



# BC Amateur Baseball Association

#310 – 15225 104<sup>th</sup> Avenue, Surrey, BC V3R 6Y8

T:(604) 586-3310  
F:(604) 586-3313  
E:info1@baseball.bc.ca  
I: www.baseball.bc.ca

## Baseball BC – Qualifier Rules

### 1) Rule Priority

The following is the priority for applying rules at Baseball BC Qualifiers.

- 1<sup>st</sup> Priority) Baseball BC Qualifier Rules (this document)
- 2<sup>nd</sup> Priority) Baseball BC Qualifier Operational Handbook
- 3<sup>rd</sup> Priority) Baseball Canada Rules & Interpretations (see link below)
- 4<sup>th</sup> Priority) MLB Rules

<https://www.baseball.ca/uploads/files/2024%20Rules/2024%20Rules%20and%20Regulations%20for%20Baseball%20Canada%20Championships%20-%20EN.pdf>

### 2) Challenging Ineligible or Illegal Players

See rule 14 in the Operational Handbook.

Rosters will be forwarded to all teams for their review prior to each qualifier. Teams are encouraged to immediately contact Baseball BC with any concerns regarding the eligibility of players on opposing rosters. While Baseball BC will hear eligibility concerns at any time during an event, raising a concern at game time will likely not provide Baseball BC enough time to investigate and determine the eligibility of the player in question. Games will not be retroactively forfeited due to a player being found to be ineligible later unless Baseball BC determines a deliberate falsification of information, or the deliberate use of an ineligible player has occurred.

### 3) Line-ups

#### A) EH – 13U and 15U Only.

An Extra-Hitter (EH) may be placed on the lineup card to get more athletes at-bats throughout the game. When using an EH, the team bats ten players. This rule is optional and does not have to be used by both teams. The EH must be marked on the lineup card at the start of the game and must be used for the entire game.

The EH may be interchanged with any other position during the game and can be changed multiple times, while retaining their place in the batting order. For example, the SS could become the EH and the EH become the SS.



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If a player is injured, and the team has no eligible substitutes available, the re-entry rule would apply. The team would continue to bat ten players. If the team had no other players available for selection, the game would proceed with 9 players, without forfeit, and without an automatic out. A player removed due to injury or ejection in this circumstance is not permitted to return to the game. Any further loss of players would result in a forfeit.

## **B) DH – 18U Only**

## **C) Re-entry – 13U and 15U Only**

Any starting player may be substituted for and returned to the game, one time only. The starting player must return to their original place in the batting order. Any pitcher, if removed from the game, may return, but may not pitch. Any further substitutions do not jeopardize the right of re-entry for the original starting player. Any starting player returned to the game may pitch if the player has not previously assumed that position.

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

### Injury/Illness or Ejection Exception

A substituted player may return to the game in the event of an injury, illness, or ejection when all the substitutes have already entered in the game and a legal substitution is not possible. The opposing coach shall make the selection of the replacement player who will not be eligible to pitch in that game.

A team may only benefit from the use of this rule once in a game, in the case of an ejection.

## **4) Fair Play**

There are no fair play rules. Players are not required to have an at bat or play a minimum number of defensive innings at any level.



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## 5) Completion of Games

- a) There are no time limits.
- b) All games must be played to completion. Any game that is not completed will be suspended. There are no rain shortened games.
- c) Teams may have to play three games in a day.
- d) Teams are entitled to at least one hour rest between games.
- e) There are no inning run limits.
- f) Mercy rule. 10 runs after five innings. 15 runs after four innings.

## 6) Coaches

See the Qualifiers Operational Handbook for information on NCCP requirements.

Teams may utilize any number of coaches, provided they are on the team's roster.

## 7) Dugouts

Unless stated otherwise in the pre-tournament meeting, the home team occupies the third base dugout and the visiting team occupies the first base dugout. The qualifier host may choose their dugout in all games.

## 8) Discipline

Section 13 of the Baseball BC Discipline Policy for 'event discipline' will apply.

<https://www.baseball.bc.ca/uploads/files/Discipline%20Policy%20-%20Updated%20October%202023.pdf>



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## 9) Tiebreaker Rules

### a) Mercy Rule

In a mercy rule game, the winning team will get credit for seven defensive innings while the losing team will only get credit for innings played.

### b) Forfeits

If a team forfeits a game, the final score will be 7-0. The winning team will get credit for seven defensive innings and zero offensive innings. The losing team will get credit for zero defensive and seven offensive innings.

### c) Extra Innings

Only the runs scored and allowed in the first seven innings will be counted when calculating tiebreaker priorities below. The runs scored in extra innings do not count.

For example, if BC and Saskatchewan are tied 5-5 after seven innings and Saskatchewan wins 9-8 in ten innings, both teams are credited with five runs allowed in seven defensive innings and five runs scored in seven offensive innings.

### d) Fractional Innings

When calculating the number of defensive and offensive innings that are to be credited to each team under the tiebreaker priorities, innings will be calculated on a fractional basis.

For example, if a game ended with one out in the bottom of the seventh, the visiting team would be credited with 6 1/3 defensive innings.

### e) Tiebreaker Priorities

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

Should ties occur between the provinces, round robin standings will be decided according to the following priorities:

1. The team with the best win-loss record in the game(s) between the tied teams will place higher in the standings.



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2. If the tie persists, the placement of teams will be determined by the ratio of the number of runs against per defensive inning in games between the original tied teams.
3. If the tie persists, the placement of teams will be determined by the ratio of the number of runs scored per offensive inning in games between the original tied teams.
4. If the tie persists, the team with the best win-loss 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 persists, the placement of teams will be determined by the ratio of the number of runs against per defensive innings in all games.
6. If the tie persists, the placement of teams will be determined by the ratio of the number of offensive runs scored per offensive innings in all games.

## **f) Deadlock**

If the tiebreaker priorities above cannot resolve the placement of tied teams, the tie will be broken in a one inning game using the extra inning game procedure. If three or more teams are deadlocked, a bracket will be created, and teams will be placed in the bracket by a random draw.

## **10) Extra Inning Rules**

All games require a winner. There are no tie games.

Traditional extra innings will be played at all qualifiers that do not have a round robin format.

In qualifiers that have a round robin format, if a round robin game is tied at the completion of seven innings, the following procedures will apply:

- i) Each team will begin the extra inning (and any subsequent extra innings) with a placed runner on second base only, and no outs.
- ii) The batting order of the extra inning, or any subsequent innings, will be determined by how the previous inning ended.

If the last regulation inning ended with the #6 hitter having the last plate appearance, then the extra inning begins with the #7 hitter at bat, and the #6 hitter at second base.

- iii) 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.



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## 11) Pitching Rules

### a) Eligibility

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

### b) Multiple Appearance in a Day

Pitchers shall be permitted to have two appearances on the same calendar day. If a pitcher requires a rest following their first appearance, the requirement for rest is immediate and the pitcher cannot return to pitch on the same calendar day. For example, a 13U pitcher who throws 40 pitches in game one on Thursday requires one days rest and cannot pitch in a second game Thursday or any time on Friday.

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

### c) Pitching on Three Consecutive Days

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

<u>Division</u>	<u>Limit</u>
11U	25
13U	30
15U Boys 16U Girls	35
18U Canada Cup Canada Games	40
22U Men's 21U Women's	45

Any rest required under this rule is not immediate and begins the next day. For example, if a 11U pitcher threw 15 pitches on Thursday and 20 pitches in their first game on Friday, the pitcher is ineligible to pitch on Saturday but is eligible to pitch in a second game on Friday.

A pitcher cannot pitch on four consecutive days.



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## d) Two-Day Maximum Pitch Limits

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

<u>Division</u>	<u>Maximum 2 Day Total</u>
11U	75
13U	85
15U Boys 16U Girls	95
18U Canada Cup Canada Games	105
22U Men's 21U Women's	115

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

## e) Four-Day Maximum Pitch Limits

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

<u>Division</u>	<u>Maximum 2 Day Total</u>
11U	105
13U	120
15U Boys 16U Girls	135
18U Canada Cup Canada Games	150
22U Men's 21U Women's	165



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For example, a 13U pitcher who throws 50 pitches on Thursday, and 10 pitches on Saturday is eligible to pitch on Sunday but is limited to a maximum of 60 pitches ( $120 - 50 - 10 = 60$ ).

## f) Rest Requirements

Pitchers must observe the rest as required in the table below.

### Pitch Count Limits

11U	13U	15U	18U	22U	Rest Required
1-25	1-30	1-35	1-40	1-45	None
26-40	31-45	36-50	41-55	46-60	1 day
41-55	46-60	51-65	56-70	61-75	2 days
56-65	61-75	66-80	71-85	76-90	3 days
66-75	76-85	81-95	86-105	91-115	4 days

## g) Ambidextrous Pitchers

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

## h) Playing in Different Age Divisions

A pitcher playing in a higher age division, shall be governed by the pitching rules of their actual age division.

For example, a 13U aged pitcher playing in the 15U division, is subject to the 13U pitching rules.

## i) Pitching & Catching

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

## j) Completing a Batter

When a pitcher reaches the maximum number of pitches allowed for a threshold (the number at which an additional day's rest is required), or the total number of pitches allowed for a day while in the middle of an at-bat, the pitcher is allowed to complete the at-bat. The pitcher's pitch count will revert to the previous threshold and that number will be recorded on the pitch count log.





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For example, the first threshold at 13U is 30 pitchers. The coach may declare “last batter” to the umpire when the pitcher has thrown 29 or 30 pitches. If a pitcher started an at-bat at 27 pitches and finished the at-bat at 33 pitches, the scorekeeper would record 30 pitches.

## **k) Intentional Walks**

Only pitches thrown will be included in pitch count totals. Automatic balls during an intentional walk do not count towards pitch count totals.

For example, if with a 2-0 count, a team signals to the umpire that a batter will receive an intentional walk, only the two pitches thrown will be counted for pitch count.

## **l) Definition of Days**

Required Rest shall be defined in “days” starting at 12:01am and ending at 11:59 pm of the next calendar day. If a game continues past 12:01am, those pitches are counted as if they were thrown prior to midnight.

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

## **m) Returning to Pitch**

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

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

## **n) Penalty**

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

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



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## **o) Suspended Games**

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

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

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

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

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

## **p) Second Trip**

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

## **12) Bat Rules**

13U AA & AAA

Max barrel of 2 3/4" with (i) a 1.15 BPF (Bat Performance Factor) or (ii) USA Baseball Model



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with BBCOR “wood like” BPF. For this division using up to a minus 10 length/weight differential is permitted.

## 15U AA

Metal bats are permitted. Max length 42 inches; max barrel 2 ¾. For this division using up to a minus 10 length/weight differential is permitted. **NOTE: MINUS THREE at WESTERNS.**

## 18U AA

Metal bats are permitted in provincials. Max length 42 inches; max barrel 2 ¾. Minus three rule applies. **NOTE: WOOD FOR WESTERNS.**

## 15U AAA & 18U AAA

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.

The bat must clearly show the manufacturer's original markings (including, if applicable, length-weight differential). If not, the bat will be considered illegal.

All Divisions: A player who is playing up in a higher age division is subject to the bat rules of the division in which they are playing.

## 13) Contact Rules

a) Baseball Canada uses the MLB version of force play slide rule that different from the NCAA rule. The key aspect of the rule is whether the runner made a ‘bona fide’ slide.

b) Baseball Canada uses a malicious contact rule that may be slightly different than the slide or avoid rule of other leagues.

c) Headfirst slides are permitted at all divisions including 13U.

## 14) Uniforms

Coaches are required to be in uniform, including baseball pants. Base coaches are not required to wear matching jackets.



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## 15) Intentional Walks & Trips to Mound

Intentional walks may be issued by informing the umpire. Throwing four pitches is no longer required.

The MLB rule related to trips to the mound will not apply.

## 16) Protest Procedure

The Baseball BC on-site Technical Officer will rule on all protests.

When an incident occurs, the protesting team must inform the umpires that they are lodging a protest before the next pitch, play, or attempted play is made. No protest may be made on a judgment call.

To be heard, the protest must be accompanied by a cash deposit of \$100. If the protesting team wins the protest, the cash deposit will be reimbursed.

The umpires shall suspend play and inform the manager of the opposing team and their umpire supervisor that a protest has been lodged.

The Protest Committee, the head coaches of each team, the umpires, and chef de missions (if desired) shall go to a private area away from the teams, spectators, and other persons.

The Protest Committee shall hear and question in the following order:

- the game umpires, shall explain the play and their decision
- the protesting Head Coach shall state their protest
- the opposing Head Coach (if necessary) shall provide their perspective

The Protest Committee shall have the power to exclude any of these individuals while talking to any of the others.

### c) Decision

The Protest Committee shall then discuss the protest in private. 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 the chairperson will inform the teams of the decision.



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The umpires shall put the decision into effect and order the resumption of play from the point of suspension. No further argument or comment on the protest shall be entertained. The decision of the Protest Committee shall be final. There shall be no appeal to any other body.

## 17) Pre-Game Procedures

- a) Please submit your line-up card to the Official Scorekeeper 30 minutes prior to game time.
- b) There will be no infield-outfield warm-up (does not apply to 15U aaa).
- c) There will be no on field batting practice (does not apply to 15U aaa). Cage time may be allocated by the host.
- d) Teams must indicate whether they are pitching a lefty or righty 45 minutes prior to game time.