

**The
Official Rules
of
Baseball Atlantic**

**As approved for use for the
Baseball Atlantic Championships**

2009 edition

**THE RULES OF BASEBALL
ATLANTIC**

These rules, which govern the competitions known as the **Baseball Atlantic Championships**, are divided into three sections:

1. Eligibility Rules
2. Tournament Rules
3. Playing Rules

1.0 Eligibility Rules

1.1 Age Categories/Classifications

1.1.1 Age Categories

1. Baseball Atlantic shall use the following age categories:

- Midget---no older than 18 by Dec.31 of current season
- Mosquito/Pee Wee/Bantam---as per Baseball Canada

1.1.2 Classifications

1. Baseball Atlantic may conduct annual play downs in the following age categories (Divisions) and classifications:

- Mosquito --- AAA & AA
- Pee Wee --- AA
- Bantam --- AAA & AA
- Midget --- AA

1.2 Dates/Sites

1.2.1 Dates

1. These tournaments are usually held within the first three (3) weeks of September each Year. The actual dates are set annually at the annual general each
2. The dates for **2009** are:
 - Midget AA --- **Sept. 4 - 6**
 - All others --- **Sept. 18 – 20**

1.2.2 Sites

1. The host provinces for each of the tournaments is determined using the following chart:

2009 SEASON

Mosquito AAA	-	PEI
MosquitoAA	-	NS
Pee Wee AA	-	NL
Bantam AAA	-	PEI
Bantam AA	-	NS
Midget AA	-	NB

2. The community within the host province shall be determined by the host provincial association. The manner in which the selection is made is a provincial responsibility and no appeal to Baseball Atlantic will be entertained.

1.3 Hosts

1.3.1 Host application process

The Provincial Sport Body will be responsible with the Hosting Application process for any tournaments that are held within their respective Province.

1.3.2 Hosting Responsibilities

1. The host team in all cases will be responsible for the following:
 1. Host the tournament as agreed upon.

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2. Provisions of the facilities required for the tournament, which normally includes:

- at least one adequate playing field
- Washroom facilities within easy reach of the field
- Access to or supply of drinking water for participants
- Reasonably ready access to emergency medical facilities
- Adequate seating for spectators and some form of public address system
- An official scorer & scorekeepers for all games.

3. Follow the rules and procedures as determined by this manual.

4. Schedule a pre-tournament meeting, informing all participating teams, the Provincial rep (if applicable), the umpire-in-chief of the tournament as well as conduct the meeting. This meeting may be completed by conference call prior to the tournament.

5. Supply sufficient approved baseballs for the entire tournament.

6. Arrange umpires, through their Provincial Umpire Association, for all tournament games. Any payment to the umpires in accordance with provincial guidelines are the responsibility of the host.

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7. The host must send game scores to the media (local media, appropriate provincial media, and provincial baseball office) on a daily basis and must send a post-event report to the baseball office within seven (7) days of the end of the tournament.

8. Provision of a protest committee large enough to ensure that three members are available at all times, to make a decision as required by these rules. The host has the right to use a representative from the Provincial umpiring association to man a cell phone for the weekend in case of protests. All Protests are to be dealt with at the time of the protest.

2. The host team will not be responsible for:

1. Vandalism/damages or breakage by any team at these tournaments. If such a report is filed or brought to the attention of the Provincial Baseball Association, all 4 Provincial bodies will deal with the matter.

2. The host provincial association is responsible to ensure that the host team knows of and meets its responsibilities to the visiting teams and the officials of Baseball Atlantic. Should a host fail to meet its responsibilities,

Host teams and associations may also be disciplined by the four Provincial bodies including the suspension of hosting privileges.

3. We encourage hosts 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 the field and off, an enjoyable and memorable experience for all participants. Member provincial baseball associations are encouraged to make the provision of off-field activities a part of the host selection process. The failure of a host team or association to provide assistance to visiting teams may

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result in a review of the host's suitability to host future Baseball Atlantic events and/or a review of the member provincial association's host selection process.

1.4 Funding

1. Funding for hosts and teams is not available from Baseball Atlantic.

1.5. Team Qualifying

1.5.1 Atlantic Qualification

Each Provincial body shall determine how the Atlantic Representative is determined. In the case of Bantam AAA, no province shall send their National representative.

1.6 Discipline

1.6.1 Jurisdiction

1. The four member provincial associations reserves the right to impose and enforce penalties, including fines and 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 associations' teams. Games between two

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teams from the same province at a Baseball Atlantic championship tournament shall be considered inter-provincial.

2. All provinces shall honor the disciplinary action taken against participants, organizers and any others that may, from time to time, be decided by any of its members provincial associations or the Canadian Federation of Amateur Baseball.

3. Until, and if, a suspension imposed by Baseball Atlantic or one of its members associations is lifted, no member provincial association's teams shall knowingly compete with or against the suspended member or members.

4. The accused individuals/team shall have the right to present their case either in writing, or via other means, at the discretion of the Provincial President, which will then be presented to all Provincial Bodies.

1.6.3 Appeals

1. All appeals to Baseball Atlantic must be by the member provincial association within thirty (30) days of being notified of the disciplinary action taken by a fellow member.

1.7 Player Eligibility

1. All teams may sign and use eighteen (18) ball players, except Seniors which may sign and use twenty-one (21).

2. Each provincial association will be responsible for provision of player registration of player registration forms for all teams wishing to register for play-offs. When a team's roster containing a signature of the provincial association's president is not present at the pre-tournament meeting for a Baseball Atlantic tournament, the provincial association shall be fined one hundred dollars (\$100.00).

3. Players playing professional baseball are not eligible to participate in Baseball Atlantic unless duly released by Baseball Canada and meet the residence requirements of the Province for which they wish to participate.

4. 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 member provincial association. This does not apply to PEI, for divisions of Midget and above. At the Midget AA and Intermediate tournaments, PEI is permitted unlimited pick-ups and the other provinces are permitted a maximum of three.

5. There shall be three pickups permitted for Intermediate tournaments. (See interpretation on rule 1.7.4 above.)

6. All pick-ups in the open-age categories must be from the same or lower classification, with the order being Senior, Intermediate AAA, and Intermediate AA.

Interpretation: This rule (1.7.8) does apply to PEI. For example, players who play on the PEI Senior team at the Baseball Canada Championships are not eligible to be considered/used as pick-ups for an intermediate team later in the season.

1.8 Coach Eligibility

1. All coaches must be fully certified level one

1.9 Umpire Eligibility

1. The provincial umpire Chairman, on behalf of the provincial association president, shall schedule umpires for all Baseball Atlantic games hosted within a province.

2. Three (3) umpires are suggested for all games however two (2) umpires will be acceptable.

3. Minimum of Level 2 is required to officiate an Atlantic tournament game.

1.10 Protest Committee

1. The host's protest committee shall hear and rule upon all on-field protests dealing with situations that are protestable in accordance with the playing rules. The composition of the committee shall be approved on behalf of host province. The teams shall also approve the committee at the pre-tournament meeting.

2. Committee members should have a knowledge of the game of baseball, the Baseball Canada rules and Baseball Atlantic manual, or have experience in resolving disputes involving interpretation of the rules.

3. Committee members should not normally be directly involved with the operation of the host team or have a family member on the host team if possible.

2.0 Tournament Rules

1.2 Dates/Start Time

1. The four (4) Provincial Bodies are empowered to set dates for all Tournaments, and teams must thereby comply. (See 1.0)

2. Tournament games in all cases must start no later than 5:30 p.m. except where lights are available and in working order.

2.2 Schedule/Draws

2.2.1 Schedule

1. Using the draws and other information contained in these rules, the local host association, in consultation with the host provincial association, shall prepare a draft schedule at least ten (10) days prior to the start of the event and forward the same to the provincial association of the hosting province. Only upon this approval may the schedule be distributed.

2. No game is to start after 5:30 pm on an unlighted field.

3. All teams must play one game on the first day of the Tournament.

4. Home team determination for all round-robin games shall be made by coin toss at the pre-tournament meeting. Home team for playoff or championship games shall be determined by the higher placed team after round-robin play.

5. 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, as determined by land miles of driving required.

2.2.2 Draws

1. Throughout these draws:

- “A” is the host team
- “B” is the second team from the host province or, of the host

team is the only team from the host province, the closest team

- “C” is the next closest team
- “D” (if applicable) is the next closest team
- “E” (if applicable) is the team farthest away from the tournament site.

If a team is not based in a city or town, the home address of the Manager (head coach) shall be used for any distance calculations.

The draws are divided into 2-,3-,4-, or 5-team tournaments:

2.2.2.2 Two Team Draws

1. All two teams draws shall be the best of five (5) series with all games to be played at the park of the host team.

2.2.2.3 Three Team Draws

1. All three (3) team draws shall be double round robin. If one team is undefeated during the round robin, it shall be declared the champion.

2. If two teams finish round robin play with three wins (3) and one loss, these teams shall play a single game for the championship. Should the first team have a record of 3 and 1, the second place team also play a single game for the championship.

3. Should the first teams be tied at 2 and 2; first and second play will be determined by using the tie breaking procedure and these two teams will play a single game for the championship.

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4. The team with the higher placing after round robin play shall have the choice of home game.

5. Three Team Format:

- Game 1 -- A vs B
- Game 2 – A vs C
- Game 3 – B vs C
- Game 4 – A vs B
- Game 5 – B vs C
- Game 6 – A vs C
- Game 7 – Championship

6. It is suggested at games 1-2 be scheduled for Friday, games 3-5 for Saturday, and games 6-7 for Sunday.

2.2.2.4 Four Team Draws

1. 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.

2. If the first place team is undefeated after the round robin and the second place team has two wins and one loss, the second place team must defeat the first place team twice in order to win the championship, and the two games shall be played if necessary.

3. If, however the first place team goes undefeated in the round robin and all other teams have one win and two losses the first place team shall be declared champion and no play-off will be required.

4. If two teams are tied at 2 wins and 1 loss and the other two teams have 2 or more losses, a single championship game will be played.

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5. If three (3) teams are tied at 2 and 1, first place will be determined by using the tie breaking system. The remaining two (2) teams shall play a single game with the winner advancing to play a single championship game against the first place team.

6. The team with the highest placing after round robin play shall have the choice of home game.

7. Four team Format:

- Game 1 – A vs B
- Game 2 – C vs D
- Game 3 – A vs C
- Game 4 – B vs D
- Game 5 – A vs D
- Game 6 – B vs C
- Game 7 – play –off game, if three way tie or Championship game #1, if necessary
- Game 8 – Championship game or Championship #2, if necessary

8. It is suggested that games 1-2 be scheduled for Friday, games 3-6 for Saturday, and games 7-8 for Saturday

2.2.2.5 Five Team Draws

1. All five team draws shall be single round robin. Upon completion of the round robin if one team is undefeated and all other teams have two losses, the first place team shall be declared champion. Otherwise the first and second place teams shall play a single championship game. (Exception - If three teams tie for first place with 3-1 records, the team with the best record (using the tie-breaking system), in the games among the

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tied teams only, receives a bye to the final, and the other two teams play off to advance to a single championship game).

2. The team with the higher placing after round robin play shall have the choice of home game.

3. Five Team Format:

- Game 1 – A vs B
- Game 2 – C vs D
- Game 3 – E vs A
- Game 4 – B vs C
- Game 5 – D vs E
- Game 6 – A vs C
- Game 7 – B vs D
- Game 8 – E vs C
- Game 9 – A vs D
- Game 10 – B vs E
- Game 11 – Tie-Breaker or Championship game, if necessary
- Game 12 – Championship game if necessary.

4. When one field is used, it is suggested that games 1-3 be scheduled for Friday, games 4-8 for Saturday and games 9-12 for Sunday. When two fields are used it is suggested that games 1-4 be scheduled for Friday, games 5-8 for Saturday and 9-12 for Sunday.

5. Due to the complexities of scheduling five-team tournaments, Baseball Atlantic will entertain draw proposals from hosts.

Interpretation: With the permission of the hosting provincial baseball association, the host may switch the host team and the team from the hosting province on the five-team draw (switch the assignment of “A” and “B”

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under rule 2.2.2.1. Any other change requires approval of all competing provinces (provincial baseball associations - not competing teams).

Note: Baseball Atlantic acknowledges the resources host must put into these events and encourages all provincial baseball associations to work with hosts whenever possible to agree on a schedule that meets the needs of the host while not giving an unreasonable competitive advantage to any team.

2.4 Pre-Tournament Meeting

1. 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.

2. The minimum amount of time between games shall be the time required to prepare the field for play plus twenty-five (25) minutes for team warm-up practice. In extraordinary circumstances, the competing teams and the host, through unanimous consent, agree to shorten this time.

3. Where time permits:

- The home team shall vacate the playing field forty-five (45) minutes prior to game time.
- The visiting team shall then have twenty-minute batting practice.
- The home team shall then have a ten (10) minutes infield.
- The visiting team shall then have a team (10) minute infield
- The final five minutes shall be used as meeting at time plate with umpires.

4. If there is not enough time for both teams to have batting practice, then neither team shall have the opportunity for such practice.

5. The host team shall also arrange a pre-tournament meeting of all teams, and if possible a Provincial rep and a rep from the umpires shall attend. Proper notice shall be given to all parties. All variations to procedures must be unanimously agreed to, in writing, by all teams at the meeting. Any teams that fail to attend the pre-tournament meeting shall be bound by the results of the meeting.

6. Teams are required to have a representative at the meeting. If a team is not present:

1. it must forward its roster so that the roster is available at the meeting;
2. it must abide by all decisions made at the meeting
3. At such pre-tournament meeting the following are to be reviewed:
 4. proposed ground rules of ball park (information only) to be confirmed at field
 5. presentation of the team rosters and coaching certification
 6. the format of tournament, i.e. single round robin, double round robin, etc., playing schedules of each team
7. number of innings
8. 10 run mercy rule

9. toss to determine home team for each game

10. approval of protest committee

7. The pre-tournament meeting should be run by the tournament chairperson or his/her appointee.

1. All teams must discuss and agree upon an alternate format should rain force cancellation of part of the tournament. If there is no unanimous consent, the majority shall rule.

2. At the pre-tournament meeting, the teams shall approve the composition of the protest committee.

2.5 Tie Breaking System

1. Where two teams are tied, the record of the two teams against each other will determine the position of finish - The team which won the game between the two teams finished higher in the standing.

2. Whereby two or more teams are still tied, the tie will be broken by calculating to two decimal places the team which has given up the fewest runs per defensive inning played. Under this formula, the team having given up the fewest runs per defensive inning played, finishes highest in the standings with the team having given up the second fewest runs per defensive inning next and so on.

3. In the unlikely event that the above does not break the tie, then and only then is the tie to be broken by calculating the number of runs scored per offensive inning played. The team scoring the greatest number of

runs per offensive inning finishes highest on the standings, the team scoring the second greatest number of runs per offensive inning played finishes next and so on.

4. When teams are tied, the tie shall be broken by using only the total number of games in which the teams were involved.

3.0 Playing Rules

3.1 Official Rules

1. 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.

2. The rules used by Baseball Canada are based on those used by professional baseball, with some modifications for amateur baseball. Contact your provincial baseball association or Baseball Canada for the Canadian modifications and/or to acquire a CFAB Rule Book.

NEW The Canadian content and minor division rules are now available on-line, at URL www.baseball.ca.

3.2 Minor Division Rules

1. Baseball Canada has developed modifications to the official rules for the age categories of Mosquito, Pee Wee, and Bantam. These rules, unless modified here in shall be used for all Baseball Atlantic play in these age categories.

2. Length of Games

ref: 4.10

The length of games for all Baseball Atlantic Championship tournaments shall be:

- Mosquito – 6 innings
- Pee Wee/Bantam – 7 innings
- Midget/ – 7 innings

3. Completion of Games

ref: 4.10, 4.11, 4.12

All games in tournament play that are stopped for any reason, shall be suspended and play resumed at the first available opportunity.

4. Baseballs

ref: 1.09 and 3.01(c)

In Baseball Atlantic Tournaments only those balls approved from year to year shall be used/allowed. Hosts are to provide each team with a sample ball of the type to be used for pitcher warm-up purposes.

Interpretation: This is interpreted to mean that whatever balls approved by the hosting provincial baseball association, are the balls that are to be used for the tournament.

Note-Consult hosting provincial association for balls approved for use.

5. Protests

ref: 4.19

Baseball Atlantic shall use the following procedures to resolve game protests, if the host is not using the chairman of the umpires divisions on the cell phone.

1. The host committee shall in co-operation with the Baseball Atlantic establish a Protest Committee for the Tournament and name a Chairperson.

2. The Protest Committee shall be composed of sufficient members to ensure that three (3) members are present at each game.

3. When a protestable incident occurs, the protesting manager/coach must, inform the game Umpire-in-chief shall before the next pitch that the game is being played under protest.

4. The game Umpire-in-chief shall suspend play and inform both the manager of the opposing team and the protest Committee.

5. The Protest Committee, the teams managers and Umpire-Crew-chief shall retire to a private area away from the teams, spectators and other persons.

6. 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.

7. The managers/coached and Umpire-Crew-chief shall leave and the Protest Committee shall discuss the protest.

8. 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.

9. The protest Committee shall rule on the protest and inform the game Umpire-in-chief and team managers/coaches.

10. The game Umpire-in-chief shall put the decision into effect and order resumption of play from the point of suspension.

12. No further argument or comment on the protest will be entertained.

13. Teams shall obey the direction of the Protest Committee or be liable to immediate suspension and forfeit of the game.

14. The decision of the Protest Committee shall be final; **there shall be no appeal to any other body.**

6. **Mercy (10-Run) Rule** *ref: 4.10, 4.11 and 4.12*

Whenever a team trails by ten (10) or more runs after having completed at least five (5) offensive half-innings (at bats), the umpires shall terminate play:

(a) immediately after the run scores (except on a home run out of the park) when the home team is leading; or

(b) at the completion of the home team's half of any inning when the home team trails.

and the game shall be deemed to be a completed game for all Baseball Atlantic rules. Only actual innings played shall be counted for the purpose of pitching and tie-breaking rules.

7. **Uniforms** *ref: 1.11*

(1) Pursuant to rule 1.11 of the Baseball Canada Official 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 different style pants and tops 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.

(2) 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. Only the head coach or manager shall be permitted on the field while not adhering to this rule and only for the following purposes:

- (1) confer with umpires;
- (2) aid an injured player;
- (3) confer with pitcher (in minor divisions only)
- (4) at the request of the umpires.

8. Bats

ref. 6.06

A batter is out for illegal action when:

(d) he uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes, bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc.

In addition to being called out, the player shall be ejected from the game and suspended for the following games. The bat will also be removed from the game and will be returned to the player/team upon completion of the tournament.

Note: Aluminum bats may only be used in Baseball Atlantic Mosquito, PeeWee and Bantam Championships. Only minus 3 (length-weight

differential) bats with 2 5/8 maximum diameter barrel will be allowed for the Bantam division. The bat must clearly show the manufacturer's original marking (length-weight differential). If not, the bat will be considered illegal. The umpires will be checking the bats prior to the games. The bat rule and sanction will be discussed at the pre-championship meeting with the teams. All provinces will receive the ruling prior to the championships.

CONTACT LIST

For more information on the Baseball Atlantic Championships, please contact your provincial baseball association.

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