



**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 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

- All teams may sign and use eighteen (18) players.
- Each Provincial Association will be responsible for provision of player registration forms for all teams wishing to register for 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 5:00pm (AST) on the Monday before the Championships. Otherwise, a late submission fine of \$50/day will be issued to the Provincial Baseball Association.
- 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 their roster.

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

- At the 11U, 13U, 15U categories, teams shall be eligible to pick-up a maximum of two players from other team(s) of another minor association(s) within the province. The players must be of

the same age category/level or lower of 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 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 team(s) 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.
- Where a team chooses to add affiliate 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

Newfoundland & Labrador and Nova Scotia is permitted a maximum of two (2) overage players (reaching their 15<sup>th</sup> birthday during the current calendar year) per team participating at the championship and New Brunswick and Prince Edward Island is permitted a maximum of three (3) overage players per team.

#### 2.3 Coach Eligibility

- All coaches taking part in a Baseball Atlantic Championship (excluding 13U AAA category) 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 18U during the Labor Day weekend.
- Tournaments dates of all other age categories and classification levels will be the second weekend (11 days) following Labour Day.

### 3.2 Tournament Sites

Baseball Atlantic Championships will be held in these respective Provinces from 2018-2022.

DIVISION	2018	2019	2020	2021	2022
18U "AA"	Newfoundland & Labrador	Prince Edward Island	New Brunswick	Nova Scotia	Newfoundland & Labrador
15U "AAA"	Prince Edward Island	New Brunswick	Nova Scotia	Newfoundland & Labrador	Prince Edward Island
15U "AA"	Nova Scotia	Newfoundland & Labrador	New Brunswick	Prince Edward Island	Nova Scotia
14UGirls Invitational	Newfoundland & Labrador	New Brunswick	Nova Scotia		
*Baseball Canada 13U "AAA" National Atlantic	Prince Edward Island	Nova Scotia	Newfoundland & Labrador	New Brunswick	Prince Edward Island
13U "AA"	New Brunswick	Nova Scotia	Prince Edward Island	Newfoundland & Labrador	New Brunswick
11U "AAA"	Newfoundland & Labrador	New Brunswick	Nova Scotia	Prince Edward Island	Newfoundland & Labrador
11U "AA"	New Brunswick	Prince Edward Island	Newfoundland & Labrador	Nova Scotia	New Brunswick

\*The Baseball Canada 13U National Atlantic Championships is administered through Baseball Canada, not Baseball Atlantic, and as such, follows Baseball Canada rules and procedures.

### 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:
  - At least one adequate playing field
  - Washroom facilities within easy reach of the playing field
  - Access or supply of drinking water for participants
  - Reasonably ready access to emergency medical facilities
  - Adequate seating for spectators
  - Some form of public address system

- An official scorer and pitch count person for all games
- Follow the rules and procedures as determined by this manual.
- Follow the mandated playing schedule as per the tournament manual guidelines.
- 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. A Banner (optional) may be issued to the winning team (see sample attached)
- Arrange umpires, through their Provincial Umpire Association, for all tournament games.
- Send Scoring Report (see attachment) to provincial baseball office at end of each day
- Send by e-mail a post event report (Attached form) to the President Baseball Atlantic
- Assign a person responsible to enter scores on Baseball Atlantic twitter account (Instructions-Attachment).
- 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.
- Encouraged to assist visiting teams, including helping with alternate activities when rain prevents or delays play. Hosts are asked to attempt to make the experience, both on and off the field, an enjoyable and memorable experience for all participants.
- *Host is not responsible for vandalism/damages or breakage by any teams at these tournaments.*
- Host is not responsible for the travel, lodging and meals of teams attending the championships
- *Teams attending Atlantic Championships will be required to honor their commitment of play of 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 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 to ensure that the host team knows of and meets its responsibilities to the visiting teams and the officials of Baseball Atlantic.
- 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 5:00pm (AST) on the Monday before the Championships. Otherwise, a late submission fine of \$50/day will be issued to the Provincial Baseball Association.
- 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.
- Member Provincial Associations are encouraged to make the provisions of off-field activities (in case of rain delays) as part of the host selection process.

- Each Provincial Association shall determine how the Atlantic representative is determined. In the case of the 15U “AAA”, no province shall send their National representative to the Baseball Atlantic Championship during the same year.
- Each Provincial Association shall send a representative to their respective Atlantic Baseball Championships and act as liaison between the teams and host committee to ensure Baseball Atlantic rules are followed.
- Non-attendance at a Baseball Atlantic Championship by a determined Provincial Representative will result in a fine of \$500.00 and a one-year suspension from all Baseball Atlantic Championships for the said Provincial Representative’s Local Baseball Association.

### 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 a Baseball Atlantic Championship.
- Any payment to the umpires in accordance with provincial guidelines is the responsibility of host/host province.
- Baseball Atlantic shall provide the host communities “Championship medals” (Gold & Silver) and championship banner at no cost to the host community.
- Although it is a requirement for the host community to provide a “player of the game” awards following each game, such cost is the responsibility of the host community.

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

### 4.1 Schedule and Draws

- Using the draws and other information contained in these rules, the host community/team, in consultation with the Host Provincial Association, shall send the schedule at least ten (10) days prior to the start of the event to the teams and forward the same to the Provincial Association of the hosting province.
- No game is to start after 5:30pm on an unlighted field.
- 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 prior to completion, the game shall be resumed from the point of delay.
- When games take longer to complete than the scheduled amount of time, the tournament chairperson shall designate a new start time for the next game and immediately inform all participants.
- All teams must play the 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.

- If there are two teams from the same province, then these two teams must play the first game otherwise it shall be the host team and the next closest team as established by the tournament manual (See APPENDIX A & B & C).
- Where two teams are from the same province (host and provincial champion), the provincial champions shall be Team#2 on the schedule. Should the host team be the provincial champions, they shall be Team#2 on the schedule and the other team shall be Team#1. (Ex: NL1 VS NL2)

#### 4.2 Two team draws

- Two team draws shall be the best of five series with all games to be played at the park of the host team.
- Host team shall be visitor in Game 1 and home team shall alternate from game to game for the remainder of the series.

#### 4.3 Three team draws

- All three (3) team draws shall be double Round Robin.
- Each team will be given two home and away games as per the schedule in APPENDIX A.
- Games 1-3 will be scheduled for Friday, Games 4-6 on Saturday and Game 7 on Sunday.
- If one team is undefeated (4-0) following round robin play, and the other 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 the champions. The tie breaker procedures (no tie-breaker game) will determine which team shall play in the championship game(s) if the other two teams are tied with an 1-3 record. The 4-0 team shall have the choice of home game for both games if two games are required to determine a champion.
- If two teams finish round robin play with three (3) wins and one (1) lost, these teams shall play one game for the championship. Tie breaker procedures will determine 1<sup>st</sup> place and that team shall have choice of home game.
- If one team finishes round robin play with three (3) wins and one (1) loss and the second placed team finishes with a record of two (2) wins and two (2) losses, they will play one game for the Championship. The 1<sup>st</sup> place team shall have choice of home game.
- Should all three (3) teams finish with a record of two (2) wins and two (2) losses, the first (1<sup>st</sup>) and second (2<sup>nd</sup>) place will be determined by using the tie breaker procedures (no tie breaker game). These two teams will play one game for the Championship.
- The team with the higher placing after round robin play shall have the choice of home game.

#### 4.4 Four team draws

- All four team draws shall be single round robin. Upon completion of the round robin, the first and second place teams shall advance to the championship.



- 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.
- Games 1 & 2 will be scheduled for Friday, Games 3-6 on Saturday, and Games 7-8 for Sunday.
- 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 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 choice of 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, 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 choice of 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 choice of home game for the tie breaker game.
- The team with the higher placing after round robin play shall have the choice of home game for the championship game.

#### 4.5 Five team draws

- 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.
- When one field is used, Games 1-5 are scheduled for Friday, Games 6-10 for Saturday, and games 11 & 12 for Sunday.
- When two fields are used, Games 1-5 are scheduled for Friday, Games 6-10 for Saturday, and Games 11 & 12 for Sunday.
- 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 in order to be considered champions. If two or more teams are tied for 2<sup>nd</sup> place, 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 choice of home game for both games if two games are required to declare a champion.
- If three (3) teams tie for first (1<sup>st</sup>) place with three (3) wins and one (1) loss records, 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 choice of home game. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams shall play a tie breaker game to advance and the 2<sup>nd</sup> place team shall have choice of home game in the tie breaker 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 choice of home 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, 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 choice of home game. No tie breaker games shall be played.
- The team with the higher placing after round robin play shall have the choice of home game.

#### 4.6 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 on 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 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

#### 4.7 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.

#### 4.8 Pre-Tournament meeting

- The host community/team shall arrange a pre-tournament meeting of all teams and the 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 the Tuesday evening leading into the weekend of the tournament.
- At such pre-tournament meeting, the Baseball Atlantic Representative or designate shall review the following:
  - Presentation of team rosters
  - The format of tournament and schedule
  - Proposed ground rules of ballpark(s)
  - Run limitations (Mercy rule)
  - Tie breaker system
  - Clarify playing rules specific to age category
  - Protest procedures
  - Special ceremonies or events (information sharing)

- Question period
- All teams must discuss and agree upon an alternate format should rain force cancellation of part of the tournament. If there is no unanimous approval, the majority shall rule. In the event of a tie (four team tournaments only), the Baseball Atlantic representative or designate shall make the final decision.

#### 4.9 Protest procedures

- Baseball Atlantic shall use the following procedures to resolve game protests.
- The host committee shall, in cooperation with Baseball Atlantic representative or designate, 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 have knowledge of 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 in accordance with 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 be helpful in assisting them reach 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.

#### 4.10 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 Association's 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.

#### 4.11 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 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 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 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 vacate the playing field forty-five (45) minutes prior to game time.
  - The visiting team shall have A twenty-minute batting practice

- 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 meeting at home plate with umpires.
- If there is not enough time for both teams to have batting practice, then neither team shall have the opportunity for such practice.

## 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 player on 1<sup>st</sup> and 2<sup>nd</sup> base with no outs. To confirm who is on 1<sup>st</sup> and 2<sup>nd</sup> base, see following example; if the last regulation inning ends with the #6 hitter having the last plate appearance, then the extra inning begins the #7 hitter at bat, and the #5 hitter at 2<sup>nd</sup> base and #6 hitter at 1<sup>st</sup> base.
- The batting order of the extra inning or any subsequent extra innings will be determined by how the previous inning ended.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.
- Extra inning game procedure applies to all divisions (11U,13U,15U,18U) and all levels (AA, AAA) for round robin games and tie -breaker game only.
- Championship games, whether 1 or 2 games are required, and tie breaker 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 be 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

<b>11U</b>	<b>13U</b>	<b>15U</b>	<b>18U</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

5.3.1 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.

5.3.2 Pitchers shall be permitted to have 2 appearances in the same calendar day. If a pitcher requires a rest following 1<sup>st</sup> appearance, they cannot return in the same calendar day.

5.3.3 If a pitcher meets the requirements to pitch on consecutive days and the pitcher does not go over the first daily threshold during Game 1, they are permitted to have a second (2nd) appearance in the same calendar day. **(NEW) Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in any two-day period.** Pitchers cannot pitch in three (3) games during a day.

**For example: An 11U pitcher throws 20 pitches on Day 1. On Day 2, that pitcher is limited to 55 pitches. A 15U pitcher throws 25 pitches on Day 1, on day 2 that pitcher is limited to 70 pitches. Please note: If an 11U pitcher throws 20 pitches on Day 1 and then 55 pitches on Day 2, that pitcher would require two (2) day's rest, not four (4) day's rest. The pitcher's rest is based on the number of pitches thrown on Day 2, not the combined total of Days 1 and 2.**

5.3.4 Pitchers cannot pitch 3 consecutive days unless a pitcher's first two days combined does not exceed;

11U-25 pitches    13U/14U Girls-30 pitches    15U/16U Girls-35 pitches    18U-40pitches.

If pitcher's Day 1 + Day 2 figures exceed exceeds figure above for their division, they require at least one day's rest.

**(NEW) A pitcher's combined three (3) day pitch count cannot exceed:**

**11U: 105                  13U/14U Girls: 120                  15U/16U Girls: 135    18U: 150**

5.3.5 The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest starting the next calendar day. Athletes must not exceed the maximum pitch count total for the day.

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

**5.3.7 When a pitcher reaches the maximum number of pitches allowed for a threshold (see table above), he can complete the at-bat without the penalty on days of rest, as long as he/she does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log. The coach or manager needs to acknowledge this to the umpire at this moment prior to the next pitch. The umpire will then notify the scorekeeper.**

**5.3.8 Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day.**

5.3.9 Only pitches actually thrown will be included in Pitch count totals. Automatic balls during an intentional walk do not count towards Pitch Count totals.

Example: if during a count of 2 balls – 0 strike, a team signals to the umpire that a batter will receive an intentional walk, only 2 pitches will be counted for pitch count.

5.3.10 Required rest shall be defined in "days" starting at 12:01am and ending at 11:59pm of the next calendar day.



5.3.11 If a game continues past 12:01am, 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.

5.3.12 When a game is stopped by inclement weather or for any other reason than a mercy rule, that specific game has to be resumed at the point of stoppage. If pitcher "A" is the starting pitcher of a game and has a pitch count below the first threshold, pitcher "A" can then be used as a pitcher again for that particular game but considering he will be carrying the number of pitches thrown when the game stopped. This applies for a game that is resumed on the same day or on the next day.

5.3.13 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.

5.3.14 The manager or coach may make a 2<sup>nd</sup> visit to the mound while the same batter is at bat in order to remove the pitcher.

#### 5.4 Uniforms

- Pursuant to rule 1.11 of the Baseball Canada rules of Baseball, in the Baseball Atlantic play, all players and coaches on the field of play must wear uniforms that are the same color. Coaches may wear team jackets, but they must be the same color as those of their players and should be the same style for the entire coaching staff. No cut off shorts are considered acceptable uniforms for coaches.
- No coach may appear in the coaching boxes or elsewhere on the playing field unless they adhere to this ruling. The umpires shall order removal from the playing field 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 double earflap helmets while at bat, in the on-deck circle and on the base paths in both categories. **Chinstraps on batting helmets are not mandatory.**
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 balls 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. **C)** Baseball Canada rule which specifies "where a team has a lead of five or more runs, the runner(s) of this team can reach the following base only if the ball is hit or if he is forced to advance" **will not apply for Atlantic Baseball Championships.** Runners are free to advance (steal) regardless of score.
  9. **Courtesy/designated runner:** A courtesy/designated runner for the catcher shall not be permitted in the event the catcher reaches a base.
  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 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.

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

1. **The Bat:** Max barrel of 2  $\frac{3}{4}$  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 double earflap helmets while at bat, in the on-deck circle, and on the base paths for both categories (AA & AAA). **Chinstraps on batting helmets are not mandatory.**
4. **Batting order:**
  - a. 13U (AA) – 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.
  - b. 13U (AAA) – Teams will bat nine (9) players but substitutions will apply as per Baseball Canada **re-entry rule 3.3** as follows; Any starting player may be substituted for and returned to the game, one time only. He/she must return to his/her 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 he/she has not previously assumed that position.
  - c. An Extra-Hitter (EH) may be placed on the line-up card (a 10<sup>th</sup> hitter which can be placed anywhere in the batting order) as a way to get more athletes at-bats through-out 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 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. For example,

the SS could become the EH. In the event that a player is injured and the team has no eligible substitutes available, Re-entry rule 2.1.9 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.

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 baserunner on a catcher's miss of a 3<sup>rd</sup> strike.
8. **The Baserunner:** All runners are permitted to lead-off. All baserunners 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.
10. **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 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 double earflap helmets while at bat, in the on-deck circle, and on the base paths for both categories (AA & AAA). Chin straps are not mandatory for this age category.
4. **Batting order:** Teams will bat nine (9) players but substitutions will apply as per Baseball Canada **re-entry rule 3.3** as follows; Any starting player may be substituted for and returned to the game, one time only. He/she must return to his/her 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 he/she has not previously assumed that position.  
An Extra-Hitter (EH) may be placed on the line-up card (a 10<sup>th</sup> hitter which can be placed anywhere in the batting order) as a way to get more athletes at-bats through-out 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 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. For example, the SS could become the EH. In the event that a player is injured and the team has no eligible substitutes available, Re-entry rule 2.1.9 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.

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:** A courtesy/designated runner for the catcher shall not be permitted in the event the catcher reaches a base.

#### 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 double earflap helmets while at bat, in the on-deck circle, and on the base paths. Chin straps are not mandatory for this age category.
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:** The designated hitter rule is permitted in this category.
7. **The batter:** The batter can become a base runner on a catcher's miss of 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

Player eligibility: Newfoundland and Nova Scotia is permitted a maximum of two (2) overage players (reaching their 15<sup>th</sup> birthday during the current calendar year) per team participating at the championship and New Brunswick and Prince Edward Island is permitted a maximum of three (3) overage players per team.

**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.

**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 double earflap helmets while at bat, in the on-deck circle and on the base paths in both categories. **Chinstraps on batting helmets are not mandatory.**
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: 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 the player and the player is tagged out... the OUT will stand. If, however, the player reaches a base safely, "TIME" is called and the player is returned to the base they occupied before the pitch was made... and NO OUT shall result. (c) When a base-runner leaves the base before the pitched ball has reached the batter and the batter hits the ball and the runner shall return to their original base (if the batter is retired on a fly ball or any other play) OR... the player must return to an unoccupied base nearest the one they 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 their 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. **C)** Baseball Canada rule which specifies "where a team has a lead of five or more runs, the runner(s) of this team can reach the following base only if the ball is hit or if the runner is forced to advance" **will not apply for Atlantic Baseball Championships.** Runners are free to advance (steal) regardless of score.

9. **Courtesy/designated runner:** A courtesy/designated runner for the catcher shall not be permitted in the event the catcher reaches a base.
10. **Bunting:** Bunting is permitted.
11. **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 total runs go over the inning limit. However, there is no run limit (open inning) during the last inning.
12. 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 – THREE TEAMS SCHEDULES BY HOST PROVINCE

THREE TEAM TOURNAMENT SCHEDULE - NEWFOUNDLAND LABRADOR HOST PROVINCE				
TIME	NS + NB (ABSENT)	NS + PEI (ABSENT)	NB + PEI (ABSENT)	
<b>FRIDAY (NL2 is Provincial Champions)</b>				
10:00am	NL1 vs NL2	NL1 vs NL2	NL1 vs NL2	
1:00pm	PEI vs NL1	NB vs NL1	NS vs NL1	
4:00pm	NL2 vs PEI	NL2 vs NB	NL2 vs NS	
<b>SATURDAY</b>				
10:00am	NL2 vs NL1	NL2 vs NL1	NL2 vs NL1	
1:00pm	NL1 vs PEI	NL1 vs NB	NL1 vs NS	
4:00pm	PEI vs NL2	NB vs NL2	NS vs NL2	
<b>SUNDAY</b>				
10:00am	Championship	Championship	Championship	
1:00pm	Championship	Championship	Championship	(if necessary)

\*\*\*\*Time (15 -20 minutes) of opening ceremonies at the discretion of Host Committee

THREE TEAM TOURNAMENT SCHEDULE – NOVA SCOTIA HOST PROVINCE				
TIME	PEI + NL (ABSENT)	PEI + NB (ABSENT)	NL + NB (ABSENT)	
<b>FRIDAY (NS2 is Provincial Champions)</b>				
10:00am	NS1 vs NS2	NS1 vs NS2	NS1 vs NS2	
1:00pm	NB vs NS1	NL vs NS1	PEI vs NS1	
4:00pm	NS2 vs NB	NS2 vs NL	NS2 vs PEI	
<b>SATURDAY</b>				
10:00am	NS2 vs NS1	NS2 vs NS1	NS2 vs NS1	
1:00pm	NS1 vs NB	NS1 vs NL	NS1 vs PEI	
4:00pm	NB vs NS2	NL vs NS2	PEI vs NS2	
<b>SUNDAY</b>				
10:00am	Championship	Championship	Championship	
1:00pm	Championship	Championship	Championship	(if necessary)

THREE TEAM TOURNAMENT SCHEDULE – NEW BRUNSWICK HOST PROVINCE				
TIME	NS + NL (ABSENT)	NS + PEI (ABSENT)	PEI + NL (ABSENT)	
<b>FRIDAY (NB2 is Provincial Champions)</b>				
10:00am	NB1 vs NB2	NB1 vs NB2	NB1 vs NB2	
1:00pm	PEI vs NB1	NL vs NB1	NS vs NB1	
4:00pm	NB2 vs PEI	NB2 vs NL	NB2 vs NS	
<b>SATURDAY</b>				
10:00am	NB2 vs NB1	NB2 vs NB1	NB2 vs NB1	
1:00pm	NB1 vs PEI	NB1 vs NL	NB1 vs NS	
4:00pm	PEI vs NB2	NL vs NB2	NS vs NB2	
<b>SUNDAY</b>				
10:00am	Championship	Championship	Championship	
1:00pm	Championship	Championship	Championship	(if necessary)



<b>THREE TEAM TOURNAMENT SCHEDULE – PRINCE EDWARD ISLAND HOST PROVINCE</b>				
TIME	NB + NL (ABSENT)	NB + NS (ABSENT)	NS + NL (ABSENT)	
<b>FRIDAY (PEI2 is Provincial Champions)</b>				
10:00am	PEI1 vs PEI2	PEI1 vs PEI2	PEI1 vs PEI2	
1:00pm	NS vs PEI1	NL vs PEI1	NB vs PEI1	
4:00pm	PEI2 vs NS	PEI2 vs NL	PEI2 vs NB	
<b>SATURDAY</b>				
10:00am	PEI2 vs PEI1	PEI2 vs PEI1	PEI2 vs PEI1	
1:00pm	PEI1 vs NS	PEI1 vs NL	PEI1 vs NB	
4:00pm	NS vs PEI2	NL vs PEI2	NB vs PEI2	
<b>SUNDAY</b>				
10:00am	Championship	Championship	Championship	
1:00pm	Championship	Championship	Championship	(if necessary)

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

<b>FOUR TEAM TOURNAMENT SCHEDULE - NEWFOUNDLAND LABRADOR HOST PROVINCE</b>				
TIME	PEI (ABSENT)	NS (ABSENT)	NB (ABSENT)	
<b>FRIDAY (NL2 is Provincial Champions)</b>				
1:00pm	NL1 vs NL2	NL1 vs NL2	NL1 vs NL2	
4:00pm	NS vs NB	NB vs PEI	NS vs PEI	
<b>SATURDAY</b>				
8:00am	NL2 vs NS	NL2 vs NB	NL2 vs NS	
11:00am	NB vs NL1	PEI vs NL1	PEI vs NL1	
2:00pm	NL2 vs NB	NL2 vs PEI	NL2 vs PEI	
5:00pm	NL1 vs NS	NL1 vs NB	NL1 vs NS	
<b>SUNDAY</b>				
10:00am	Tie Br/Championship	Tie Br/Championship	Tie Br/Championship	
1:00pm	Championship	Championship	Championship	

\*\*\*\*Time (15 -20 minutes) of opening ceremonies at the discretion of Host Committee

<b>FOUR TEAM TOURNAMENT SCHEDULE – NOVA SCOTIA HOST PROVINCE</b>				
TIME	PEI (ABSENT)	NL (ABSENT)	NB (ABSENT)	
<b>FRIDAY (NS2 is Provincial Champions)</b>				
1:00pm	NS1 vs NS2	NS1 vs NS2	NS1 vs NS2	
4:00pm	NB vs NL	NB vs PEI	PEI vs NL	
<b>SATURDAY</b>				
8:00am	NS2 vs NB	NS2 vs NB	NS2 vs PEI	
11:00am	NL vs NS1	PEI vs NS1	NL vs NS1	
2:00pm	NS2 vs NL	NS2 vs PEI	NS2 vs NL	
5:00pm	NS1 vs NB	NS1 vs NB	NS1 vs PEI	
<b>SUNDAY</b>				
10:00am	Tie Br/Championship	Tie Br/Championship	Tie Br/Championship	
1:00pm	Championship	Championship	Championship	

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

FOUR TEAM TOURNAMENT SCHEDULE – NEW BRUNSWICK HOST PROVINCE				
TIME	PEI (ABSENT)	NL (ABSENT)	NS (ABSENT)	
<b>FRIDAY (NB2 is Provincial Champions)</b>				
1:00pm	NB1 vs NB2	NB1 vs NB2	NB1 vs NB2	
4:00pm	NS vs NL	NS vs PEI	PEI vs NL	
<b>SATURDAY</b>				
8:00am	NB2 vs NS	NB2 vs NS	NB2 vs PEI	
11:00am	NL vs NB1	PEI vs NB1	NL vs NB1	
2:00pm	NB2 vs NL	NB2 vs PEI	NB2 vs NL	
5:00pm	NB1 vs NS	NB1 vs NS	NB1 vs PEI	
<b>SUNDAY</b>				
10:00am	Tie Br/Championship	Tie Br/Championship	Tie Br/Championship	
1:00pm	Championship	Championship	Championship	

FOUR TEAM TOURNAMENT SCHEDULE – PRINCE EDWARD ISLAND HOST PROVINCE				
TIME	NB (ABSENT)	NS (ABSENT)	NL (ABSENT)	
<b>FRIDAY (PEI2 is Provincial Champions)</b>				
1:00pm	PEI1 vs PEI2	PEI1 vs PEI2	PEI1 vs PEI2	
4:00pm	NS vs NL	NB vs NL	NB vs NS	
<b>SATURDAY</b>				
8:00am	PEI2 vs NS	PEI2 vs NB	PEI2 vs NB	
11:00am	NL vs PEI1	NL vs PEI1	NS vs PEI1	
2:00pm	PEI2 vs NL	PEI2 vs NL	PEI2 vs NS	
5:00pm	PEI1 vs NS	PEI1 vs NB	PEI1 vs NB	
<b>SUNDAY</b>				
11:00am	Tie Br/Championship	Tie Br/Championship	Tie Br/Championship	
2:00pm	Championship	Championship	Championship	

\*\*\*Time (15 -20 minutes) of opening ceremonies at the discretion of Host Committee

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

FIVE TEAM TOURNAMENT SCHEDULE (ONE LIGHTED FIELD)					
TIME	FIELD	NL (HOST)	NS (HOST)	PEI (HOST)	NB (HOST)
<b>FRIDAY</b> (NL2 NS2 PEI2 NB2 are Provincial Champions)					
8:00am		NL1 vs NL2	NS1 vs NS2	PEI1 vs PEI2	NB1 vs NB2
11:00am		NS vs NB	NB vs PEI	NB vs NS	PEI vs NS
2:00pm		PEI vs NL1	NL vs NS1	NL vs PEI1	NL vs NB1
5:00pm		NL2 vs NS	NS2 vs NB	PEI2 vs NB	NB2 vs PEI
8:00pm		NB vs PEI	PEI vs NL	NS vs NL	NS vs NL
<b>SATURDAY</b>					
8:00am		NL1 vs NS	NS1 vs NB	PEI1 vs NB	NB1 vs PEI
11:00am		NL2 vs NB	NS2 vs PEI	PEI2 vs NS	NB2 vs NS
2:00pm		NS vs PEI	NB vs NL	NB vs NL	PEI vs NL
5:00pm		NB vs NL1	PEI vs NS1	NS vs PEI1	NS vs NB1
8:00pm		PEI vs NL2	NL vs NS2	NL vs PEI2	NL vs NB2
<b>SUNDAY</b>					
10:00am		Tie Br/Final Champ.	Tie Br/Final Champ.	Tie Br/Final Champ.	Tie Br/Final Champ.
1:00pm		Championship	Championship	Championship	Championship

FIVE TEAM TOURNAMENT SCHEDULE (TWO FIELDS)					
TIME	FIELD	NL (HOST)	NS (HOST)	PEI (HOST)	NB (HOST)
<b>FRIDAY</b> (NL2 NS2 PEI2 NB2 are Provincial Champions)					
10:00am	FLD 1	NL1 vs NL2	NS1 vs NS2	PEI1 vs PEI2	NB1 vs NB2
10:00am	FLD 2	NS vs NB	NB vs PEI	NB vs NS	PEI vs NS
1:00pm	FLD 1	PEI vs NL1	NL vs NS1	NL vs PEI1	NL vs NB1
1:00pm	FLD 2	NL2 vs NS	NS2 vs NB	PEI2 vs NB	NB2 vs PEI
4:00pm	FLD 1	NB vs PEI	PEI vs NL	NS vs NL	NS vs NL
<b>SATURDAY</b>					
10:00am	FLD 1	NL1 vs NS	NS1 vs NB	PEI1 vs NB	NB1 vs PEI
10:00am	FLD 2	NL2 vs NB	NS2 vs PEI	PEI2 vs NS	NB2 vs NS
1:00pm	FLD 1	NS vs PEI	NB vs NL	NB vs NL	PEI vs NL
1:00pm	FLD 2	NB vs NL1	PEI vs NS1	NS vs PEI1	NS vs NB1
4:00pm	FLD 1	PEI vs NL2	NL vs NS2	NL vs PEI2	NL vs NB2
<b>SUNDAY</b>					
10:00am	FLD 1	Tie Br/Champ.	Tie Br/Champ.	Tie Br/Champ	Tie Br/Champ
1:00pm	FLD 1	Championship	Championship	Championship	Championship

\*\*\*\*Time (15 -20 minutes) of opening ceremonies at the discretion of Host Committee



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 to enter game results on the twitter account
- ❖ Secure sufficient baseballs for all games
- ❖ Secure from the Provincial Association the medals and championship banner
- ❖ Obtain from the Provincial Association the contact list of the in-coming teams
- ❖ Prepare schedule (as per Baseball Atlantic manual) and obtain approval from the Provincial Baseball Association
- ❖ Once schedule is approved, send schedule to team contacts at least 10 days prior to the start of the event
- ❖ Obtain the team rosters from the Provincial Baseball Association

### CHAMPIONSHIP

- ❖ Schedule pre-tournament meeting and notify teams
- ❖ Tournament Chairman and Baseball Atlantic representative (assigned by the Provincial Baseball Association) chairs the pre-tournament meeting
- ❖ Scoreboard with schedule and Twitter Account game scores are posted
- ❖ Protest Committee is available for all games (3 members)
- ❖ Update and revise schedule to accommodate the unexpected delays
- ❖ Send the Baseball Atlantic Score Report to the Provincial Baseball Association office at the end of each day of competition
- ❖ Provide player of the game (each team) awards for all games
- ❖ Conduct an opening ceremony during the tournament
- ❖ Ensure baseball regulations to include tie breaker procedures are followed.
- ❖ Present Championship Banner and Gold and Silver medals to the teams

### POST CHAMPIONSHIP

- ❖ Provide the President of Baseball Atlantic the Tournament Report Form
- ❖ Provide the Baseball Atlantic Representative the championship team photo

# Baseball Atlantic Championship Scoring Report



Year: \_\_\_\_\_

Location: \_\_\_\_\_

Age/Skill Classification: \_\_\_\_\_

Friday/Day 1					
Game	Away Team	Score		Home Team	Score
Game 1			VS		
Game 2			VS		
Game 3			VS		
Game 4			VS		
Game 5			VS		

Standings after Friday/Day 1			
Standing	Team	Wins	Losses
1			
2			
3			
4			
5			

Saturday/Day 2					
Game	Away Team	Score		Home Team	Score
Game 6			VS		
Game 7			VS		
Game 8			VS		
Game 9			VS		
Game 10			VS		

Standings after Saturday/Day 2			
Standing	Team	Wins	Losses
1			
2			
3			
4			
5			

Sunday/Day 3					
Game	Away Team	Score		Home Team	Score
Game 11			VS		
Game 12			VS		



## **Template for Tweets from Host Committees at Baseball Atlantic Championships**

### **Introduction**

- One of your responsibilities as a host committee is to update the @Baseball\_Atl Twitter account with results after each game.
- Make sure you find somebody within your host committee who is willing, comfortable and capable in handling the role of updating Twitter for your respective Baseball Atlantic Championship.
- This Twitter account is the official Twitter account of Baseball Atlantic and the agreement is that the user is to only report information as per the instructions below. This is to avoid the communication of information which may be considered inappropriate which would prompt sanctions by the Board of Directors of Baseball Atlantic towards the Host Committee.

### **Information**

- Here is some information for doing that:
  - Username: @Baseball\_Atl
  - Password: XXXXXXXXX
- Please always refer to your event as the \*Baseball Atlantic 11U/13U/15U/18U “AA”/“AAA” Championship\*

### **What To Post**

- After each game, you should post the score of the game. Here is the template to follow:
  - \*Game #\_\_ result – 2020 @Baseball\_Atl (age/skill classification) Championships in (location)  
  
(Winning team) (score), (Losing team) (score)  
  
#BaseballATL #(age/skill category; e.g. 15UAAA)\*
- At the end of the day, you may/are encouraged to post current standings.
- Feel free to post pictures; make sure to indicate the event you are hosting (i.e. @Baseball\_Atl 13U “AA” Championships) and use the hashtags #BaseballATL and #(age/skill classification)

Thank you for helping people all over Atlantic Canada stay up-to-date with scores, standings and what is happening at your respective Baseball Atlantic Championship!

## Suspension Guidelines Baseball Atlantic Championships

Type of Offense	Offender	Consequence for first offense	consequence for second offense	Consequence 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. Intent to injury penalty may apply in this situation.	Suspended for remainder of 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 current game	Ejection from current game	Ejection from current game
Intentional throwing at batter in the head area (Warnings Issued)	Pitcher	Ejection from the current game, plus the next two (2) games scheduled. Intent to injury penalty may apply in this situation.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	N/A
Intentional throwing at batter in the head area (Warnings Issued)	Head Coach / Manager	Ejection from the current game, plus the next game the team plays.	Suspended for remainder of 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. Intent to injury penalty may apply in this situation.	Suspended for remainder of 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 current game	Ejection from current game	Ejection from current game
Intentional throwing at batter (Warnings Issued)	Pitcher	Ejection from the current game, plus the next two (2) games scheduled. Intent to injury penalty	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	N/A



		may apply in this situation.		
Intentional throwing at batter (Warnings Issued)	Head Coach / Manager	Ejection from the current game, plus the next game the team plays.	Suspended for remainder of 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 remainder of 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 to causing the benches to empty may apply.	Suspended for remainder of 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 for actions to causing the benches to empty may apply.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	N/A
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 to causing the benches to empty may apply.	Suspended for remainder of 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 Suspension in addition to any other penalties assessed.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	N/A
Throwing equipment / debris in opponents Direction	Player / Coach / Manager or Team Personnel	Ejection from the current game, plus the next game the team plays.	Two (2) game Suspension in addition to any other penalties assessed.	N/A
Actions causing benches to empty	Player / Coach / Manager or Team Personnel	Two (2) game Suspension in addition to any other penalties assessed.	Suspended for remainder of 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 Suspension 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 the benches to empty and / or aggressive fighting - intent to injure may apply.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	N/A
Leaving 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 remainder of 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 current game	An additional two (2) game suspension to be added to any other penalties assessed.	Suspended for remainder of 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 current game	An additional two (2) game suspension to be added to any other penalties assessed.	Suspended for remainder of 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 remainder of event. Written report to be submitted to the team's Provincial office.
Restrained from confronting 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 remainder of event. Written report to be submitted to the team's Provincial office.
Throwing equipment / debris in umpires 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 remainder of 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	Player / Coach / Manager or Team Personnel	Ejection from current game	An additional two (2) game suspension to be added to any other penalties assessed.	Suspended for remainder of 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 current game	An additional two (2) game suspension to be added to any other penalties assessed.	Suspended for remainder of 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 current game	An additional two (2) game suspension to be added to any other penalties assessed.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.
Prolonged arguing after 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 remainder of 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 current game, plus the next game the team plays. Additional penalties may apply.	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Suspended for remainder of 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 the game", "see you in the parking lot", "You'll get yours")	Player / Coach / Manager or Team Personnel	Ejection from current game, plus the next game the team plays. Additional penalties may apply.	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.
Threatening an 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 current game, plus the next game the team plays. Additional penalties may apply.	Ejection from current game, plus the next three (3) games the team plays. Additional penalties may apply.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.
Not leaving dugout after ejection	Player / Coach / Manager or	An additional one (1) game suspension to be	An additional one (1) game suspension to be	Suspended for remainder of event. Written

	Team Personnel	added to any other penalties assessed.	added to any other penalties assessed.	report to be submitted to the team's Provincial office.
Returning to 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 remainder of event. Written report to be submitted to the team's Provincial office.
Returning to playing field / dugout after an ejection - participation in fight or bench clear	Player / Coach / Manager or Team Personnel	An additional three (3) game suspension to be added to any other penalties assessed.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	Suspended for remainder of 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 application of intent to injury Penalty.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	Suspended for remainder of event. 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 remainder of event. Written report to be submitted to the team's Provincial office.
Ejection for alcohol during a game.	Player / Coach / Manager or	Ejection from the current game	Ejection from the current game, plus the next two (2)	Suspended for remainder of event. Written report to be

	Team Personnel		games the team plays.	submitted to the team's Provincial office.
Throwing equipment/ debris onto field from 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 remainder of 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 remainder of 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 remainder of event. Written report to be submitted to the team's Provincial office.	N/A	N/A
Use of altered bat	Player	Ejection from the current game.	Ejection from the current game, plus the next one (1) game the team plays.	Suspended for remainder of 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 one (1) game the team plays.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.
Team playing an ineligible player, Suspended or player not on official roster	Team	Loss of game and removal of any medals from team	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	N/A
Team playing an ineligible player, Suspended or player not on official roster	Head Coach / Manager	Two (2) game suspension	Suspended for remainder of event. Written report to be submitted to the	N/A

			team's Provincial office.	
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 remainder of event. Written report to be submitted to the team's Provincial office.
Any person who behaves in a manner deemed to be objectionable based on race, religion, country of origin, disability, sexual orientation or some other factor.	Player / Coach / Manager or Team Personnel	An additional two (2) game suspension to be added to any other penalties assessed.	Suspended for remainder of event. Written report to be submitted to the team's Provincial office.	N/A
Abuse by an Umpire on a player or coach	Investigation by the Provincial Office where the event is being played.			
Article 2.2 Tournament Manual - Late Roster submission to Host Committee	Fine of \$50/day			
Non-Attendance at a Baseball Atlantic Championship by a determined Provincial representative	Fine of \$500 and one year suspension from all Atlantic Championships for the said Provincial Representative's local Baseball Association			

## NEW PITCH COUNT RULES – INTERPRETATIONS – BASEBALL ATLANTIC

The following is a tool to assist with the interpretation of the new Baseball Canada Arm Smart pitching rules **as applied to Baseball Atlantic Championships only**. These new changes are as follows:

- Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in any two-day period
- A pitcher's combined 3-day\* pitch count cannot exceed: 11U (105 pitches), 13U Boys/14U Girls (120 pitches), 15U (135 pitches), 18U (150 pitches) (\*Baseball Canada Championships have a 4-day pitch count maximum)
- When a pitcher reaches the maximum number of pitches allowed for a threshold, he can complete the at-bat without the penalty on days of rest, as long as he does not pitch to another batter
- When the pitcher reaches the maximum number of pitches allowed (75,85,95, and105 pitches) during a day during a batters at-bat, he is allowed to complete the at-bat and must be replaced following that batter

**“Pitchers shall be permitted to have 2 appearances in the same calendar day. If a pitcher requires a rest following 1<sup>st</sup> appearance, they cannot return in the same calendar day.”**

***Example: 1 – Pitcher throws under the threshold in Game 1 and throws again in Game 2 on the same day***

11U pitcher throws 23 pitches in Game 1 and is eligible to throw in game 2 of the same day as pitches thrown in Game 1 is under the daily rest threshold (25 pitches). The pitch count in Game 2 starts with 23 pitches and the maximum the pitcher is eligible to throw for the day is 75 pitches. In Game #2, the pitcher throws 50 pitches which is under the daily maximum pitch count (75 pitches).

***Example: 2 – Pitcher throws over the threshold to finish batter in Game 1 and throws in Game 2 on the same day and throws over the threshold in Game 2 to finish the batter***

11U pitcher throws 28 pitches in Game 1 and goes over the threshold (25 pitches) to finish the batter. The pitcher is removed prior to the next batter takes his turn to bat. The pitch count in Game #2 starts at 25 pitches. In Game #2 the pitcher throws 54 pitches, which is over the daily maximum pitch count (75 pitches) as he is allowed to finish the batter.

***Example: 3 – Pitcher throws to a new batter upon exceeding the rest period threshold on Game #1 and cannot throw in Game 2***

11U pitcher throws a total of 29 pitches in Game 1 and goes over the threshold (25 pitches) to finish the batter. At pitch #28, he starts a new batter. The pitcher is not eligible to pitch in Game 2 (same day) and the following day, as the pitcher started a new batter once he exceeded the rest threshold (25 pitches).



**“If a pitcher meets the requirements to pitch on consecutive days and the pitcher does not go over the first daily threshold during Game 1, they are permitted to have a second (2nd) appearance in the same calendar day. Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in any two-day period. Pitchers cannot pitch in three (3) games during a day.”**

***Example 4 – Pitcher throws under the threshold on Day 1 and throws on Day 2 and cumulative pitches does not exceed the daily maximum (75 pitches) in any two-day period***

An 11U pitcher throws 20 pitches on Day 1 and is eligible to throw on Day 2 as the total pitches thrown is under the daily rest threshold (25 pitches). On Day 2, the pitcher throws 55 pitches as the maximum daily allowable number of pitches allowed is 75 pitches in any two-day period. {NOTE: Upon reaching the maximum (75 pitches) pitch count, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 5 – Pitcher throws over the threshold to finish a batter in Day 1 and throws on Day 2 and cumulative pitches does not exceed the daily maximum (75 pitches) in any two-day period***

An 11U pitcher throws 29 pitches on Day 1 as the pitcher is allowed to finish a batter and is removed prior to throwing one pitch to a new batter. On Day 2, the pitcher throws 55 pitches as the pitcher is allowed to finish the batter and is then removed as the maximum daily allowable number of pitches is 75 pitches in any two-day period. {NOTE: Upon reaching the maximum (75 pitches) pitch count, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 6 – Pitcher throws one game on Day 1 (under the daily threshold), two games on Day 2 and does not exceed the daily maximum (75 pitches) in any two-day period***

An 11U pitcher throws 20 pitches on Day 1 and is eligible to throw on Day 2 as the total pitches thrown is under the daily rest threshold (25 pitches). On Day 2, the pitcher throws in two games. In Game 1, the pitcher throws 20 pitches and in Game 2, the pitcher starts with 20 pitches and throws 35 pitches as the maximum allowable number of pitches is 75 pitches in any two-day period. {NOTE: Upon reaching the maximum (75 pitches) pitch count, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 7 – Pitcher throws in Game #1 and Game #2 of Day 1 (both under the daily threshold) and on Day 2, the pitcher throws in Game #1 (under the threshold) and also Game #2. The cumulative pitches do not exceed the daily maximum (75 pitches) in any two-day period.***

11U pitcher throws 15 pitches in Game #1 of Day 1 and throws 10 pitches in Game#2 and is eligible to throw on Day 2. On Day 2, the pitcher throws 20 pitches in Game#1 and in Game #2, the pitcher starts with 20 pitches and only throws 30 pitches as the maximum allowable number of pitches is 75 pitches in any two-day period. {NOTE: Upon reaching the maximum (75 pitches) pitch count, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 8 – On Day 1, the pitcher throws in Game #1 (under the daily rest threshold) and in Game #2 goes over the threshold to finish the batter. On Day 2, the pitcher throws in Game #1 (over the daily rest threshold to finish a batter) and in Game#2 throws and does not go over the cumulative pitches allowed (75 pitches daily maximum) in any two-day period.***

11U pitcher throws 15 pitches in Game #1 of Day 1 and throws 14 pitches in Game#2 in order to finish a batter and is eligible to throw on Day 2 (pitches thrown is under the daily rest threshold of 25 pitches). On Day 2, the pitcher throws 29 pitches in Game#1 in order to finish a batter and starts with 25 pitches in Game #2. In Game#2, the pitcher throws 25 pitches as the maximum allowable number of pitches is 75 pitches in any two-day period. {NOTE: Upon reaching the maximum (75 pitches) pitch count, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 9 – On Day 1, the pitcher throws in Game #1 (under the daily rest threshold) and in Game #2 goes over the threshold to finish a batter. On Day 2, throws in Game #1 (over the daily rest threshold to finish a batter) and in Game#2 goes over the cumulative pitches allowed (75 pitches daily maximum in any two-day period) in order to finish the batter.***

11U pitcher throws 15 pitches in Game #1 of Day 1 and throws 14 pitches in Game#2 in order to finish a batter and is eligible to throw on Day 2. On Day 2, the pitcher throws 29 pitches in Game#1 in order to finish a batter and is removed. In Game#2 the pitcher starts with 25 pitches and throws 29 pitches to finish the batter and is then removed as the maximum allowable number of pitches in any two-day period is 75 pitches.

**A pitcher’s combined three (3) day pitch count cannot exceed:**

**11U: 105                    13U/14U Girls: 120                    15U/16U Girls: 135    18U: 150**

***Example 10 – Pitcher throws under the threshold on Day 1 and on Day 3 throws the maximum daily allowable pitch count (75 pitches) and respects the maximum 3-day pitch count (105 pitches) limit***

11U pitcher throws a total of 25 pitches on Day 1. On Day 3, he/she throws 75 pitches. {NOTE: Upon reaching the maximum (75 pitches) pitch count, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 11 – Pitcher throws over the threshold on Day 1 and is not eligible to pitch on Day 2. On Day 3, pitcher throws and respects the maximum 3-day pitch count (105 pitches) limit***

11U pitcher throws 40 pitches on Day 1 and is not eligible to pitch on Day 2 as the total pitches thrown is over the threshold (1 day of rest required). On Day 3, the pitcher throws 65 pitches as a pitcher’s combined 3-day pitch count cannot exceed 105 pitches. {NOTE: Upon reaching the maximum pitch count limit, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 12 – On Day 1, the pitcher throws over the 2 days rest threshold (40 pitches) in order to finish a batter and is eligible to throw on Day 3. On Day 3, the pitcher throws and respects the maximum 3-day pitch count (105 pitches)***

11U pitcher throws a total of 44 pitches on Day 1 and goes over the two days rest threshold (40 pitches) in order to finish the batter. One day of rest is served on Day 2. On Day 3 the pitcher throws 65 pitches as a pitcher’s combined 3-day pitch count cannot exceed 105 pitches. {NOTE: Upon reaching the maximum pitch count limit, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 13 – Pitcher throws in Game #1 (under the daily rest threshold) and in Game #2 of the same day, throws over the threshold and one day of rest is required. On Day 3, the pitcher throws and respects the maximum 3-day pitch count (105 pitches)***

11U pitcher throws 20 pitches in Game #1 and 15 pitches in Game #2 for a total of 35 pitches on Day 1. The pitcher does not throw on Day 2 as 1 day of rest is required. On Day 3, the pitcher throws 70 pitches as a pitcher's combined 3-day pitch count cannot exceed 105 pitches. {NOTE: Upon reaching the maximum pitch count limit, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 14 – Pitcher throws in Game #1 (under the daily rest threshold) and in Game #2 of the same day, throws over the daily threshold and one day of rest is required. On Day 3, the pitcher throws in Game #1 (under the daily rest threshold) and in Game #2, throws and respects the maximum 3-day pitch count (105 pitches).***

On Day 1, 11U pitcher throws 20 pitches in Game #1 and 20 pitches in Game #2. The pitcher does not throw on Day 2 as 1 day of rest is required. On Day 3, the pitcher throws 25 pitches in Game #1 and 40 pitches in Game #2 as a pitcher's combined 3-day pitch count cannot exceed 105 pitches. {NOTE: Upon reaching the maximum pitch count limit, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 15 – Pitcher throws two games on Day 1 and goes over the threshold to finish the batter in Game #1 and in Game #2, the pitcher throws over the 2-day rest threshold to finish the batter. Only one day of rest is required (Day 2). The pitcher throws on Day 3 and respects the 3-day maximum pitch count (105 pitches).***

11U pitcher throws 29 pitches in Game #1 in order to finish the batter and has thrown under the threshold (25 pitches). The pitcher throws in Game #2 and starts with 25 pitches and finishes with 44 pitches in order to finish the batter. The pitcher does not throw on Day 2 as 1 day of rest is required. On Day 3 the pitcher only throws 65 pitches as a pitcher's combined 3-day pitch count cannot exceed 105 pitches. {NOTE: Upon reaching the maximum pitch count limit, the pitcher is allowed to finish the batter before being removed as a pitcher.}

***Example 16 – Pitcher throws two games on Day 1 and goes over the threshold to finish the batter in Game #1 and in Game #2, the pitcher throws over the 2-day rest threshold to finish the batter. Only one day of rest is required (Day 2). On Day 3, the pitcher throws in Game #1 and throws over the threshold to finish the batter and also throws in Game #2 and goes over the threshold to finish the last batter and respects the 3-day pitch maximum.***

On Day 1 an 11U pitcher throws 29 pitches in Game #1 in order to finish the batter and starts Game #2 and starts with 25 pitches and is removed with 44 pitches thrown as he is allowed to finish the batter. The pitcher does not throw on Day 2 as one day rest is required. On Day 3 the pitcher throws 29 pitches in Game #1 in order to finish the batter and in Game #2 the pitcher starts with 25 pitches and throws another 44 pitches in order to finish the batter. The pitcher is then removed as the maximum 3-day pitch count is 105 pitches. {NOTE: Upon reaching the maximum pitch count limit, the pitcher is allowed to finish the batter before being removed as a pitcher.}