

SURREY CANADIAN BASEBALL ASSOCIATION

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Society Number S12187



2024 Tournament Rules

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

Team Rosters:

1. A team is allowed to place a maximum of 15 players and 3 coaches on the roster. A dugout person or manager is also permitted. All coaches on the field of play must be in full uniform including pants (Does not have to be baseball pants, but must be similar or grey/black pants). The team roster **must** be completed and submitted before your first scheduled game.
2. Each team is allowed a maximum of 3 pickups or call-ups from within your own Association. Pickups from your own division will be allowed to pitch, but call-ups from a lower division are **not** allowed to pitch.
3. All pickups and call-ups must be identified on the team roster and **must** wear their original team uniform, which must be visually different from the rest of the team in some way.
4. A player **must** play in at least one of the round-robin games in order to be eligible to play in the semi-finals and finals.

General Rules:

5. Fair Play – Each player must play at least 3 complete innings in a defensive position in a 7-inning game in Pee wee, Bantam and Midget. (3 of 6 innings in Mosquito)
6. Every player must bat 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.
7. Mercy Rule – If a team is leading its opponent by at least 10 runs after five or more equal innings have been played, or after four and one-half innings if the home team should have a 10-run lead at the end of its 4th inning, or before the completion of its 5th inning, the game

will end and the team in front declared the winner.

8. Unlimited defensive substitutions, except for the pitcher, who may not re-enter as a pitcher.
9. Home team is decided on the schedule except for what is noted on the schedule as a coin toss. Home team **must** occupy 3rd base dugout.

Run Limits and Open Innings:

11. A 4-run limit per half inning in Peewee, Bantam and Midget, except the last inning which is to be declared open by the umpire crew. Additional runs that score on the play in which the fourth run is made are not counted.
12. In Mosquito, there is a 3-run limit; and **only** the 6th inning can be declared open.

Inclement Weather and Time Limit:

13. Teams are expected to show up rain or shine, unless notified by the Tournament Coordinator.
14. No new inning is to be started after 1 hour and 45 minutes from the scheduled start time unless the start is delayed due to weather or schedule delay.
15. No round-robin game is to exceed 2 hours and 15 minutes. At the 2:15 hour time, the game will stop and the final score will be that of the last complete inning.
16. Semi-finals and finals will have no time limit.

Tie Breaking:

17. Tied games – Maximum one extra inning to break a tie, **only** if the time limit permits.
18. No ties in the semi-finals and finals. Games will proceed to extra innings per BC Minor rules, with 2 standard extra innings, followed by international rules (runners on 1st and 2nd) in the 3rd extra inning, and onward.
19. Round-robin tie-breaking rules as per [BCMBA Rule 29](#):
 - a) Statistics are calculated based upon the games between the teams that are tied with each other, and not all the games in the competition.
 - b) If the first part of the rule places one team above others in the case of three or more teams involved in the tie, but the remaining teams are still tied, then the remaining parts of the rule are applied using statistics from the matches involving all the original teams in the tie.
 - c) If a team involved in a tie has forfeited a game played between tied teams they will be automatically eliminated from the tie and the criteria above will be used to determine placement between the remaining teams.
 - d) The team with the best win/loss record in the game(s) played between the tied teams will place higher in the standings.
 - e) If the tie persists, the placement of teams will be dictated by the ratio of number of runs allowed per defensive inning. A defensive inning is defined as having taken the field and a pitch thrown.
 - f) If the tie persists, the placement of teams will be dictated by the ratio of runs scored per offensive inning. An offensive inning is defined as having been at bat for at least one pitch.
 - g) If the tie persists, then the team with the best won/loss record against the highest placed team not in the tie, followed by a comparison to the next placed team, etc., will place higher in the standings.
 - h) If after the application of the four rules there still remains a tie, then the four rules will be reapplied to the

remaining tied teams, except that the statistics will be based on the games between only the remaining tied teams, and not all of the teams in the original tie.

Pitching Rules:

- 20. Balks will be called in Peewee, Bantam and Midget. No warnings will be given.
- 21. All pitch counts are pursuant to [BCMBA Rule 24](#). Summer/Single Season pitch counts will be in effect for this tournament.

Division	Spring Season	Single or Summer Season
11U (Mosquito)	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 Pitches Maximum in a Day	Same as Spring numbers.
13U (Peewee)	1-35 pitches = No rest 36-55 pitches = 2 nights rest 56-75 pitches = 3 nights rest	1-45 pitches = No rest 46-70 pitches = 2 nights rest 71-85 pitches = 3 nights rest
15U (Bantam)	1-35 pitches = No rest 36-65 pitches = 2 nights rest 66-85 pitches = 3 nights rest	1-45 pitches = No rest 46-75 pitches = 2 nights rest 76-95 pitches = 3 nights rest
18U (Midget)	1-45 pitches = No rest 46-65 pitches = 2 nights rest 66-100 pitches = 3 nights rest	1-50 pitches = No rest 51-75 pitches = 2 nights rest 76-115 pitches = 3 nights rest (105 for 18U AA)

Note #1: Pitches thrown in warm-up, bullpen, or ruled no pitch by the umpire because time was called prior to the pitch or thrown when ruled no pitch due to a balk, do not count towards pitch count.

Note #2: Pitch count is recorded after each game. A pitcher who requires rest after the first game of the day cannot pitch in the second game.

Note #3: If a pitcher has two appearances in the same day his total pitch count for the day is combined for the purpose of rest.

Note #4: The following is a definition of a night's rest – A pitcher requires three nights rest after throwing a 1PM game on a Sunday. Pitcher rests Sunday night, Monday night, and Tuesday night and can pitch when he wakes up on Wednesday morning.

Note #5: The total number of pitches thrown by an ambidextrous pitcher are counted for the purpose of calculating pitch counts, regardless of which arm or combination thereof is throwing.

- 22. A pitcher is permitted to exceed the maximum limit, for a day, to complete pitching to a batter.

Note: Example #1 – A Peewee pitcher starts a batter at 43 pitches. At the end of the batter the pitcher has thrown 47 pitches and the pitcher is removed. The pitcher's pitch count is recorded as 47 and he/she requires two nights rest. Example #2 – A Bantam pitcher starts a batter at 93 pitches. At the end of the batter the pitcher has thrown 97 pitches. The pitcher must be removed and his/her pitch count is recorded as 95.

23. A player can only pitch on a third consecutive day if his/her combined total pitch count on the 2 previous days does not exceed the "no rest" limit for his/her division.
24. Pitchers are not permitted to pitch on four consecutive days.

Pitching Days:

25. Any pitches thrown on Wednesday and Thursday will count as being thrown on Friday.
26. A rainout or delayed/suspended game will not affect the pitching rest rule, so any pitcher who was ineligible to pitch when the game was originally scheduled to start shall remain ineligible when the game is finally played.
27. All pitching records for regular season should be available upon request. In no circumstances shall a pitcher exceed his/her pitch count or violate the 2 nights rest rule, regardless of the effect of his/her administrative devices.

Umpires:

28. Please remember that umpires want to do their best possible, but they may make mistakes. Our umpires are aware of the common rules, as well as the tournament rules; however, it is not possible for them to have knowledge of every situation that can develop. They may not be able to see every situation and will do their best in the situation. We ask all coaches, players, and parents to act in the spirit of fair play and good sportsmanship.
29. The umpires have been instructed not to tolerate any profanity or abuse from coaches, players, or parents and are encouraged to eject the coaches, parents, or players from the game as they see fit.

Game Records:

30. At each game, the official scorebook and the pitching record will be given to the home scorekeeper. The scorebook and the pitching record must be returned to the Tournament Coordinator's tent immediately after each game.
31. The game records must be filled out correctly and entirely, as the information will be vital to any tie-breaking calculations. Pitching information is also collected on these sheets. Be sure to record the start time as no new inning will start after 2 hours.
32. The name and number of each pitcher in each inning must be recorded for the home and visiting teams by the home scorekeeper. Please obtain coaches' signatures on the pitch count sheets.

Additional Mosquito Rules:

33. Home run line to be used if no fence. A fair hit that passes the line in flight is a home run. If it touches the ground before passing the line, it is a ground rule double. A catch must be made with both feet inside the line.
34. Safety bag to be used at first base. The batter-runner must touch only the outside square (orange) of the safety bag at first base if a play is being made on him/her. The fielder must touch only the inside square (white) to affect an out. The batter-runner may touch the inside (white) square if advancing to second base. No sliding at first base, as the batter-runner will be called out.
35. Wild Pitches – If a pitcher hits 3 batters in a game, he/she must be replaced, unless the umpire determines that the batter could have avoided being hit through reasonable effort.
36. Leadoffs are not permitted. If there is a leadoff, the ball is dead, a no pitch shall be called and the runner(s) will be declared out.
37. Ending Play After a Pitch – Once the catcher has possession of the ball in fair territory, any runner between third base and home who stops advancing must return to third base. If the runner does not return to third base and the catcher does not make a play or does not throw the ball back to his pitcher the umpire may call time. If the catcher chooses to make a play on the runner returning to third base, the ball is live and in play. The runner may advance.
38. When the pitcher is in contact with the pitching rubber, with the ball in their possession, preparatory to the act of pitching, all base runners must return to their bases and cannot leave until the pitched ball crosses home plate.

Note: When a runner is making a legitimate attempt to advance to the next base the pitcher cannot return to the mound and stand in a position preparatory to pitching for the purpose of having the runner return to their previous base. The intent of this rule is to eliminate the game of “chicken” played by base runners at this level.