.

COVID Considerations – Canteen Operations

As a way of minimizing the number of instances where abiding by social distancing can be challenging, Baseball NL strongly encourages all regions to not operate canteens during the 2020 Regional Championship season.

With that in mind, Baseball NL also recognizes that the current public health guidance does permit the use of canteens provided they are operated under strict guidelines. These guidelines are as follows:

- Beverage, snacks and canteen services, should not be supplied during sport programs, except for curbside pick-up or delivery.

If a region wishes to operate a canteen during the 2020 Regional Championship season, Baseball NL MUST approve all plans for canteen operation prior to the beginning of the Regional Championships. Baseball NL reserves the right to reject a proposal for canteen operation, or suspend any and all canteen operations during the 2020 Regional Championship season without warning or reason if Baseball NL feels there is a breach of public health guidance and safety that puts the remainder of the 2020 Regional Championship Season in jeopardy.

For more information on public health guidance specific to sport, please see <https://www.gov.nl.ca/covid-19/information-sheets-for-businesses-and-workplaces/sport-guidance/>

Regional Championships – Game Play – General Information

Gameplay Information

- Time limit
 - o Every effort will be made to play all tournaments without the use of a time limit. In situations where this is not possible, no new inning will begin after 2 hours of gameplay. This is to ensure as much time as possible for one game to finish before the next game is scheduled to begin. If it is deemed necessary to use a time limit, this will be included on the schedule for that specific tournament. If, due to time limits, the required number of regulation innings are not possible to be completed, the score will revert back to the last fully completed regulation inning.
- Game length (if time permits)
 - o 11U, 12U, 14U: 6 innings
 - o 13U, 15U, 16U, 18U: 7 innings
- Run limits per inning
 - o **11U AAA: 5 runs/inning**; last regulation inning (and all extra innings) are open
 - o **13U AAA, 15U AAA, 18U:** open innings throughout
 - o **All AA and A tournaments:** 3 runs/inning; last regulation inning (and all extra innings) are open
 - o **All Girls Tournaments:** 3 runs/inning; last regulation inning (and all extra innings) are open
- Mercy Rule
 - o 10 run difference after 5 complete innings (or 4 ½ if the home team is winning)
 - o 15 run difference after 4 complete innings (or 3 ½ if the home team is winning)
- Regulation Game
 - o A game will be considered a regulation game if:
 - 5 innings have been completed in their entirety (or 4 ½ with the home team winning), or if the score dictates a mercy-rule situation (see above).
- Bunting
 - o 12U Girls: Prohibited
 - o All other divisions: Permitted

Equipment

- Bat Regulations
 - o 11U and 12U Girls: 2 ¾” maximum barrel, 32” maximum length. For -5 bats and above, all bats can be used
 - o 13U and 14U Girls: 2 ¾” maximum barrel, max weight/length differential of -10
 - o 15U and 18U: Wooden Bats
- Metal Cleats
 - o 11U, 12U Girls, 13U and 14U Girls: Prohibited
 - o 15U, 16U Girls, 18U: Permitted
- Helmets
 - o All players in all divisions must wear a double earflap helmet

Pitching Regulations

Pitch Count will be used in the 11U AAA, 13U AAA, 15U AAA, 18U, and 16U Girls Tournaments. Please see page 5 for Pitch Count Rules and Regulations.

Innings pitched will be used in the 11U AA and A, 13U AA and A, 14U Girls AA, 15U AA and A, 14U Girls A and 18U Girls. In these tournaments, a player is permitted to pitch in consecutive games and on consecutive days. The pitcher is not required to have any nights rest between pitching assignments.

Female teams will abide by the pitching rules of the division in which they are playing.

In the 11U AA and A Tournaments, a pitcher may pitch a maximum of six (6) innings in the tournament (including all playoff games).

In the 13U AA, A and 14U Girls A Tournaments, a pitcher may pitch a maximum of eight (8) innings in the tournament (including all playoff games).

In the 15U AA, A and 18U Girls Tournament, a pitcher may pitch a maximum of ten (10) innings in a tournament (including all playoff games).

Innings pitched by a pitcher in an extra innings game prior to the pitcher's total innings for the tournament being used up (6 in 11U AA and A, 8 in 13U AA, A and 14U Girls A, 10 in 15U AA, A and 18U Girls) are included in the pitcher's total innings for the tournament. Pitchers **do not** get any additional innings for pitching in extra inning games.

One pitch thrown in an inning is recorded as a full inning pitched

Pitch Count Information

11U Mosquito	13U Boys & 14U Girls Pee Wee	15U Boys & 16U Girls Bantam	17U, 18U & Canada Games	21U Junior	Rest Required
1 – 25	1 – 30	1 – 35	1 – 40	1 – 45	0 DAYS
26 – 40	31 – 45	36 – 50	41 – 55	46 – 60	1 DAY
41 – 55	46 – 60	51 – 65	56 – 70	61 – 75	2 DAYS
56 – 65	61 – 75	66 – 80	71 – 85	76 – 90	3 DAYS
66 – 75	76 – 85	81 – 95	86 – 105	91 – 115	4 DAYS
75	85	95	105	115	MAXIMUM

Safety Rules:

1. Any player on the team is eligible to pitch, and there are no restrictions to the number of pitchers a manager may use in a game.
2. Pitchers shall be permitted to have two (2) appearances in the same calendar day. If a pitcher requires a rest following the first appearance, they cannot return to pitch in the same calendar day.
3. Pitchers cannot pitch three (3) consecutive days unless a pitcher's first two (2) days combined does not exceed the "0 DAY" thresholds for each division as outlined above.
4. The official scorekeeper will calculate the total pitches thrown for that calendar day.
5. Once a player has pitched, they cannot catch for the remainder of the day or game.
6. Pitchers shall be permitted to finish the batter if his/her daily maximum pitch limit has been reached for the day. Coaches are to notify the home plate umpire that the current batter will be the pitcher's final batter prior to the pitcher throwing their next pitch. If the umpire is not notified, it will be assumed that the coach is aware of the pitch count guidelines and understands the ramifications of not notifying the umpire. Any pitches thrown beyond a daily limit, so long as the coach has properly notified the umpire, **WILL NOT** count against the pitch count.
7. Pitchers **WILL NOT** be required to pitch to a batter who is being walked intentionally. If any pitches are thrown prior to the decision to intentionally walk the batter, those pitches **WILL** count for purposes of the pitch count.
8. Required rest shall be defined in "days" starting at 12:01 a.m. and ending at 11:59 p.m. of the next calendar day. If a game continues past 12:01 a.m., those pitches are counted as if pitched prior to midnight. If a game is suspended, when it resumes, it is defined as a different day
9. A pitcher who is removed from the pitcher's position 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.
10. The manager or coach may make a second visit to the mound while the same batter is at bat in order to remove the pitcher.
11. Any violation of any part of the pitch count rule, the result is the Head Coach is ejected from the current game and receives an additional game suspension
12. The total number of pitches thrown by an ambidextrous pitcher, regardless of which arm the pitcher uses, will be used to calculate pitch count for the day

Players must abide by their age and division limits when playing in a division higher than their classification (example – 13U player playing 15U must pitch by 13U rules).

Regional Championships – Game Play – Rules and Regulations

Extra Hitter Rule (for use in 15U AAA, AA, A and 16U Girls)

An Extra-Hitter (EH) may be placed on the lineup card (a 10th hitter which can be placed anywhere in the batting order) as a way to get more athletes at-bats throughout the game. This rule is optional for both teams prior to each game and does not have to be used by both teams during a game. The EH must be marked on the lineup 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. For example, the SS could become the EH and the EH become the SS. In the event that a player is injured and the team has no eligible substitutes available, Reentry Rule (currently 2.1.8 b) would apply and the team would continue to bat ten players. If the team had no other players available for selection OR in the event of an ejection, the game would proceed with 9 players, without forfeit. 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.

Re-Entry Rule

In the 15U AAA, AA, A and 16U Girls Tournaments, any starting player may be substituted for and returned to the game one time only. The player must return to his/her original place in the batting order. Any pitcher, if removed from the game, may return but not to 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 he/she has not previously assumed the pitching position.

Extra Inning Procedure

If a game is tied after the regulation number of innings, the game will continue into extra innings with use of the Baseball Canada tiebreaker. This places a runner on first and second base to commence each half inning of extra innings until a winner is determined. Please see the below example for placing runners:

EXAMPLE: if the last regulation inning ends with the #6 hitter having the last plate appearance, the extra inning begins with #7 hitter at bat, #6 hitter at first base and #5 hitter at second base.

Run Limit and “Continuation”

If the offensive team hits an out-of-the-park home run in which the total number of runs scored exceeds the run limit per inning, all runs scored will count even if it exceeds the run limit per inning in a particular division.

Intentional Walk Rule

In the event of a defensive team electing to intentionally walk the offensive team’s batter, the pitcher does not need to throw the pitches to complete the intentional walk. The following procedure is in place:

- Coach signals from the dugout that an intentional walk will occur.
- Umpire calls time and awards the batter first base.

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- Once the new batter comes to the plate, the ball is put back in play

If, during an at bat, the coach for the defensive team elects to intentionally walk the batter the same procedure as above will occur with the addition that any pitches that have been thrown will count against the pitch count for anyone who is under pitch count rules. (IE - batter has a 2 - 0 count at the time of the signal for the intentional walk. The two pitches thrown will count toward pitch count). If the coach signals for the intentional walk before a pitch is thrown, no pitches will count toward the pitch count.

For specific rules and regulations pertaining to female baseball, please consult the Female Baseball Manual which can be found on the Baseball NL website (under Forms – Documents)

Regional Championships – Division-Specific Rules – 11U

If a rule or rule modification is not explicitly stated here or in a previous section, normal baseball rules apply. These are meant to identify unique rules or rule modifications that are important to note.

Base Stealing – 11U Tournaments

When a team has a lead of five (5) or more runs, the runners of this team can reach the following base only if the ball is hit or if forced to advance.

Runner on Third Base – 11U Tournaments

In 11U Tournaments, a runner on third base can reach home plate only if the ball is hit or because he/she is forced to advance. If there is a violation, the runner is returned to their base.

No Walks – 11U A Tournament

In 11U A Tournaments, a base on balls is not allowed. After four (4) balls, an offensive team coach will take position on the mound throw three (3) additional pitches, independent of the count on the batter. If the batter fails to get on base via a hit, the batter shall be called out. The strike count is carried on, and the batter is called out if he/she swings at a third strike. The player cannot be called out on a foul ball

- If the coach is hit by a batted ball, the ball is declared dead and the batter is awarded first base. The runners advance only if forced
- If the batter is by a pitch thrown by the coach, the ball is dead, the pitch is declared erratic and is not counted. The player must continue his/her at bat.

Safety Base – 11U Tournaments

In the 11U AA and A Tournaments, first base shall be a safety base when possible. The fielder must touch the white base before the runner touches the colored base to be declared out. The runner must touch the colored base before the fielder touches the white base in order to be safe. The fielder cannot touch the colored base to retire a runner. The runner cannot touch the white base to be declared safe.

In-Game Situations due to COVID-19 Game Play Modifications

Due to COVID-19 guidelines and rule modifications, scoring from third base on a passed ball or wild pitch IS NOT permitted. However, there are instances when continuous action, or actions of the players, allow for runners on third base to attempt to score. Below are common examples:

Example 1:

Situation: Runners on 1st and 3rd; R1 attempts to steal second base.

Ruling: If the ball is thrown in an attempt to retire R1 at second base, R3 is permitted to attempt to score. This is defined as continuous action and is permitted to occur.

Example 2:

Situation: Runners on base with an overthrow back to the pitcher

Ruling: If, when throwing the ball back to the pitcher, the catcher throws wildly and misses the pitcher, any runners can attempt to steal any bases they wish. This is defined as continuous action and is permitted to occur.

Example 3:

Situation: Runner on second attempts to steal 3rd and the catcher throws wildly (resulting in the ball going into the outfield or well beyond third base)

Ruling: If, when attempting to retire R2 at third base, the catcher throws wildly and beyond third base, R2 can attempt to score and steal home should they wish. This is defined as continuous action and is permitted to occur.

Example 4:

Situation: Pickoff attempt of a runner (on 1st or 2nd) with a runner on 3rd

Ruling: If, when attempting to pick off a runner on 1st or 2nd base with a runner on 3rd, the pitcher throws wildly, R3 can attempt to score should they wish. This is defined as continuous action and is permitted to occur.

Additional Comment: If, in an attempt to pick off a runner on 3rd base, the pitcher throws wildly, R3 can attempt to score should they wish. This is defined as continuous action and is permitted to occur.