



2026 Tournament Rules

The Official Rules of Baseball shall apply (Baseball Canada), except as modified by B.C. Minor Rules and the following rules:

1. A team is allowed to place a maximum of 20 players and 2 coaches on the roster. A dugout Mom, Dad, or coach is also permitted. Each team must complete the team roster.
2. Two of the players may be pickups from another team in your Association's Division or the division below unless an exception has been discussed with the tournament coordinator prior (players from a lower division cannot pitch). Pickups must be identifiable by wearing their regular team's uniform.
3. All teams are expected to field their entire roster at each tournament game. All players must play at least 1 round robin game to be eligible to play in semi finals and finals.
4. Fair Play - Each player must play at least 3 complete innings in a defensive position in a 7 inning game. (3 of 6 innings in 11U Mosquito)
5. Every player bats and the batting order remains the same throughout the game. Players removed from the game, due to injury or ejection, are removed from the batting order.
6. Unlimited defensive substitutions, except for the pitcher, who may not re-enter as a pitcher.
7. 10 run mercy rule after 5 or more equal innings, in all divisions.
8. 4 run limit per half inning in 13U & 15U (Pewee and Bantam) divisions, except last inning which is to be declared open. Additional runs that score on the play in which the fourth run is made shall not be counted. 5 run limit per half inning in 18U division, except the last inning which will be declared open. For Mosquito division, the first two innings will have a 2 run limit, innings 3,4,5 will have a 4 run limit, and the last inning is to be declared open. You DO NOT need to pitch your first two innings with a 1st year 11U Mosquito player.
9. No new inning is to be started after 1 hour 45 minutes from the scheduled start in the 11U, 13U and 15U divisions and all games will be stopped 2 hours and 15 minutes from Scheduled start, and score will revert back to last complete inning, unless the start is delayed due to weather or schedule delay. In 18U no new inning will start after 2 hours and 15 minutes after start and a hard stop after 2 hours 45 minutes.

10. Semi-finals and finals will have no time limit.
11. Tied games: Maximum one extra inning to break the tie - if time limit allows.
12. Round robin standing - tie breaking format - as per BCMBA Rule 29.
13. Home team is decided by a coin toss prior to the game (except in the semi-finals) unless indicated otherwise on schedule. Home team must occupy 3rd base dugout. (Check in early for the coin toss at the tournament table.)
14. Teams are expected to show up rain or shine, unless notified by the Tournament or Assistant Director.
15. Pitching rules: Balks will be called in 13U & 15U & 18U (Pee wee, Bantam and Midget). Pickup players are eligible to pitch; however, call ups from a lower division are not eligible to pitch.

18U (Midget): in accordance with BCMBA Rule 24

- 1-45 pitches = no rest
- 45-65 pitches = 2 nights rest
- 66-100 pitches = 3 nights rest

15U (Bantam): in accordance with BCMBA Rule 24

- 1-35 pitches = no rest
- 36-65 pitches = 2 nights rest
- 66-85 pitches = 3 nights rest

13U (Pee wee): in accordance with BCMBA Rule 24

- 1-35 pitches = no rest
- 36-55 pitches = 2 nights rest
- 56-75 pitches = 3 nights rest

11U (Mosquito): in accordance with BCMBA Rule 24

- 1-25 pitches = no rest
- 26-40 pitches = 2 nights rest
- 41-55 pitches = 3 nights rest
- 56-65 pitches = 4 nights rest
- 66-75 pitches = 5 nights rest
- 75 pitches maximum in a day

16. Pitching Days
 - Pitches thrown on Thursday and Friday count as pitches Thrown on Saturday
 - ***In no circumstances shall a pitcher exceed his/her inning limitations or violate the nights rest rules, regardless of the effect of this administrative device.***
17. Safety bag to be used at 1st base in 11U (Mosquito). The batter-runner must touch only the outside square (orange) of the safety bag at 1st base if a play is being made on him/her. The fielder must touch only the inside square (white) to effect an out. The batter-runner may touch the inside (white) square if advancing to 2nd base.
18. Wild pitches - 11U (Mosquito) only. If a pitcher hits 2 batters in an inning or 3 in a game, he must be replaced, unless the Umpire determines that the batter could have avoided being hit through reasonable effort.
19. Ending play - 11U (Mosquito) only.
 - Once the catcher has possession of the ball in fair territory, any baserunner between 3rd base and home who stops advancing must return to 3rd base and remain there until the next pitch has crossed home plate.

- Once the pitcher is in contact with the rubber with the ball in his possession, any base runner who stops running, must return to the previous base and remain there until the next pitch has crossed home plate.
- If any opposing player chooses to throw the ball in an attempt to put the runner out, this rule is not in effect and the runner may attempt to advance.

20. Pinch Running Catchers - If a player who will be catching in the next inning is on base while there are 2 outs, They need to be pulled and have the last out replace them to run the bases so they can get their catchers gear on.

HOME TEAM IS RESPONSIBLE FOR OFFICIAL PITCH COUNT AND SCORE KEEPING FOR EVERY GAME!