

Select Division Sanctioned Tournament Rules and Regulations

ST 1. Official Rules

- 1.1 The playing rules for all scheduled games within the OBA Select Division Provincial Championship shall be the "Official Rules of Baseball" - Except as detailed below.
- 1.2 OBA Select Division Provincial Tournament Rules cannot be changed or amended without approval of the OBA Select Council.

ST 2. Eligibility

- 2.1 An OBA carded player, rostered on an OBA Rep team, as defined by OBA, is not eligible.
- 2.2 A player on an Elite EBLO team, CPBL team, PBLO team or non-recognized team is not eligible.
- 2.3 All roster players must have OBA insurance; this applies to all team entries.
- 2.4 (A) Teams must be from member associations that have both paid their membership by the July 1st deadline & that the association has also submitted roster for all of their select teams by the same July 1st date. Only players listed on the July 1st roster are eligible for the Provincials Championship. Provincial Chair may consider request for exceptions.
(B) Recognized Select Loops with a direct entry to Provincials must have paid their membership, provided a complete list of all teams by division playing in loop, as well as making payment for all division playoffs by July 1st.
- 2.5 At 18U only, 3 15U call-ups will be eligible to play but cannot pitch.
- 2.6 50% of the players on the roster must live in the Associations boundaries. If you wish to be eligible to participate in the OBA Select Division Provincials and your team does not meet this 50% rule you can request an exception to this rule. The request for an exception will be considered by the OBA Select Council when you fully complete the Request for Exception Form which can be found on the Baseball Ontario website under Select. Once completed, the form and team roster are to be sent to the Select Division Registrar
Where a player of a younger age is rostered with a team at an older age category, such player shall be considered a player of the older age series at which he is rosters and not eligible to play with a younger ages team. This exception does not apply to pitching rules – the player is still restricted to pitch counts and days rest for his natural age. See ST5.5(h).

ST 3. Team Roster

- 3.1 All select team head coaches at all division levels are required to have completed all five (5) levels of the Rep 9U Coaching requirements and all assistant coaches will be required to have taken the #1 Initiation Online Module. There are 5 modules required as listed below:
 - 1.Coach initiation in Sport/Coach Initiation in Baseball (Fundamentals) (2-part online module)
 - 2.Initiation Clinic
 - 3.Teaching & Learning Clinic
 - 4.Infielding Clinic
 - 5.Hitting ClinicCoaches that do not meet the coaching certification requirement by the July 1st roster cut-off will be removed from the roster and ineligible to coach. Coaches have until the start date of their Provincial Championship to certify and be re-added to roster shall the course be available. Otherwise, they are ineligible to coach in the Provincial Championships.
- 3.2 All teams should register with the onsite convenor at least ONE HOUR prior to their first game.
- 3.3 A copy of the team roster listing all players, coaches and including sweater numbers must be presented to the OBA Select Division On-Site Convenor at the time of registration.
- 3.4 A copy of each player's government issued documentation that identifies proof of birthdate must be

available.

- 3.5 There is a limit of 18 rostered players and up to 4 rostered coaches on the bench. However, there will be a limit of 18 awards per team.
- 3.6 21U players are required to provide proof of age using government issued photo identification. i.e. divers licence, photo health card, etc.
- 3.7 Age Limitations - *The 2020 levels are as follows:*

2011 (or younger)	9U	2005 – 2006	15U
2009 – 2010	11U	2002 – 2004	18U
2007 – 2008	13U	1999 – 2001	21U

Where the association/club permits it, female players will be allowed to play one-year overage in all divisions. See section 4 – Female Players

- 3.8 The home team will supply the official scorekeeper and a pitch count tracker if one is not supplied by the tournament officials. Prior to the start of each game, a , a line-up card listing all players and coaches first and last names with uniform numbers must be provided to the home plate umpire, scorekeeper & Pitch count recorder, and exchanged with the opposing team.
- 3.9 The official scorekeeper supplied by the home team must turn in the game score sheet (white copy) & the pitching count sheet (pitches checked off by individual pitch) to the on-site convenor at the end of the game.
- 3.10 Any player arriving late may be added to the bottom of the batting order, provided their team has not completed one rotation through the batting order or the game has completed 2 innings.
- 3.11 All eligible players present at the game shall be listed on the team’s line-up card and must play a minimum of two complete innings in a defensive position within the first four innings, unless injured during that game. Any exception to this rule must be brought to the attention of the convenor, umpire, and opposing team while the violation is eligible to be enforced. (PENALTY – the game is a forfeit and the manager/coach suspended for the remainder of the game plus next game.) Exception: in the event a mercy has occurred after 3½ innings and the home team has players who have not completed the second of their two full defensive innings, this will not be considered an infraction.
- 3.12 No player will be listed on the game line-up if that player is unable to play a defensive position. All players listed on the line-up sheet will bat. Players listed on the official score sheet and official pitch tracking sheet must have first and last names as well as a sweater number (PENALTY – manager/coach suspended for the remainder of the game plus next game).
- 3.13 All players will bat in the order as presented to the umpire and the official scorekeeper prior to the start of each game,
- 3.14 Clarification of “injured during that game.” Any player leaving the field due to an injury must remain out of the game for at least a complete defensive inning before re-entering the game in a defensive position. A player unable to take their turn at bat, after having been removed from the field due to an injury, will be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of a turn). If the team no longer has a minimum of 9 players, the game is a forfeit.
- 3.15 A batter or runner may not have a pinch runner unless injured during their turn as a batter or runner. The designated pinch runner will be the last recorded out. If this occurs before any outs, then the designated pinch runner will be the last player in the line-up.

ST 4. Female Players

- 4.1 A female may, but is not required to, register with both a Girls Baseball team and a non-Girls Baseball team, 13U division & up.
- 4.2 Female athletes have the option of playing one-year overage in all divisions.
- 4.3 OBA carded female players are allowed to participate on a Select team.
- 4.4 PSWA (provincial Women’s Softball Associations) carded players are eligible to participate on a Select team.

ST 5. Pitching Rules

- 5.1 In 11U games the number of trips to the mound by a manager/coach shall not be limited except where the umpire rules that the purpose of the trip is to delay the game.
- 5.2 In 13U games, a third trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position.
- 5.3 In 11U & 13U games, a pitcher once removed from the pitching, regardless of the number of trips to the mound by the manager/coach, may continue in the game at another position other than catcher and shall not be permitted to return to pitch in that game.
- 5.4 In 15U and up games, a second trip to the mound by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position. The pitcher, once removed, may continue in the game at another position but shall not be permitted to return to pitch in that game.

5.5 Arm Care

- a) Unless otherwise stated, all Arm Care Rules listed in ST5.5 shall be in force throughout the baseball season and apply to all league play and tournament play as sanctioned by Baseball Ontario or any Affiliated Association.
- b) Unless otherwise stated, all Arm Care Rules listed in ST5.5 shall be enforced at all Series 21U and below.
- c) Pitchers shall be limited to the number of pitches thrown in a single day as outlined below. Pitchers are required to rest in accordance with the chart below as determined by the total number of pitches thrown on any one calendar day

<u>9U*</u>	<u>11U</u>	<u>13U</u>	<u>15U</u>	<u>18U</u>	<u>21U</u>	<u>REST REQUIRED</u>
1-20	1-25	1-30	1-35	1-40	1-45	None
20-35	26-40	31-45	36-50	41-55	46-60	1 Day
36-50	41-55	46-60	51-65	56-70	61-75	2 Days
N/A	56-65	61-75	66-80	71-85	76-90	3 Days
N/A	66-75	76-85	81-95	86-105	91-115	4 Days
50	75	85	95	105	115	Daily Max

**Please see 5.5m) for 9U player pitching requirements.*

- d) For the purposes calculating days of rest required, the day after game day is considered Day 1 of the rest period. (ie: If an 11U pitcher throws 27 pitches on Friday, he will be next eligible to pitch again on Sunday).
- e) If a game extends beyond midnight into the next calendar day, any pitches thrown thereafter shall be counted toward the pitch count of the day the game started. If however, the game is suspended for any reason after midnight, when it resumes, any pitches thrown by any pitcher shall be counted toward the new day.
- f) Intentional walks and balks shall count toward the pitcher's pitch count total if a pitch has been thrown.
- g) Players are permitted to pitch in 2 separate games in the same day as long as they do not exceed the maximum number of pitches that requires no rest for their age category in the first game of the day. (ie: If an 11U pitcher throws fewer than 25 pitches in the first game, the player may pitch in a second game.) No player is permitted to pitch in more than 2 games per day regardless of the number of pitches thrown.
- h) No player may exceed the daily maximum for their age category in any two day period. If a player pitches in two games in a day or on two consecutive days, their rest required shall be calculated using the combined total of the number of pitches thrown.
 - i. Ex1: 21U player throws 45 pitches on Friday in a tournament (no rest required). That pitcher is permitted to pitch again on Saturday to a maximum of 70 pitches.
 - ii. Ex2: In the same scenario as Ex1, the total number of pitches thrown are added together to determine days rest. If the player threw 45 pitches on Friday and 70 pitches on Saturday, the pitcher must rest for 4 days and is next eligible to pitch on Thursday.
- i) Pitchers will be permitted to complete the at-bat of the batter they are facing when their Daily Maximum pitch limit has been reached for that calendar day but must be removed immediately after

- 1) the batter is retired, or
 - 2) the batter becomes a runner, or
 - 3) the third out of the inning is made.
- j) The total number of pitches thrown by an ambidextrous pitcher shall be charged toward their pitch count regardless of which arm(s), or combination thereof, the pitcher uses to throw.
 - k) No player may pitch on three consecutive days unless their total pitch count for the three days does not exceed the number of pitches where no rest is required for that age category. A pitcher may not pitch on 4 consecutive days regardless of pitch count.
 - l) Once removed from the pitching position, a player may not catch for the remainder of the day.
 - m) Any player who is playing in a series higher than their age appropriate series shall be restricted to the pitch count limitations and required rest periods applicable to the age of the player, provided the following:
 - i. 9U aged players who are called-up to play on an 11U team are not permitted to pitch.
 - ii. 9U aged players who are rostered to an 11U team shall be permitted to pitch with the following limitations:
 - a. 0 Days Rest: 1-20 Pitches
 - b. 1 Day Rest: 20-35 Pitches
 - c. 2 Days Rest: 36-50 Pitches
 - d. Daily Maximum: 50 Pitches
 - n) **Penalty:** For violation of any Arm Care rules as prescribed in ST5.5(c) to (l), the Manager is ejected and the game is immediately forfeited. The Manager shall receive a one game automatic suspension. If a pitcher throws during their mandatory days rest period in violation of ST5.5(c), the pitcher's maximum days rest period will reset to the maximum rest period of 4 days from the second appearance.
 - o) In the event that a player pitches on a required rest day and the violation is not caught until after the game, the player shall be required to rest 4 complete days from the day he/she last pitched and the Manager will receive an automatic two game suspension.
 - p) Any player who is playing in a series higher than their age must be identified on the lineup card. Any underage player not identified on the lineup card is ineligible to pitch. Should any such unidentified underage player pitch, the pitcher shall be removed from the pitching position and the Manager ejected.
 - q) When a player reaches their Daily Maximum pitch count, the manager or coach may remove the pitcher from the pitching position immediately without penalty, regardless of the number of trips already charged to the pitcher during the inning or at-bat.
 - r) During league play, the home team shall designate an official pitch counter for their team who shall be responsible for tracking the pitches of both teams.
 - s) During OBA sanctioned tournament play, the host shall designate an official pitch counter for each game. The host may designate participating teams as the official pitch counter at their discretion.
 - t) The official pitch counter must provide the current pitch count upon request by either manager or the umpire.
 - u) The official pitch counter shall inform the plate umpire when a pitcher has delivered their Daily Maximum pitch count. The plate umpire shall inform the manager that the pitcher must be removed, (i) immediately if the Daily Maximum threshold has been reached at the end of an at-bat, or (ii) following the completion of the at-bat or inning, subject to ST5.5(h).
 - 1) **Note:** Failure by the Official Pitch Counter to inform the plate umpire of a pitcher reaching their Daily Maximum pitch count does not relieve the Manager of their responsibility to know the pitch count and remove the pitcher.
 - 2) **Penalty:** Failure to remove the pitcher with no notification by the Official Pitch Counter will result in the manager's immediate ejection and the pitcher shall be removed from the pitching position immediately and will not be permitted to complete the at-bat. This will be treated as an emergency situation and the incoming pitcher shall receive as many warm-up pitches as the plate umpire deems necessary.
 - v) During league play, the Manager (or designate) shall record the number of pitches thrown for each of their team's players within 24 hours (or before the start of the next game, whichever is earlier) of the game's start time using the OBA Pitch Count Tracker. During tournament play, pitch counts must be entered within

1 hour following the end of the game (or before the start of the next game, whichever is earlier) by the home team Manager (or designate).

- w) The Manager of the opposing team will receive notification of the pitch count entry into the system and will have 24 hours from that time to verify or challenge the pitch count from that game.
 - i. Any challenge of an official pitch count will be forwarded to the Series Chair for resolution.
 - ii. The decision of the Series Chair with regard to Pitch Counts shall be final.

x) Penalty:

1) Failure to enter pitch count results within the specified timelines, as set forth in ST5.5(u), will result in the following penalties:

- i. On a team's first offense of the season, immediate suspension of the Manager until the pitch count is entered.
- ii. On a team's second (or any subsequent offense), the Manager will receive an automatic 5 game suspension.

2) Failure by team to adopt these pitch count rules will result in the team forfeiting their right to classify for an OBA Championship and participate in OBA sanctioned tournaments.

5.6 (A) At the 11U division, Balks are not to be called. Should a pitcher balk, (e.g. double set or not pause) umpires will indicate such infractions to the coach between innings. (B) At the 13U division, Pitchers will receive one balk warning. Base runners will not disadvantage as a result of a balk warning.

5.7 No balk warnings will be issued at 15U and up.

ST 6. Curfew

6.1 The number of innings in a complete game will be seven for 11U-21U. An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning that has occurred.

6.2 No New Inning will start after one and three quarter ($1\frac{3}{4}$) hours from the first pitch. At the 15U-21U levels, no new inning will start after 2 hours from the first pitch. However, if a new inning starts prior to the time curfew, the inning must be completed. Exception: If the visiting team is unable to tie or go ahead of the home team after having played the top half of an inning that extended beyond the curfew, then the game is considered complete and the home team does not go to bat as they have already won the game.

6.3 The official start time is to be determined by the umpire and reported to the official game scorekeeper. The umpires time piece or designated time piece will be considered final.

6.4 The Championship game(s) are not subject to the time curfew limits and will be full games to determine a winner except where the mercy rule is applicable

6.5 In the event of a delay during tournament play due to rain or darkness and prior to that game becoming official ($3\frac{1}{2}$ or 4 innings. See Mercy Rule below), the game will be suspended and the curfew clock stops. The clock will resume at the recommencement of play.

6.6 The game will be resumed from the point of suspension for the balance of the time available. The defensive team must resume their exact position on the field.

6.7 The scheduled starting time may be at the discretion of the OBA Select Division On-Site Convenor.

6.8 An official game will be 7 innings or time expired or mercy rules are applied.

ST 7. Mercy Rule

7.1 An 18 run mercy will apply after 3 innings, 15 run mercy will apply after 4 innings and a 10 run mercy will apply after 5 innings. If the home team reaches or exceeds the mercy threshold at any time during the inning, the game is complete and the home team is declared the winner once the mercy is achieved.

7.2 If the visiting team is ahead by the 18 run mercy after 3 innings, 15 run mercy after 4 innings or 10 run mercy after 5 innings, the visiting team will be declared the winner and the game is complete.

ST 8. General

- 8.1 At the beginning of each game, the home and visiting team designation will be decided by a coin toss. The team coming the greater distance will make the call.
- 8.2 All players and coaches will be dressing in a baseball team uniform as issued by their home association; minimum coach's uniform being long pants, and association issued golf shirt or t-shirt with a number and a cap (Association logo or name must be identifiable). No sandals are permitted on the diamond.
- 8.3 Metal cleats will be allowed from 15U-21U levels only.
- 8.4 18U & 21U levels will use wood or wood composite bats only. In 15U minus 5 aluminum bats are allowed. Bat Barrels are limited to 2¾ inches. No other restrictions are in effect.
- 8.5 No smoking or use of tobacco products, alcohol, or non-prescription drug is permitted on the playing field, in the dug outs, or in the immediate vicinity of the dugouts (this applies to coaches, players & umpires). City smoking bylaws must be obeyed.
- (i) Players, coaches & umpires in uniform must refrain from using any tobacco products during all games.
 - (ii) Players, coaches & umpires in uniform must not be under the influence of alcohol or drugs other than over the counter or doctor prescribed medications.
 - (iii) PENALTY for (i) and (ii) will be immediate ejection for players or coaches and may result in loss of accreditation for umpires.
- 8.6 Protests: Any protest once a game has started, the requires the Convenors intervention, will be settled on the field at the time the problem occurs. *There will be a protest fee of \$75.00*, paid in cash, to be lodged with the OBA Select Division On-Site Convenor before the protest may be heard. This fee will be returned if the protest is upheld. *Judgement calls by the umpires cannot be protested*. Game delays due to protests do not invalidate the curfew rule (the clock keeps ticking).
- 8.7 The OBA Select Division On-Site Convenor has the ultimate authority relating to any matter that requires a ruling or clarification.
- 8.8 A game forfeit will be declared and a score of 7-0 will be recorded is the team is unable to field a team of 9 players at the scheduled starting time, or at any point during the game
- 8.9 Barring extenuating circumstances, if 1 team is not able to start a game within 15 minutes of the scheduled starting time for such game, the game will be forfeited to the other team. Under Extenuating Circumstances, the offending team may appeal to the OBA Select Division On-Site Convenor. The OBA Select Division On-Site Convenors decision will be final.
- 8.10 Ejections: Each manager and head coach is responsible for the behaviour of all players, coaches, and spectators with their team. *Should* al present, roster listed coaches be ejected, the game will be forfeited (if this occurs, refer to rule ST8.8)
- 8.11 In the event a player or coach is ejected from a game, the individual must leave the diamond and no longer be involved in that game. The player, coach, or manager ejected from the game is suspended for the next scheduled game.
- 8.12 The OBA Select Division On-Site Convenor will review all ejections for possible additional suspensions. These additional suspensions will be advised notified of any additional suspensions prior to the completion of the teams next scheduled game. However, it is the responsibility of the head coach to find out about the possible increased suspensions of any suspended coaches or players.
- 8.13 The umpire of the game where an ejection occurs, shall report verbally to the convenor immediately after the game ends (or is suspended) and files an ejection report with the OBA Select Division On-Site Convenor of the tournament within 2 days (or the umpire is suspended).
- 8.14 The OBA Select Division On-Site Convenor reserves the right to alter and/or revise any start times necessary to ensure completion of the games.
- 8.15 No infield warm-up will be allowed. All pre-game warm-ups may take place on the outfield grass (if available) or at other safe and appropriate locations.
- 8.16 Substitutions are only allowed at the end of an inning except for an injured player or pitching change. Substitution for a player to warm up to pitch and be re-inserted in the same inning is not allowed.

- 8.17 All catchers are required to wear a mask with throat protector, helmet, chest protector, shin guards, a cup and cup-type protector during the game and warm-ups in all divisions. In 9U the use of a catcher's mitt is optional.
- 8.18 Coaches or players warming up pitchers either on the field between innings or in the 'bull pen' must wear a protective mask.
- 8.19 It is mandatory that all players wear a protective athletic support.
- 8.20 The batter shall wear a prescribed protective helmet with ear flaps covering both ears while on deck, at bat, or running the bases. The helmet may not be removed until the batter is retired, has crossed home plate and left the field of play or the half inning has been completed. Should the batter/runner remove the helmet before leaving the field while the ball is in play, they will be declared out. In 9U, 11U, 13U helmet straps are mandatory unless there is a manufacturer's installed face guard (C-Flap) worn as designed by the manufacturer.
- 8.21 At 15U – 21U levels, batting helmet chin straps are optional.
- 8.22 Teams should be given a minimum of 30 minutes from the time of completion of the last game that they play until the start of their next game. If a team must travel from another location, appropriate travel time shall be added to the required game interval. *Teams must be given 60 minutes between their 2nd and 3rd games in one day.* Teams have the option to waive or reduce rest time.
- 8.23 No team may play more than 3 games in a calendar day. A suspended game shall count as a game played on both the day it commences and the day it is completed if 3 or more innings have been played each day. If less than 3 innings are played on the day it is completed, it will not count as a game played on that day. Barring extenuating circumstances, if 1 team is not able to start a game within 15 minutes of the scheduled starting time for such game, the game will be forfeited to the other team
- 8.24 **Diamond Layout**

<u>Division</u>	<u>Base Distances</u>	<u>Pitching Rubber Distances</u>
9U	65 feet	44 feet
11U	65 feet	44 feet
13U	75 feet	50 feet
15U	90 feet	60 feet 6 inches (mound required)
18U & up	90 feet	60 feet 6 inches (mound required)

- 8.25 OBA Select Division, hosting Baseball Associations and the host cities will not accept responsibility for accidents, injuries or loss during this tournament.
- 8.26 Bat boys / girls are not permitted
- 8.27 Umpires must be OBA certified and in good standing. If any umpire used in a tournament is found not to be registered with the OBA and games are played using the umpire, results will stand but the host will be fined \$250.00 per incident and may be refused to host any tournaments the following year.

ST 9. 11U Specific Rules

The following rules apply to 11U games:

- 9.1 Home base shall be marked by a five-sided slab of rubber. It shall be a 21-inch square with two of the corners removed so that the front edge is 21-inches wide and the back of the plate comes to a point at the intersection of the lines extending from home base to first base and to third base.
- 9.2 A team's turn at bat in an inning will end after three outs have been recorded or four runs have been scored. The last scheduled inning (7th inning), or any subsequent inning, will have an eight run maximum.
- 9.3 An 18 run mercy rule will apply after 3 innings; 15 run mercy rule will apply after 4 innings; a 10 run mercy rule will apply after 5 innings; and a 9 run mercy rule will apply after 6 innings. If the home team leads after the top half of any such inning, the game shall be considered a mercy and the home team will not bat.
- 9.4 No new inning shall be permitted to start after 1 3/4 hours have elapsed from the start of the game. No time limit during the final championship game. Local tournament rules for regular season tournaments can impose a shorter time limit. In all Rep Play-off tournament games and all play-off rounds games of regular season tournaments must have a winner declared, so extra innings are to be played.

- 9.5 Unlimited substitutions defensively are allowed (including for injury or official ejection). Note ST3.11 still applies - All eligible players present at the game shall be listed on the team's line-up card and must play a minimum of two complete innings in a defensive position within the first four innings, unless injured during that game.
- 9.6 The number of trips to the mound by the Manager/Coach shall not be limited except when, in the judgement of the umpire, the purpose of the trip is to delay the game.
- 9.7 Base runners cannot leave the base until the ball leaves the pitcher's hand. If an infraction occurs, the ball will be declared dead and runners may not advance. 1 warning will be issued and for any further infractions thereafter, the runner will be called out. (Each team to receive 1 warning).
- 9.8 If a player is removed from the game due to injury, illness or official ejection, the player's spot in the batting order shall be deleted. In the event a batter must be removed due to injury, official ejection, or has to leave for any reason during the time at bat, the next batter in the batting order shall come to bat assuming the balls and strikes count at the time the batter is removed. If the batter becomes an out, such batter shall then take his/her regular turn at bat.
- 9.9 If a runner is removed by reason of injury or official ejection from the game, the player last put out shall act as pinch runner for the removed player. By virtue of the rule there shall be no pinch runners allowed.
- 9.10 The batter shall not become a runner when a third strike is not legally caught by the catcher. The ball remains live and all other runners may advance at their own risk.

10.0 Tournament Rules

10.1 A) Double knock out tournament

- 1) As such all games must have a winner, and extra innings may be played past their inning or time curfews to establish a winner as required.
- 2) Please note: there are specific rules applying to 9U play as well as these general tournament rules applying to all OBA Select Division Provincial Tournament participants.
- 3) Byes are to be awarded as follows:
 - i) No team shall receive a back-to-back bye in successive rounds.
 - ii) No team shall receive second bye until all remaining teams have received their first bye.
 - iii) If more than 1 team is eligible for a bye, the undefeated team shall automatically receive the bye.
 - iv) If more than 1 team is eligible for a bye, the bye team will be determined by means of a draw with the first team drawn receiving the bye.

B) Round Robin

- 1) Standing will be determined by number of points obtained: Win = 2 pts, Tie = 1 pt. Loss = 0 pts.
- 2) The Following tie breaking rules will be used for each placement independently
 - a) winner of head to head game;
 - b) team with the lowest runs against ratio (runs allowed/number of **defensive innings** played);
 - c) team with the highest runs for ratio (runs scored/number of **offensive innings** played);
 - d) coin toss, team further away calls it

10.2 Eligibility

- 1) Only Select rostered teams are eligible to participate in Provincials
- 2) Teams must be from member associations that have both paid their membership by the July 1st deadline & that the association has also submitted a roster for all of their select teams by the same July 1st date. Only players listed on the July 1st roster are eligible for the Select Division Provincials championship. Provincial Chair may consider requests for exceptions.
- 3) Roster Exemption requests may be submitted to the select Council for review no later than August 1st.

10.3 **Time Between Games**

Teams should be given a minimum of 30 minutes from the time of completion of the last game that they played until the start of their next game. Teams must be given 60 minutes between their second & third game of the day. If a team must travel from another location, appropriate travel time shall be added to the 30-minute period. Teams entitled to rest period have the right to wave or reduce the time period.

10.4 At 21U and below, no team shall play more than 2 games in a calendar day. A suspended game shall count as a game on both days if 3 or more innings are played on both days. If less than 3 innings are played on either day, that day shall not count toward the 2 games in a day. On the final day of the tournament, a maximum of 3 games may be played.

9U Specific Rules

The following rules apply specifically to the 9U division in addition to the other tournament rules stated herein:

Prior to the start of each game, a player line-up (maximum 18 players) with sweater numbers, and first and last names listed must be provided to the scorekeeper.

RK 1 9U Pitching Rules:

RK 1.1 A Circle; 8 feet in diameter with its center at 44 feet from the home plate, will surround the pitching machine. The pitcher must stand beside the pitching machine outside the safety circle and behind the release point of the pitching machine. Lines should be drawn from the release point to 4 ft. beyond the circle. The pitcher must have both feet on the white line or within 4 ft. behind the line until the ball is release from the machine.

RK 1.2 The machine speed will be set at 40 mph. The pitching machine speeds cannot be altered except at the end of an inning. If the flight of the ball becomes erratic, it may be corrected at the direction of the umpire. This may be done at any time. If any adjustment of the pitching machine is done between innings, both teams will be notified. A coach will operate the machine. A regulation baseball approved for 11U will be used.

RK 1.3 If a batted ball hits the machine, the ball is dead; the batter is awarded first base and any base runner is moved who is forced to advance by the batter being awarded first base. If a thrown ball hits the pitching machine, the ball is dead and each runner, including the batter/runner is awarded one base from the time the ball becomes dead.

RK 1.4 The pitcher must stand beside or behind the pitching machine outside the safety circle. The pitcher must wear a regulation bating helmet designed by the manufacturer with a face mask and chin strap attached to protect from an errant ball that hits the machine.

RK 1.5 Each batter will receive a maximum of 5 hittable pitches. If the batter does not hit a fair ball with in 5 pitches, he will be declared out. If the 5th pitch is a foul ball and is caught before hitting the ground, the batter will be declared out. The batter will not be called out if the 5th and subsequent pitches are called a foul and not caught. The batter may receive and additional pitch until he puts the ball in play, or hits another foul. If he misses the subsequent pitch, he is out

RK 1.6 A strike is a pitch which the batter swings at and misses or is a foul ball. There are no called strikes.

RK 1.7 A pitch which is over the batter's head or bounces in the dirt will be ruled a "no pitch" unless the batter swings at the pitch.

RK 1.8 Batters can not obtain a base on balls.

RK 1.9 To stop defensive play, any infielder who has control of the ball and is standing with in the understood boundaries of the infield, can ask for time to be called. Note: the call does not have to go back to the pitcher before an infielder may ask for time. Time will be granted at the umpire's discretion and may not be not be granted if a baseball play is underway.

RK 2 9U Play

- RK 2.1 The number of the innings in a complete game will be 7 for 9U. An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning that has occurred.
- RK 2.2 All players present shall be listed on the teams batting line-up and shall bat in that order. Any player arriving late may be added to the bottom of the batting order, provided their team has not completed one rotation through the batting order or the game has complete two innings. (PENALTY – the game is a forfeit and the manager/coach suspended for the remainder of the game plus next game.)
- RK 2.3 A game forfeit will be declared and a score of 7 – 0 will be recoded if a team is unable to field a team of 9 players at the scheduled starting time, or at any time of the game.
- RK 2.4 Bunting is not permitted. Batter will be declared out.
- RK 2.5 Stealing is not permitted. Runner will be declared out.
- RK 2.6 Runners may not lead-off until the ball is hit. Runner will be declared out.
- RK 2.7 Base runners may only advance on a ball which is hit in fair territory or a foul ball caught in play. Usual rules apply about tagging up before advancing and at their own risk would apply to caught foul balls. Base runners may not advance on a passed ball or a pitched ball returned to the pitcher by the catcher.
- RK 2.8 An inning will end when three outs are made or a maximum of 7 runs have been scored. On any play where the last run is scored, all awarded runs will be counted beyond the 7 run threshold. This only applies to dead ball awards such as overthrows out of play, or home runs over the fence.
- RK 2.9 The infield fly out does not apply.
- RK 2.10 All catchers are required to wear full catcher's equipment during the game and during warm-ups. Use of a catcher's mitt is optional.
- RK 2.11 A defensive coach may call one infield conference per inning.
- RK 2.12 MERCY: If the home team is ahead by 15 or more runs after 3½ innings, or at any time beyond this point, the home team will be declared the winner. If the visiting team is ahead by 15 or more runs after 4 or more complete innings, the visiting team will be declared the winner.
- RK 2.13 No player may enter the circle surrounding the pitching machine in an attempt to field the ball. This will be a dead ball and all runners & the batter will be awarded one base.
- RK 2.14 The coach operating the pitching machine may instruct the batter before feeding the machine, but shall not instruct runners during the play (PENALTY – the coach shall be warned. If the action continues, the coach will be ejected from the game.)
- RK 2.15 The coach operating the machine is required to wear a baseball helmet. For the purposes of this rule, a skull cap is considered a baseball helmet. (PENALTY – the team will be warned once to wear a helmet. The second violation or refusal to wear the helmet will result in the coach being ejected.)
- RK 2.16 Until the ball is fed into the pitching machine, outfielders must position themselves at least 15 feet beyond the basepaths or on the outfield grass, whichever is further.
- RK 2.17 Batters at 9U must drop the bat and not throw it (intentionally or unintentionally) upon hitting the ball. Penalty: each team shall be entitled to one warning per game. After the warning any further offenses shall result in the batter being declared out, the ball being dead and runners returning to their bases. If, prior to the team's warning, a batter throws the bat resulting in an injury, the ball is dead, the play is halted and the team will receive its warning. The batter will continue. However, if this is the batter's 5th pitch, he will be considered to have batted the ball illegally and will be out,