

# 2025

# RULEBOOK



BASEBALL  
CANADA

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## NEW RULES FOR 2025

### **18U AAA/BAEL LATERAL TRANSFER CHANGE (BAPL)**

For the 2025 season and beyond, Baseball Alberta will no longer recognize the 18U AAA League and the Baseball Alberta Elite League as a lateral transfer. In order to stay consistent through all categories of play and in an effort to align the transfer process throughout the Province. It was determined that the removal of the lateral transfer between the two leagues was a logical step to ensure that the top 18U players in the province have the opportunity to evaluate and be rostered in the top 18U league in the province. Associations may still provide their own internal rostering policies around imports.

BAEL & BAEL - lateral transfer

BAEL & 18U AAA - no lateral transfer

BAEL & 18U AA - no lateral transfer

18U AAA & 18U AAA - lateral transfer

18U AAA & 18U AA - no lateral transfer

18U AA & 18U AA - lateral transfer

### **SURPASSING THRESHOLDS WITHOUT DAYS OF REST REQUIREMENT EXPANSION**

This rule will apply to the AAA League regular season and Provincial Championships for all AAA age groups in 2025.

When a pitcher reaches the maximum number of pitches allowed for a threshold (See Pitch Count Table), they can complete the earlier of the (i) the end of the at-bat or (ii) the end of the inning, without penalty on days of rest, as long as he/she does not pitch to another batter. The number of pitches corresponding to the threshold reached will be indicated on the pitching log. The coach or manager needs to acknowledge this to the umpire at the moment prior to the next pitch. The umpire will notify the scorekeeper of the threshold.

### **13U AA / 15U AA PARTICIPATION RULE IN AA TIER 1 PROVINCIAL CHAMPIONSHIPS**

Participation Rule - 13U AA/15U AA Tier 1 Provincial Championships

Teams will have the option to play with or without the AA Participation Rule for the AA Tier 1 Provincial Championship round robin and playoff games. A team will be required to declare their selection at the home plate meeting prior to each game.

Participation Rule - 13U AA Tier 2+ Provincial Championship

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

Participation Rule - 15U AA Tier 2+ Provincial Championship

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

In the event a player is ejected or injured and no substitute is available, the last player substituted for may re-enter the game, and thus, there will be no forfeit (unless the injury/ejection leaves the team with only 8 players remaining).

### **GAME TIME LIMIT REMOVAL FOR PROVINCIAL CHAMPIONSHIP PLAYOFF GAMES IN 'A' AND 'AA'**

Provincial Championship Round Robin Games in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

Provincial Championship Tie Break/Semi-Final/Championship games in all 'A' age categories and all 'AA' age categories - there will be no game time limit

**11U INFIELD FLY RULE**

Infield Fly: The Infield Fly Rule applies to 11U categories

**11U RUNNER ADVANCEMENT WHILE UP 7 OR MORE RUNS ADDITIONAL CLARIFICATION**

When a team has a lead of seven or more runs, the runner(s) of this team can reach the following base only when the ball is hit or if forced to advance. If the runner advances in error, they are returned to the original base and the ball is dead. A baserunner(s) is able to advance should the defense attempt to make a defensive play to retire a base runner. A throwback from the catcher to the pitcher after a pitch does not constitute a defensive play to retire a base runner.

**PITCH COUNTS FOR INTENTIONAL WALKS CLARIFICATION**

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.

## OFFICIAL AND APPROVED BASEBALLS

- ROML/ROMC are approved for 11U/13U/15U/18U/22U/Senior league and provincial championship play
- 80CC are approved for 11U/13U/15U league and provincial championship play
- 65CC are approved for 11U/13U league and provincial championship play

Rawlings baseballs are required at all Baseball Alberta League and Provincial Championship games.

## BAT REGULATIONS

Where non-wood bats are permitted, only approved **BBCOR** stamped non-wood bats in the 18U and above categories will be permitted for use.

Community Leagues will follow the 'A' category bat regulations for each age group.

### \* Wood or Wood Composite Bats Only

Bat Regulations	Max Differential	Max Diameter	Max Length
<b>11U A / 11U AA</b>	None	2-3/4"	32"
<i>USSSA 1.15 and USABB bats will both be approved for play under Baseball Canada rules for the 11U and under categories. This allows for all previous and current 2-1/4", 2-5/8" and 2-3/4" USSSA 1.15 certified bats to be used.</i>			
<b>13U A / 13U AA / 13U AAA</b>	-10	2-3/4"	34"
<i>For 13U, a max barrel of 2-3/4" with (i) a 1.15 BPF (Bat Performance Factor) or (ii) USA Baseball Model. For the 13U age category, using up to a -10 length/weight differential is permitted.</i>			
<b>15U A / 15U AA / Girls</b>	-5	2-3/4"	34"
<b>15U AAA*</b>	N/A	2-5/8"	34"
<i>*15U AAA is wood or wood composite only</i>			
<b>18U A</b>	-3	2-5/8"	34"
<i>Where non-wood bats are permitted, only approved BBCOR stamped non-wood bats in 18U and above categories will be permitted to use.</i>			
<b>18U AA* / 18U AAA* / BAEL*</b>	N/A	2-5/8"	35"
<i>*18U AA/18U AAA/BAEL is wood or wood composite only</i>			
<b>18U Women</b>	-5	2-3/4"	35"
<i>18U Women will require the use of BBCOR stamped non-wood bats</i>			
<b>22U* / SR AA* / SR AAA*</b>	N/A	2-5/8"	36"
<i>*22U and Senior is wood or wood composite only bats</i>			
<b>22U Women / SR Women</b>	-5	2-3/4"	35"

### \*Wood or composite only

- For 13U, 16U Girls, Junior Women and Senior Women National Championships, a max barrel of 2 3/4" with (i) a 1.15 BPF (Bat Performance Factor) or (ii) USA Baseball Model with BBCOR "wood like" BPF is permitted. For the 13U National Championships using up to a minus 10 length/weight differential is permitted. For 16U Girls, Junior Women and Senior Women National Championships using up to a minus 5 length/weight differential is permitted.
- USSSA 1.15 and USABB bats will be both approved for play under Baseball Canada rules for the 11U and under categories. This allows for all previous & current 2 1/4", 2 5/8" and 2 3/4" USSSA 1.15 certified bats to be used.
- All Post Provincial Championships (Western Canada Championships and Baseball Canada National Championships) for categories 15U 'AAA' and above are wood or wood composite bat only Championships.

- The 17U Canada Cup Championship is a wood bat only championship.
- 15U and 18U Girls are eligible to use up to a -5 bat with a barrel no more than 2 3/4" diameter. Girls using bats that are NOT -3 must have them clearly marked (colored tape around handle). Umpires must be notified of this bat prior to the game.

## GENERAL RULES FOR ALL DIVISIONS

- Failure to follow Baseball Alberta rules may result in a fine, the amount of which will be determined based on the severity of the rules violation.
- Games must be played until one team wins; ties are not allowed.
- All games must be played and deemed complete to count the result. Teams may not play one game for double points or flip a coin to determine the winner.
- League Play - Regulation/Suspended games as per Official Rules of Baseball.
- 11U: Games deemed complete if the home team is leading after 5 1/2 innings, or either team is leading after 6 complete innings, or game is complete based on the 11U Mercy Rule (10 run differential when the winning team has completed their 4th offensive inning/at bat) if weather permits. However, three and a half (3-1/2) innings constitute a regulation game if the home team has more runs than the visiting team. If three and a half (3-1/2) innings have not been completed and the game is called due to weather or darkness, the game shall be restarted from the first inning at the next possible opportunity. If there is no opportunity to replay this game, it will simply be recorded as not having been played. If three and a half (3-1/2) or more innings have been played and the game is tied, the game must be suspended from the point of stoppage and then re-started from that point at the next possible opportunity.
- 13U, 15U, and 18U: Games deemed complete if the home team is leading after 6 1/2 innings, or either team is leading after 7 complete innings, or game is complete based on the Mercy Rule (10 run differential when the winning team has completed their 5th offensive inning/at bat) if time and weather permits. However, four and a half (4-1/2) innings constitute a regulation game if the home team has more runs than the visiting team. If four and a half (4-1/2) innings have not been completed and the game is called due to weather or darkness, the game shall be restarted from the first inning at the next possible opportunity. If there is no opportunity to replay this game, it will simply be recorded as not having been played. If four and a half (4-1/2) or more innings have been played and the game is tied, the game must be suspended from the point of stoppage and then re-started from that point at the next possible opportunity.
- Forfeits will result in the following scores:
  - 11U: 6 – 0 score with the winning team being awarded the win, 15 offensive outs, and 18 defensive outs.
  - 13U, 15U, and 18U: 7 – 0 score with the winning team being awarded the win, 18 offensive outs, and 21 defensive outs.
  - At the 'AA' Level, additional tiers beyond Tier IV may be utilized for Provincials if Baseball Alberta deems it necessary.
  - Any game (except 18U 'AAA'/AA) where fewer than 9 players are at the diamond within 15 minutes past the designated start of the game will result in a 7-0 forfeit, unless determined to be a scheduling error or the team has communicated an acceptable situation to the host/home team. If 7 or 8 players are present, the game will still be played as an exhibition, and pitch counts will still count in daily/weekly totals. The opposing coach will have the option to loan that team a player(s) to play the game, but that player(s) may not pitch.
- 11U/13U/15U/18UA/18U AA - A courtesy runner may be used for catchers when they are on base with 2 outs in an inning for all regular-season league games. The courtesy runner must be a player who is not already in the lineup, except during Unlimited Substitution where the player may be the "last out" of the offensive team. The courtesy runner rule is not permitted for use during any Provincial Championship.
- 18UAAA/BAEL - A courtesy runner will be permitted to replace the catcher and/or the pitcher on any base provided that there are two outs in the inning. The catcher and pitcher will be defined as the players who finished the previous defensive inning in those positions.
  - The courtesy runner must be a player from the bench who has not yet entered the official lineup for their team.
  - If a team no longer has any players on the bench who are eligible, they will not be permitted a courtesy runner.
  - A player may be a courtesy runner multiple times in the same game, provided they have not entered the official lineup in any offensive (pinch hitter/pinch runner) or defensive position

## EXTRA INNING GAME PROCEDURE - 13U, 15U, 18U CATEGORIES\*

If the game is tied at the completion of regulation (7 innings), the following procedures will be implemented during extra innings: Each team will begin the extra inning (and any subsequent necessary extra innings) with a base runner on first and second, no outs. (See example below to confirm who is on first and second) The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. (See example below to confirm who is at bat) 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.

Example:

If the last regulation inning ends with the #6 hitter having the last plate appearance, then the extra inning begins with the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base. With the exception of beginning the inning with runners on first and second base with no one out, all other League Rules and Baseball Canada rules will remain in effect during extra innings required to determine a winner.

*\*This rule will be applied to all Baseball Alberta League Games and the Round Robin portion of the Provincial Championships.*

## FORCE PLAY SLIDE RULE

The intent of the force-play-slide rule is to ensure the safety of all players. This is a safety and an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

**A.** On any force play, the runner must slide on the ground before the base and in a direct line between the two bases.

Exception:

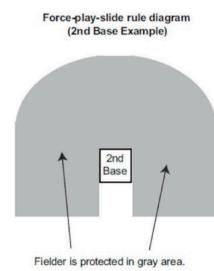
A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.

"On the ground" means either a head-first slide or a slide with one leg and buttock on the ground before the base.

"Directly into a base" means the runner's entire body (feet, legs, trunk, and arms) must stay in a straight line between the bases.

**B.** Contact with a fielder is legal, and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline extended.

Approved Ruling – If contact occurs on top of the base as a result of a "pop-up" slide, this contact is legal.



**C.** Actions by a runner are illegal, and interference shall be called if:

1. The runner slides or runs out of the base line in the direction of the fielder and alters the play of a fielder (with or without contact)
2. The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder
3. The runner's raised leg makes contact higher than the fielder's knee when in a standing position
4. The runner slashes or kicks the fielder with either leg
5. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

#### **PENALTY for 1-5**

1. With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out, and no other runner(s) shall advance.
2. With two outs, the interfering runner shall be declared out, and no other runner(s) shall advance.
3. If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

#### **Approved Ruling**

If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

#### **Note:**

On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner's action.

## **PITCH COUNT GENERAL RULES**

- Any player on the team is eligible to pitch, and there are no restrictions to the number of pitchers a manager may use in a game.
- Pitchers shall be permitted to have 2 appearances in the same calendar day. If a pitcher requires a rest following 1st appearance, they cannot return in the same calendar day (see examples below).
- Pitcher cannot pitch 3 consecutive days unless a pitcher's first 2 days combined does not exceed:
  - 11U – 20 league/25 provincials
  - 13U – 25 league/30 provincials
  - 15U Boys/Girls – 30 league/35 provincials
  - 18U – 30 league/40 provincials
- If a pitcher's Day 1 + Day 2 exceed the figure above for their division, they require rest as defined in the pitch count chart. Pitcher's cannot pitch 4 consecutive days.
- A pitcher who has pitched on 2 consecutive days and whose total exceeds the low category maximum allowance will not be able to pitch again on the second day.
- The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest starting the next calendar day. Athletes must not exceed the maximum pitch count total for that day.
- Once a player assumes the position of pitcher, they cannot catch for the remainder of the game.
- If a player pitches in the first game of the day and is eligible to pitch again in the same day, he may pitch or catch in the second game, but not both.
- Pitchers will be permitted to finish the batter if the maximum pitch limit has been reached.

#### **SURPASSING THRESHOLDS WITHOUT DAYS OF REST REQUIREMENT EXPANSION**

This rule will apply to the AAA League regular season and Provincial Championships for all AAA age groups in 2025. When a pitcher reaches the maximum number of pitches allowed for a threshold (See Pitch Count Table), they can complete the earlier of the (i) the end of the at-bat or (ii) the end of the inning, without penalty on days of rest, as long as he/she does not pitch to another batter. The number of pitches corresponding to the threshold reached will be indicated on the pitching log. The coach or manager needs to acknowledge this to the umpire at the moment prior to the next pitch. The umpire will notify the scorekeeper of the threshold.

- Required Rest shall be defined in "Days" starting at 12:01am and ending at 11:59pm of the next calendar day.
- If a game continues past 12:01am, those pitches are counted as if the pitched prior to midnight. If a game is suspended, when it resumes it is defined as a different day.
- 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.

## League Play Pitch Counts

	<b>11U</b>	<b>13U</b>	<b>15U</b>	<b>18U</b>	<b>Rest Required</b>
<b>LOW</b>	1-20	1-25	1-30	1-30	<b>NONE</b>
<b>MEDIUM LOW</b>	21-30	26-35	31-40	31-44	<b>1 DAY</b>
<b>MEDIUM</b>	31-44	36-54	41-59	45-64	<b>2 DAYS</b>
<b>MEDIUM HIGH</b>	45-54	55-64	60-74	65-79	<b>3 DAYS</b>
<b>HIGH</b>	55-70	65-80	75-90	80-100	<b>4 DAYS</b>
<b>MAXIMUM</b>	<b>70</b>	<b>80</b>	<b>90</b>	<b>100</b>	

## Provincial Championship Pitch Counts

	<b>11U</b>	<b>13U</b>	<b>15U</b>	<b>18U</b>	<b>Rest Required</b>
<b>LOW</b>	1-25	1-30	1-35	1-40	<b>NONE</b>
<b>MEDIUM LOW</b>	26-40	31-45	36-50	41-55	<b>1 DAY</b>
<b>MEDIUM</b>	41-55	46-60	51-65	56-70	<b>2 DAYS</b>
<b>MEDIUM HIGH</b>	56-65	61-75	66-80	71-85	<b>3 DAYS</b>
<b>HIGH</b>	66-75	76-85	81-95	86-105	<b>4 DAYS</b>
<b>MAXIMUM</b>	<b>75</b>	<b>85</b>	<b>95</b>	<b>105</b>	

### BASEBALL ALBERTA SPECIFIC RULES

The scorekeeper will inform the umpire of the pitch count when a count is nearing the end of a pitcher's daily limits. The umpire will then notify the team manager or coach of the pitcher's team so that an opportunity for assignment correction may be immediately affected.

The Official League Regular Season final weekend will be defined as the weekend prior to the scheduled Provincial Championship at each competition level.

No Breaking Balls shall be permitted at the 11U age category – if a coach feels that the opposing team's pitchers are throwing breaking balls the umpire will be notified and if deemed necessary a note will be placed in the game report. The Baseball Alberta office will investigate and follow the same procedure used for pitch count violations.

A Breaking Ball shall be defined as any pitch where the hand is pronated, supinated, turned or snapped in a fashion where the baseball rotates in a side to side, forward spinning or with unnatural action that is not consistent with the pitcher's natural fastball rotation.

In the umpire's judgment, if a pitcher at the 11U age category throws a breaking ball, such pitch will be deemed illegal and will be called a "ball". If as a result of the pitch, the batter reaches first base as a result of the play (such as hit or walk) and all other runners advance at least one base, the play will stand without reference to the illegal pitch. No outs may be recorded as a result of such illegal pitch.

The umpire will warn the Manager that the pitch is illegal and permit the Manager to advise his pitcher accordingly. No visit to the mound will be charged to the team. This warning must be given regardless of whether or not there was a play that occurred after the pitch. If, after the warning, the pitcher delivers another breaking ball, the Manager will be ejected. If the pitcher, or any subsequent pitcher, delivers another breaking ball, such pitcher will be ejected.

Change-Ups and off speed pitches where the baseball rotates in a similar fashion to a fastball will be permitted at all levels and should be observed by the umpire prior to an appearance during warm-up.

Pitcher Warm-Up Rule can be utilized by all divisions (only during limited substitution) – A position player that is scheduled to pitch may exit the game to warm-up and re-enter with the intent of throwing the first pitch of the next defensive inning. The substitute player will not lose eligibility unless the pitcher does not begin the inning following the warm-up period and will then be considered active. The pitcher would then lose playing eligibility in the game. The substitute player must not have previously been in the game.

### PITCH COUNT VIOLATION POLICIES

Head Coaches or Team Managers are responsible for adhering to the Pitch Count policy. In case of an infraction, the following consequences for non-compliance will be applied, covering one calendar season:

**1st Infraction:** A written warning will be issued to the Head Coach or Team Manager.

**2nd Infraction:** A 1-game suspension will be issued to the Head Coach or Team Manager.

**3rd Infraction:** A 3-game suspension will be issued to the Head Coach or Team Manager.

**4th Infraction:** A minimum 5-game suspension and "Prohibited Indefinitely Status" will be issued to the Head Coach or Team Manager.

Violation of any pitching rules may result in forfeiture of the game in which the violation occurred. When the use of an ineligible pitcher is evident, scorekeepers or other officials MUST notify the team manager or coach immediately for correction.

Baseball Alberta reserves the right to increase suspension time based on the violation, and the coach must be reinstated with written approval from Baseball Alberta. A subsequent fine may be incurred, along with follow-up recertification.

**Pitch Count Hearing Policy:** A suspended or fined manager or coach may request a hearing involving Baseball Alberta at any point in the process; a \$100.00 cost will be incurred.

**Appeal Policy:** A suspended or fined manager or coach may appeal a decision at any point in the process; a \$200.00 cost will be incurred if the decision is upheld.

#### **PROVINCIAL CHAMPIONSHIP PITCH COUNT VIOLATION PROCEDURE**

Scorekeepers and coaches must identify any potential infraction before it occurs. **No** protests will be heard after the fact. If an infraction is identified after it occurs, the player will be removed from the pitching position, and no protest or forfeiture will occur.

Posting/Updating of Pitch Count totals (Poster Boards) should be displayed at all diamonds being used during Provincial Championships.

#### **EXTRA-HITTER (EH) RULE**

**League Play:** Applicable in ALL rounds (where unlimited substitution is not applicable) up to **and including the Provincial Championships, except for the 18U AAA & BAEL Provincial Championships.**

An Extra-Hitter (EH) may be placed on the lineup card (a 10th hitter in the batting order; can be placed anywhere in the batting order) as a way to get more athletes at-bats throughout the game. This rule is optional for both teams prior to each game and DOES NOT have to be used by both teams during a game.

**A.** This rule may be used in any Baseball Alberta League game that is not already hitting everyone on the lineup card.

**B.** Each team has the option to use an extra hitter (EH) and bat ten (10) players. The EH must be marked on the lineup at the start of the game and must be used for the entire game.

**C.** The EH may be interchanged with any other position during the game and can be changed multiple times (for example, the SS could become the EH, and the EH become the SS).

**D.** At the 15U AAA and 18U level a team may elect to use an EH and a DH. These rules are completely separate.

**E.** In the event that a player is injured or ejected and no substitute is available, the team may remove the EH from the lineup and proceed for the remainder of the game with a nine-player lineup. Any further loss of players would result in a forfeit.

## PARTICIPATION RULE

### Divisions Affected:

13U AA, 13U AAA, 15U AA, and 15U AAA.

**Participation Rule** – For 13U AAA and 15U AAA, this rule will be applied to league play leading up to but not including Provincial Championships. All players who are listed on the official lineup card will play a defensive position for 3 of his team's defensive outs and receive 1 plate appearance.

**NEW FOR 2025** For 13U AA Tier 2+ and 15U AA Tier 2+ Provincial Championships, this rule will be applied to league play and Provincial Championships. For 13U AA Tier 1 and 15U AA Tier 1 this rule will be applied to league play leading up to but not including Provincial Championships. In 13U AA Tier 1 and 15U AA Tier 1 Provincial Championships, teams can independently choose to not use the Participation Rule. This declaration must be made by the team at the plate meeting with the umpires and opposition, prior to each game.

### Exceptions:

A. Starting pitchers will not be subjected to this rule.  
B. In rounds where the Designated Hitter is allowed, a Designated Hitter is not required to play a defensive position during 3 of his team's defensive outs provided he receives 3 plate appearances through the course of the game.

C. When a team is scheduled to play 2 games in one day, the scheduled starting pitcher for the second game of the day is not subject to this participation rule during the first game. If this is the coach's intention, he should make note of that to the umpire and opposing coach before the first game.

D. When a team is scheduled to play two games in one day, a coach may choose to have two players playing the same position play complete games. A player playing the second game of the day in this situation is not subject to the participation rule. However, these players cannot be substituted for except in case of injury or illness.

E. Any 13U pitcher who throws more than 64 pitches will not be subjected to this participation rule during a second game on the same day.

F. Any 15U pitcher who throws more than 74 pitches will not be subjected to this participation rule during the second game on the same day.

- It is understood that circumstances will sometimes inhibit coaches from being able to adhere to this rule, e.g., 10 run mercy rule shortened games, rain-shortened games.
- Score sheets will not be submitted to Baseball Alberta to determine coaches' adherence to this participation rule. Baseball Alberta will rely on the professionalism and ethics of its coaches to adhere to this rule. Baseball Alberta encourages opposition coaches as well as outside observers to report cases of non-compliance.
- Any coach or team who is found to have deliberately failed to comply with this rule will be subject to sanctions according to Baseball Alberta's Discipline Policy.

### LIMITED RE-ENTRY SUBSTITUTION EXAMPLES

1. Player A starts the game in right field and batting 3rd in the batting order. In the 4th inning, Player B replaced Player A in right field and is now hitting 3rd in the batting order. In the 6th inning, Player A re-enters the game in right field for Player B and returns to the 3rd spot in the batting order. Player B is no longer eligible to return to the game.
2. Player A starts the game at shortstop and batting 3rd in the batting order. In the 2nd inning, Player B replaces Player A in the batting order but is playing right field; Player C is now at shortstop. In the 5th inning, Player A re-enters the game and replaces Player B in the batting order and returns to playing shortstop. Player C moves to right field. Player B is no longer eligible to return to the game.
3. Player A starts the game as the pitcher and is batting 9th in the batting order. In the 4th inning, Player B comes into the game to pitch and replaces Player A in the batting order. In the 6th inning, Player A re-enters the game for Player B but moves to shortstop. Player C who was the shortstop is now pitching. Player A remains at 9th in the batting order and Player B is no longer eligible to return to the game.
4. Player A starts the game as a pitcher and is batting 9th in the batting order. Player C starts the game at shortstop and is batting 5th in the batting order. In the 4th inning, Player B comes into the game to pitch; Player A moves from pitcher to shortstop; Player C is removed from the game. Player B has replaced Player C and is now batting 5th in the batting order, Player A remains batting 9th in the batting order. In the 6th inning, Player C re-enters the game for Player B to pitch; Player C is now batting 5th in the batting order; Player B is no longer eligible to return.

## PROTESTS

A decision based on an umpire's judgment shall offer no basis for protest.

The Home and Visiting Team must each assign two Protest Committee members to decide on protests in Provincial League games. In order for a protest to be lodged, the protesting team must notify the umpire of the request to protest the decision/call before the next pitch, play, or attempted play. If the umpire agrees the protest is legal, the protesting team must provide \$100 in cash to the Official Scorekeeper to officially launch the protest. The Protest Committee (4 members) will then be summoned and will hear the protest. The Committee will remove themselves from the area of play to discuss the protest and make a decision (through a majority vote) utilizing the rules of play for Baseball Canada/Baseball Alberta.

If the Committee cannot reach a majority vote on the protest, the Official Scorekeeper will then put all 4 names and their vote on separate pieces of paper and place in a hat, drawing out 3 names. The majority of the votes will then be decided by those 3 names drawn and will be accepted as the Protest Committee decision. If the protest is upheld (protesting team wins the protest), the protesting team will be given their \$100 cash back, and the game will resume from the point of stoppage with the new decision taking effect.

If the protest is not upheld (protesting team loses the protest), the \$100 will be sent into Baseball Alberta with a copy of the protest report and the game will resume from the point of the stoppage. The Protest Committee must then ensure that the Protest Report is completed and left with the Official Scorekeeper (to be sent in by the Hosting Coordinator with the Game Summary Report to Baseball Alberta). Protest Committee members should be objective individuals with good knowledge of the game of baseball.

### PROTESTS – PROVINCIAL CHAMPIONSHIPS

The host site shall appoint at least two members to the Protest Committee. The Tournament Director and two members shall deal with all protests and disputes arising in a playoff, and their ruling shall be final and binding.

The Umpire and the Tournament Director in attendance shall be notified, at the time of the alleged infraction, that a protest is being lodged.

A decision based on an umpire's judgment shall offer no basis for protest.

In reaching its decision on any legitimate protest, the Protest Committee shall meet immediately with the game umpires and the team managers involved in the dispute, with the game remaining in a state of suspension until a decision is made.

No protest shall be considered by this committee unless the prescribed fee of \$100 has been paid in cash. This fee shall be returned if the protest is upheld.

Any member of the Board of Directors involved in a protest shall be disqualified from voting on the protest.

# 9U (ROOKIE) GAME MODIFICATIONS / RULES

## **Home / Visitor & Scorekeeping**

Home and visitor can be decided by a glove flip / coin toss. Score will not be kept, this is introduced in 11U.

## **Defensive Positions**

Players will be placed in the following defensive positions LF, CF, RF, 1st, 2nd, SS, 3rd, catcher and pitcher (5 steps behind the coach that is throwing to the hitters) for a total of 9 positions. If a team prefers, they can play with a 4th outfielder instead of having the pitcher position in the rotation.

## **Rotate Positions**

Participants will rotate one defensive position after every 2 batters, with the exception of the catcher. This position will not rotate every batters the participant will be the catcher for the complete half of their defensive inning.

## **Bases Loaded**

The team that is batting will start with the bases loaded (one runner on each base). Same concept as if the first 3 batters of the game got walked and it instantly engages 3 extra players beyond just the hitter and on-deck hitter.

## **Extra Base Hits**

If a player hits the ball far enough and can get a double, triple or homerun they are encouraged / allowed to, with the base runners in front of them also advancing. Once the play stops, celebrate / acknowledge the great hit by the batter and reload the bases with the batter that just hit going to 1st base and the 2 base runners in front of them returning to 2nd and 3rd. This will also result in all 3 of them getting additional base running experience, physical activity and keeps more players engaged.

## **Outs**

“Outs” will be called (eg. thrown ball beats the runner to first base, runner is tagged when not on a base, etc.). The participant that is “out” will just return to their bench and this baserunner position will remain empty.

## **Advancing on Overthrows / Ball Returned to the Infield / Stealing & Lead-offs**

For balls that are hit / overthrown to the outfield or overthrown into foul territory (eg. shortstop overthrows 1st base), all baserunners may run / advance UNTIL the ball reaches the infield (controlled or uncontrolled by an infielder). At the end of the play all baserunners will return to the necessary base to load the bases. Participants are not allowed to steal bases or lead-off.

## **Everyone Bats**

The offensive team will bat every participant, there is not 3 “outs”. Once each participant has hit, the teams will switch.

## **Helmets**

Helmets are mandatory for all hitters, on-deck batters and base runners.

## **Maximum # of Pitches Per Batter**

In order to keep the game moving along, each batter will receive a maximum of 5 pitches (May) / 4 pitches (June) from their coach, either underhand or overhand at the coach's discretion based on the participant's ability. If they have not made contact after 5 swings (May) / 4 pitches (June), a ball will be placed on a batting T for them to hit.

## **Game Balls**

A soft stitch indoor ball will be utilized as the game ball. As the coaches pitch to their batters from such close proximity, using these balls provides a safety factor when coaches get hit with a line drive / hard ground ball. This also encourages players to get in front of the ball and not just hold their glove out to the side of their body when attempting to field or catch a ball.

## **Base Distance**

Thrown down bases will be set up 15 - 16 regular walking steps (approx. 45 - 50 feet) apart.

## **On-deck & Catcher Circles**

To ensure the on-deck batters and catchers remain a safe proximity to the batter, a hoola hoop can be used to represent the on-deck circle and the catcher's area.

**Equipment**

Equipment bag, set of throw down bases & home plate, bucket of balls (6 soft stitch, 20 whiffle balls, 10 tennis balls, 10 incredi-balls), 10 cones, 8 hoola hoops, 3 bats (24", 25" & 26"), set of catcher's gear, first aid kit.

**Pitching**

Coaches pitch from being on one knee, essentially throwing darts, as an adult standing and throwing results in way too high of an arm angle that the ball comes from to home plate. They place a regular plastic baseball bucket in front of themselves and use a glove as added protection. They are encouraged to move closer / further away depending on the hitter's ability and if they are throwing overhand or underhand to the hitter. We use Easton Soft Stitch Incredi-balls, they're essentially an indoor nylon ball, but they work great for this program and are a lot better than the typically plastic covered incredi-balls.

Coaches are encouraged to throw underhand to all of the batters for the first week, however, after the first week they can throw overhand or underhand based on the player's ability. The goal is to eventually get everyone hitting overhand pitching.

**Catchers**

The catcher for the next inning should be the first batter so they have time to get the gear on. Catchers do not throw each ball back to the coach / pitcher. If they miss it, they leave it and get ready for the next pitch. If they catch it they just roll it behind their back or flip it up to the coach at the home plate area that is helping out (making sure catchers don't get too close to hitters, hitter's stand properly, etc.)

**Position Cones**

Short, very flimsy soccer cones are placed at each position for the first week to assist the players with where each position typically plays / positions themselves. It helps to avoid someone rotating to play second base and just standing on the base. It also gives the young players a visual of where to rotate to. In the 2nd week the cones are removed halfway through the game, players are encouraged to help each other with where they need to rotate to after every 2 batters. In the 3rd week the coaches can continue with the cones for half the game or not use them at all. An email reminder will be sent out at the start of each week to the coaches about the progression.

**Maximum Swings**

This is just a reminder: players get 5 swings in May and 4 in June. If they swing 5 / 4 times and do not make contact, there will be a batting T approx. 6 feet from home plate that is placed at home plate and the struggling hitter hits off the batting T.

**Roster Size**

Roster size preference is 8 players / team but 9 is the maximum and is not exceeded for any reason. The concept behind this is that as quantity goes up, quality often goes down. This also assists inexperienced coaches with not getting overwhelmed.

## 11U A RULES OF PLAY

All Rounds of League Play and Provincial Championships follow Baseball Canada rules, except for specific identifications.

### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

### **Participation Rule**

A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)

### **Mercy Rule**

In effect -- 10 run differential when the losing team has completed their 4th offensive inning/at bat

### **Game Time Limit** - Rounds 1, 2, 3 - All Tiers

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Round Robin Game Time Limit in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit in all 'A' age categories and all 'AA' age categories - there will be no game time limit

### **Games cannot end in a tie**

Games will need to go into extra innings to finish the game. The extra inning at 11U is played as a regular inning, with the bases empty.

### **Number of Innings**

All games are of six innings to be completed, if time and weather permits. However, three and a half (3-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.

### **Maximum 5 Run / Half Inning Rule**

For 11U A once the 5th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. This rule will apply to 11U A League Play and Provincial Championship play.

### **Completion of Games**

All games must be completed, even if the run differential exceeds the Maximum 5 Run / Half Inning Rule.

### **Bunts**

Are permitted

### **Stealing**

Is permitted once the pitched ball has crossed home plate. If there is a violation, the runner is returned to their base and the ball is dead.

### **Runners on Passed Balls**

Can advance, including attempting to score at home plate.

**Runner Advancement \*ADDITIONAL CLARIFICATION FOR 2025\***

When a team has a lead of seven or more runs, the runner(s) of this team can reach the following base only when the ball is hit or if forced to advance. If the runner advances in error, they are returned to the original base and the ball is dead. A baserunner(s) is able to advance should the defense attempt to make a defensive play to retire a base runner. A throwback from the catcher to the pitcher after a pitch does not constitute a defensive play to retire a base runner.

**Catcher's Miss of a Third Strike**

The batter cannot become a runner on a catcher's miss of a third strike. The third strike, either called or swinging does NOT have to be caught by the catcher. The batter is automatically retired. However the ball is alive and in play for runners that are on base.

**Lead Offs and Intentional Walks**

Not permitted.

**Infield Fly Rule \*ADDED CLARIFICATION FOR 2025\***

The Infield Fly Rule applies to 11U categories

## 11U AA RULES OF PLAY

All rounds of League Play and Provincial Championships follow Baseball Canada rules, except for specific identifications.

### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

### **Participation Rule**

A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)

### **Mercy Rule**

In effect -- 10 run differential when the losing team has completed their 4th offensive inning/at bat

### **Game Time Limit - Rounds 1, 2, 3 - All Tiers**

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Round Robin Game Time Limit in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit in all 'A' age categories and all 'AA' age categories - there will be no game time limit

### **Games cannot end in a tie**

Games will need to go into extra innings to finish the game. The extra inning at 11U is played as a regular inning, with the bases empty.

### **Number of Innings**

All games are of six innings to be completed, if time and weather permits. However, three and a half (3-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.

**Maximum 7 Run / Half Inning Rule** Once the 7th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. This rule will apply to 11U AA as follows:

- All Tiers – Round 1 (May) and Round 2 (June) – Maximum 7 Run / Half Inning Rule in effect
- All Tiers – Round 3 (July) and Provincial Championships will be Open Innings

### **Completion of Games**

All games must be completed, even if the run differential exceeds the Maximum 7 Run / Half Inning Rule.

### **Bunts**

Are permitted

### **Stealing**

Is permitted once the pitched ball has crossed home plate. If there is a violation, the runner is returned to their base and the ball is dead.

### **Runners on Passed Balls**

Can advance, including attempting to score at home plate.

**Runner Advancement \*ADDITIONAL CLARIFICATION FOR 2025\***

When a team has a lead of seven or more runs, the runner(s) of this team can reach the following base only when the ball is hit or if forced to advance. If the runner advances in error, they are returned to the original base and the ball is dead. A baserunner(s) is able to advance should the defense attempt to make a defensive play to retire a base runner. A throwback from the catcher to the pitcher after a pitch does not constitute a defensive play to retire a base runner.

**Catcher's Miss of a Third Strike**

The batter cannot become a runner on a catcher's miss of a third strike. The third strike, either called or swinging does NOT have to be caught by the catcher. The batter is automatically retired. However the ball is alive and in play for runners that are on base.

**Lead Offs and Intentional Walks**

Not permitted.

**Infield Fly Rule \*ADDED CLARIFICATION FOR 2025\***

The Infield Fly Rule applies to 11U categories

## 13U A RULES OF PLAY

Baseball Canada rules except where identified for the following:

### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

### **Participation Rule**

A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)

### **Mercy Rule**

In effect -- 10 run differential when the losing team has completed their 5th offensive inning/at bat

### **Maximum 5 Run / Half Inning Rule**

For 13U A once the 5th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. This rule will apply to 13U A League Play and Provincial Championship play.

### **Game Time Limit** - Rounds 1, 2, 3 - All Tiers

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Round Robin Game Time Limit in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit in all 'A' age categories and all 'AA' age categories - there will be no game time limit

### **Number of Innings**

All games are of seven innings to be completed, if time and weather permits. However, four and a half (4-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.

### **Games cannot end in a tie**

Games will need to go into extra innings to finish the game. The extra inning at 13U is played with each team beginning the extra inning (and any subsequent necessary extra innings) with a base runner on first and second, no outs. The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. See examples found in the General Rules of Play for more clarification.

### **Completion of Games**

All games must be completed, even if the run differential exceeds the Maximum 5 Run / Half Inning Rule.

## 13U AA RULES OF PLAY

### 13U AA ALL TIERS - ROUNDS 1 AND 2 RULES

Baseball Canada rules except where identified for the following:

#### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

#### **Participation Rule**

All players listed play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

#### **Maximum 7 Run / Half Inning Rule**

Once the 7th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. This rule will apply to 13U AA as follows:

- 13U AA Tiers 1-3 – Maximum 7 Run / Half Inning Rule applies to Round 1 Only (Round 2, 3 and Provincial Championships will be Open Innings)
- 13U AA Tiers 4+ -- Maximum 7 Run / Half Inning Rule applies to Round 1, Round 2 and Round 3 (Provincial Championships will be Open Innings)

#### **Mercy Rule**

In effect -- 10 run differential when the losing team has completed their 5th offensive inning/at bat

#### **Game Time Limit**

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

# 13U AA RULES OF PLAY

## 13U AA ALL TIERS - ROUND 3 AND PROVINCIAL CHAMPIONSHIPS RULES

Baseball Canada rules except where identified for the following:

### **Unlimited Substitution**

The Unlimited Substitution rule will apply to all 13U AA Rounds of Play, including Provincial Championships, for all Tiers of 13U AA. Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card – any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

### **Participation Rule - 13U AA All Tiers - Rounds 1, 2, 3**

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

### **NEW FOR 2025 Participation Rule - 13U AA Tier 1 Provincial Championships**

Teams will have the option to play with or without the AA Participation Rule for the AA Tier 1 Provincial Championship round robin and playoff games. A team will be required to declare their selection at the home plate meeting prior to each game.

### **Participation Rule - 13U AA Tier 2+ Provincial Championship**

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

In the event a player is ejected or injured and no substitute is available, the last player substituted for may re-enter the game, and thus, there will be no forfeit (unless the injury/ejection leaves the team with only 8 players remaining).

### **Maximum 7 Run/Half Inning Rule**

Maximum 7 Run / Half Inning Rule - once the 7th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. This rule will apply to 13U AA as follows:

- 13U AA Tiers 1-3 – Maximum 7 Run / Half Inning Rule applies to Round 1 Only (Round 2, 3 and Provincial Championships will be Open Innings)
- 13U AA Tiers 4+ – Maximum 7 Run / Half Inning Rule applies to Round 1, Round 2 and Round 3 (Provincial Championships will be Open Innings)

### **Mercy Rule**

In effect – 10 run differential when the losing team has completed their 5th offensive inning/at bat

### **Game Time Limit - Rounds 1, 2, 3 - All Tiers**

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025 Provincial Championship Round Robin Game Time Limit** in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown. There is no time limit for 'AA' Tier 1 Provincial Championship games.

**NEW FOR 2025 Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit** in all 'A' age categories and all 'AA' age categories - there will be no game time limit

## 13U AAA RULES OF PLAY

### 13U AAA DEVELOPMENTAL ROUND RULES

Baseball Canada rules (including pitching restrictions/limitations) except for the following:

#### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

#### **Participation Rule**

All players listed play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

#### **Mercy Rule**

In effect (10 run differential when the losing team has completed their 5th offensive inning).

## 13U AAA LEAGUE PLAY AND PROVINCIAL CHAMPIONSHIPS

#### **Participation Rule:**

Except for the Provincial Championship, all players listed on the official lineup card will play a defensive position for 3 of his/her team's defensive outs and receive 1 plate appearance.

Baseball Canada rules apply for the 13U AAA division (limited substitution/re-entry rule, please see general rules) including a pitcher may not return to the mound if removed from the mound or the game, except for the following:

- Mercy Rule is in effect.
- In the event of a player ejection or injury without a substitute available, the last player substituted for may re-enter the game, and there will be no forfeit (unless the injury/ejection leaves the team with 8 players remaining).

## 15U A RULES OF PLAY

Baseball Canada rules except where identified for the following:

**Unlimited Substitution:** Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

**Participation Rule:** A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)

**Mercy Rule:** In effect -- 10 run differential when the losing team has completed their 5th offensive inning/at bat

**Maximum 7 Run / Half Inning Rule** - for 15U A once the 7th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. This rule will apply to 15U A League Play and Provincial Championship play.

**Game Time Limit** - Rounds 1, 2, 3 - All Tiers

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Round Robin Game Time Limit in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit in all 'A' age categories and all 'AA' age categories - there will be no game time limit

**Number of Innings:** All games are of seven innings to be completed, if time and weather permits. However, four and a half (4-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.

**Games cannot end in a tie** - Games will need to go into extra innings to finish the game. The extra inning at 15U is played with each team beginning the extra inning (and any subsequent necessary extra innings) with a base runner on first and second, no outs. The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. See examples found in the [General Rules of Play](#) for more clarification.

**Completion of Games:** All games must be completed, even if the run differential exceeds the Maximum 7 Run / Half Inning Rule.

## 15U AA RULES OF PLAY

### 15U AA ALL TIERS - ROUNDS 1 AND 2 RULES

Baseball Canada rules (including pitching restrictions/limitations) except for the following:

#### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

#### **Participation Rule**

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

#### **Mercy Rule**

In effect (10 run differential when the losing team has completed their 5th offensive inning).

#### **Game Time Limit**

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

### 15U AA ALL TIERS - ROUND 3 AND PROVINCIAL CHAMPIONSHIP RULES

Except for the following, Baseball Canada rules apply for the 15U division (limited substitution/re-entry rule, please see examples in general rules) including a pitcher may not return to the mound if removed from the mound or the game, except for the following:

#### **Participation Rule - 15U AA All Tiers - Rounds 1, 2, 3**

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

#### **NEW FOR 2025 Participation Rule - 15U AA Tier 1 Provincial Championships**

Teams will have the option to play with or without the AA Participation Rule for the AA Tier 1 Provincial Championship round robin and playoff games. A team will be required to declare their selection at the home plate meeting prior to each game.

#### **Participation Rule - 15U AA Tier 2+ Provincial Championship**

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

In the event a player is ejected or injured and no substitute is available, the last player substituted for may re-enter the game, and thus, there will be no forfeit (unless the injury/ejection leaves the team with only 8 players remaining).

#### **Mercy Rule**

In effect (10 run differential when the losing team has completed their 5th offensive inning).

#### **Game Time Limit - Rounds 1, 2, 3 - All Tiers**

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025 Provincial Championship Round Robin Game Time Limit** in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown. There is no time limit for 'AA' Tier 1 Provincial Championship games.

**NEW FOR 2025 Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit** in all 'A' age categories and all 'AA' age categories - there will be no game time limit

## 15U AAA RULES OF PLAY

### 15U AAA EXHIBITION WEEKEND RULES

Baseball Canada rules (including pitching restrictions/limitations) except for the following:

#### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

#### **Participation Rule**

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

#### **Mercy Rule**

In effect (10 run differential when the losing team has completed their 5th offensive inning).

### 15U AAA LEAGUE PLAY AND PROVINCIAL CHAMPIONSHIPS

Baseball Canada rules apply for the 15U division (limited substitution/re-entry rule, please see examples in general rules) including a pitcher may not return to the mound if removed from the mound or the game, except for the following:

#### **Participation Rule**

Except for the Provincial Championship, all players listed on the official lineup card will play a defensive position for 3 of his/her team's defensive outs and receive 1 plate appearance.

#### **Mercy Rule**

In effect (10 run differential when the losing team has completed their 5th offensive inning).

*In the event that a player is ejected or injured and no substitute is available, the last player substituted for may re-enter the game, and thus, there will be no forfeit (unless the injury/ejection leaves the team with 8 players remaining).*

#### **Designated Hitter Rule**

The designated hitter may be utilized at the 15U 'AAA' League Play. The designated hitter rule is not permitted during the Provincial Championship. Regarding the use of the Designated Hitter with limited re-entry rules, the termination of the Designated Hitter in the game also eliminates the re-entry for the starting Designated Hitter.

## 18U A RULES OF PLAY

Baseball Canada rules except where identified for the following:

### **Unlimited Substitution**

Every player present will be placed on the line-up card in the batting order and will all bat in order; players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

**All players who are present for a game and in uniform** (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

### **Participation Rule**

A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)

### **Mercy Rule**

In effect -- 10 run differential when the losing team has completed their 5th offensive inning/at bat

### **Maximum 7 Run / Half Inning Rule**

For 18U A once the 7th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. This rule will apply to 18U A League Play and Provincial Championship play.

### **Game Time Limit - Rounds 1, 2, 3 - All Tiers**

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Round Robin Game Time Limit in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025** Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit in all 'A' age categories and all 'AA' age categories - there will be no game time limit

### **Number of Innings**

All games are of seven innings to be completed, if time and weather permits. However, four and a half (4-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.

### **Games cannot end in a tie**

Games will need to go into extra innings to finish the game. The extra inning at 18U is played with each team beginning the extra inning (and any subsequent necessary extra innings) with a base runner on first and second, no outs. The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. See examples found in the [General Rules of Play](#) for more clarification.

### **Completion of Games**

All games must be completed, even if the run differential exceeds the Maximum 7 Run / Half Inning Rule.

## 18U AA RULES OF PLAY

### ALL TIERS - ROUNDS 1 AND 2 RULES

Baseball Canada rules (including DH) except for:

#### Game Time Limit - Rounds 1, 2, 3 - All Tiers

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025 Provincial Championship Round Robin Game Time Limit** in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown. There is no time limit for 'AA' Tier 1 Provincial Championship games.

**NEW FOR 2025 Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit** in all 'A' age categories and all 'AA' age categories - there will be no game time limit

**Limited Substitution (Re-Entry) Rule**, including the ability to re-enter the last player substituted for in case of injury/ejection when no substitutes are still available; a pitcher who leaves the mound or the game may not pitch again in that game or catch in the same game (Please see Limited Substitution examples in general rules).

If both coaches agree in Rounds 1 and 2, teams may play utilizing the **Unlimited Substitution Rule** to enhance player development (all players bat and free defensive movement in/out except that once a pitcher leaves the mound defensively, that pitcher may not pitch again in that game).

**Mercy Rule** in Effect (10 run differential when the losing team has completed their 5th offensive inning/at bat).

**Designated Hitter/Limited Re-entry** - Regarding the use of the Designated Hitter with limited re-entry rules, the termination of the Designated Hitter in the game also eliminates the re-entry for the starting Designated Hitter.

### TIER 2+ ROUND 3 AND PROVINCIAL CHAMPIONSHIP RULES

Baseball Canada Official Rules of Baseball except for:

#### Game Time Limit - Rounds 1, 2, 3 - All Tiers

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025 Provincial Championship Round Robin Game Time Limit** in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown. There is no time limit for 'AA' Tier 1 Provincial Championship games.

**NEW FOR 2025 Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit** in all 'A' age categories and all 'AA' age categories - there will be no game time limit

**Limited Substitution (Re-Entry) Rule**, including the ability to re-enter the last player substituted for in case of injury/ejection when no substitutes are still available; a pitcher who leaves the mound or the game may not pitch again in that game or catch in the same game (Please see Limited Substitution examples on page 26).

**Mercy Rule** in Effect (10 run differential when the losing team has completed their 5th offensive inning/at bat).

**Designated Hitter/Limited Re-entry** - Regarding the use of the Designated Hitter with limited re-entry rules, the termination of the Designated Hitter in the game also eliminates the re-entry for the starting Designated Hitter.

## **TIER 1 ROUND 3 AND PROVINCIAL CHAMPIONSHIP RULES**

Baseball Canada Official Rules of Baseball except for:

### **Game Time Limit - Rounds 1, 2, 3 - All Tiers**

No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown.

**NEW FOR 2025 Provincial Championship Round Robin Game Time Limit** in all 'A' age categories and all 'AA' Tier 2+ age categories - No new inning to start after 2 hours and 15 minutes of play, unless the game is tied. The start of the game begins when the first pitch is thrown. There is no time limit for 'AA' Tier 1 Provincial Championship games.

**NEW FOR 2025 Provincial Championship Tie Break/Semi-Final/Championship Game Time Limit** in all 'A' age categories and all 'AA' age categories - there will be no game time limit

**Mercy Rule** in Effect (10 run differential when the losing team has completed their 5th offensive inning/at bat).

Any game where fewer than 9 players are at the diamond within 15 minutes past the designated start of the game will result in a 7-0 forfeit (unless determined to be a scheduling error or team has communicated an acceptable situation to the host/home team); if 7 or 8 players are present (except for Provincial Championship weekend), the game will still be played (pitch counts will still count in daily/weekly total); the opposing coach will have the option to loan that team a player(s) to play the game, but that player(s) may not pitch.

## **BASEBALL ALBERTA ELITE LEAGUE SPECIFIC RULES**

Teams can play unlimited innings to break any ties. In the event of the game having to be stopped due to darkness, weather, curfew, and/or mechanical failure, the game will be reverted back to the last completed inning and will be recorded as a suspended game. In the event that the suspended game cannot be played at a later time, the game will go as unplayed in the standings.

The HOST team will be responsible for providing sufficient Official Baseball Alberta approved baseballs for every game to umpires or to the starting pitchers and umpires, as the case may be. Failure to do so will result in a penalty imposed by Baseball Alberta.

### **Eligibility Rule**

Eligibility for the Provincial Championship tournament will be determined by making at least 5 separate league game appearances from June 1st until the end of the league season. Should a player be on a team's roster and is injured or further circumstances exist, the five-game requirements may be waived upon approval by the Baseball Alberta Executive Director.

Game Appearances shall be defined as:

- Minimum of 1 plate appearance; and/or
- Minimum of 1 batter completed while pitching and/or
- Minimum of 1 defensive inning played in the field

Coaches are responsible for verification of participation for each team at the end of each game. Coaches are encouraged to keep their lineup cards after each game.

All teams are required to keep score for their host games using GameChanger unless they are not participating in the game. In this case, the home team is responsible for scoring on GameChanger.

The Host Team (or Home team, if Host is not playing) MUST have a trained GameChanger volunteer. This may be a parent but CANNOT be a player in or out of the dugout. Failure to do so will result in a \$500 fine per infraction or a penalty imposed by Baseball Alberta.

## BAEL & 18U AAA RULES

### APRIL & MAY GAMES

Baseball Canada rules (including DH) except for:

**Limited Substitution Rule is optional** (if agreed to by both coaches), including the ability to re-enter the last player substituted for in case of injury/ejection with no substitutes still available; a pitcher who is removed from the game shall not be allowed to pitch or catch again that game.

**Designated Hitter/Limited Re-entry** - Regarding the use of the Designated Hitter with limited re-entry rules, the termination of the Designated Hitter in the game also eliminates the re-entry for the starting Designated Hitter.

**Mercy Rule** is in effect (10 run differential when the losing team has completed their 5th offensive inning).

**Courtesy Runner for Catcher and/or Pitcher** - A courtesy runner will be permitted to replace the catcher and/or pitcher on any base provided that there are two outs in the inning. The catcher and pitcher will be defined as the players who finished the previous defensive inning in those positions.

- A courtesy runner must be a player from the bench who has not yet entered the official lineup for their team
- If a team no longer has any players on the bench who are eligible, they will not be permitted a courtesy runner
- A player may be a courtesy runner multiple times in the same game, provided they have not entered the official lineup in any offensive (pinch hitter/pinch runner) or defensive position

**Enforcement of 90 Seconds Between Innings** - The between innings clock will be set at ninety (90) seconds. The umpire will keep time with a stopwatch. The clock will be in effect for the entire game, including any extra innings. It will be activated once the last out of the inning has been recorded. The pitcher must complete and may not exceed 8 warm up pitches within the time. The catcher will be instructed to throw to second base with 30 seconds left on the clock. The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire. The umpire will use discretion when the catcher or pitcher is a runner or batter/hitter when the half inning ends.

- A called ball will be awarded to the hitter by the umpire should a hitter be ready and in the batter's box with the pitcher being deemed unready on the mound for play to begin as time expires
- A called strike will be awarded to the pitcher by the umpire should a pitcher be ready and on the mound with the hitter being deemed unready and not in the batter's box as time expires.

### JUNE & JULY GAMES

Baseball Canada Official Rules of Baseball (including DH) except for:

**Mercy Rule** is in effect (10 run differential when the losing team has completed their 5th offensive inning).

**Courtesy Runner for Catcher and/or Pitcher** - A courtesy runner will be permitted to replace the catcher and/or pitcher on any base provided that there are two outs in the inning. The catcher and pitcher will be defined as the players who finished the previous defensive inning in those positions.

- A courtesy runner must be a player from the bench who has not yet entered the official lineup for their team
- If a team no longer has any players on the bench who are eligible, they will not be permitted a courtesy runner
- A player may be a courtesy runner multiple times in the same game, provided they have not entered the official lineup in any offensive (pinch hitter/pinch runner) or defensive position

**Enforcement of 90 Seconds Between Innings** - The between innings clock will be set at ninety (90) seconds. The umpire will keep time with a stopwatch. The clock will be in effect for the entire game, including any extra innings. It will be activated once the last out of the inning has been recorded. The pitcher must complete and may not exceed 8 warm up pitches within the time. The catcher will be instructed to throw to second base with 30 seconds left on the clock. The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire. The umpire will use discretion when the catcher or pitcher is a runner or batter/hitter when the half inning ends.

- A called ball will be awarded to the hitter by the umpire should a hitter be ready and in the batter's box with the pitcher being deemed unready on the mound for play to begin as time expires
- A called strike will be awarded to the pitcher by the umpire should a pitcher be ready and on the mound with the hitter being deemed unready and not in the batter's box as time expires.

## **BAEL & 18U AAA RELEGATION/PROMOTION GUIDELINES**

### **RELEGATION/PROMOTION GUIDELINES (BAEL/18U AAA Only)**

In an effort to protect the competitiveness of the Baseball Alberta Elite League presented by Rawlings and the 18U AAA League, Baseball Alberta has developed the following guidelines for relegation and promotion between categories. Baseball Alberta league play standings will be used only. There will be no consideration for Tournament, Exhibition or Provincial Game results to calculate Win Percentage and league finishes for promotion/relegation purposes.

#### **Relegation From BAEL to 18U AAA**

- A) Last place finish in the BAEL regular season standings - relegation takes effect the following season
- B) Season Win Percentage below .200 at the end of BAEL regular season play, even if not in last place - relegation takes effect the following season

#### **Promotion From 18U AAA to the BAEL**

- A) First place finish in the 18U AAA League regular season standings - promotion takes effect the following season

#### **Relegation From 18U AAA to 18U AA**

- A) Two season combined Win Percentage during the regular season that is below .300 - relegation takes effect the following season

## 22U LEAGUE RULES OF PLAY

Baseball Canada Official Rules of Baseball will be used (including DH) except for:

**Mercy Rule in Effect** – (10 run differential when the losing team has completed their 5th offensive inning)

**Courtesy Runners** - A courtesy runner may be used for catchers when they are on base with 2 outs in an inning for all regular season league games.

**Extra Innings** - Games will need to go into extra innings to finish the game. The extra inning at 22U is played with each team beginning the extra inning (and any subsequent necessary extra innings) with a base runner on first and second, no outs. The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. See examples found in the General Rules of Play for more clarification.

Only **wood or wood composite bats** will be permitted.

Rawlings ROML or ROMC baseballs are to be used at all games.

The winner of the 22U League Provincial Championship will be given the right to represent Alberta at the Western Canada Junior 'AAA' Championship.

## SENIOR AA RULES OF PLAY

Deadline to submit rosters to Baseball Alberta is July 1st.

Roster Size: max. 25 players.

All players on the roster must be:

- Compliant with Baseball Canada player requirements and be an Alberta resident as of June 1st.
- Must be of amateur status or be removed from professional baseball for the current year.
- Players who sign amateur contracts as "fill-ins" for professional teams must provide contract details to Baseball Alberta prior to the roster being approved.

Roster Sizes must drop below 16 players to make any changes to the original roster after July 10th.

Any changes to a team's roster will be dealt with by the Baseball Alberta Registrar.

Players can only be on one Provincial roster unless approved by the Registrar. 22U players are permitted to appear on both a single 22U roster and a single Senior 'AA' roster.

No pick-ups will be allowed in the Junior & Senior Divisions.

All coaches must be Online Initiation trained. All coaches must have completed these requirements by July 10th, or they will be removed from the roster.

- Provincial "seedings" will be based on the previous Provincial Championship results (where necessary). All new entrants will be placed below those teams that competed in the previous year.
- All Baseball Alberta Senior Division Provincial Championships are wood/wood composite bat tournaments.
- The winner of the Senior "AA" Provincial Championship will be given the right to represent Alberta at the Western Canada Senior 'AA' Championship the following year.
- Rules of Play: Baseball Canada Rules.

# SUNBURST LEAGUE (Senior AAA) RULES OF PLAY

Players can only be on one Senior level Provincial Roster. 22U players are permitted to be on one 22U Provincial roster and one Senior 'AAA' Provincial roster.

## PLAYER ELIGIBILITY

- Compliant with Baseball Canada player requirements and be an Alberta resident as of July 1st.
- Must be of amateur status or be removed from professional baseball for the current year.

***In order to be eligible for Sunburst Playoffs/Provincials, players must meet the following criteria:***

Have an appearance in 35% of games for the team they're rostered on.

An appearance is defined as:

- 1 plate appearance
- 3 defensive outs played
- An appearance as a pitcher.

- Teams must make a reasonable effort to make up games as required in an effort to not abuse the 35% rule.
- In case of injury causing a player to fall below the minimum requirement, the team with that player must request an exemption from the league. Other teams will vote, with the League President being a tiebreaker. A doctor's note on the injury must be provided.
- If a game isn't completed prior to a delay (due to darkness or playing condition), all players on the lineup card are credited with an appearance in the game. Managers must come together to confirm/agree on players at the game and retain the lineup cards for verification.
- Players playing in multiple leagues must meet the same eligibility requirements for playoffs.
- WCBL/WCL players can only have a maximum of 10 appearances in those collegiate leagues (Appearances are defined the same as in the Sunburst League; 1 plate appearance, 3 defensive outs, or an appearance as a pitcher).
- Only players who are in uniform and present at the game can be placed on the lineup card. Coaches are to retain lineup cards from all games for verification of player eligibility.
- If an ineligible player is used, that team will forfeit all games in which the player was used. (Players must be on the GameChanger roster). Any new players added to the GameChanger roster when the season starts must be confirmed by the League President.

## LEAGUE PLAY RULES

Baseball Canada Official Rules of Baseball will be used (including the Designated Hitter).

- All games will be 7 innings.

***A regulation game is:***

- 5 innings have been completed
- 4½ innings have been completed, and the home team holds the lead.
- Mercy Rule - 10 run differential after the losing team has completed their 5th offensive inning. Losing team can elect to continue play regardless of the mercy rule (however, the game is officially final regardless of whether the losing team comes back and wins or not).
- Wood/wood composite bat only.
- Courtesy runner is permitted for the catcher when they are on base with 2 outs (not permitted during playoffs).
- Forfeits will be scored as a 7-0 loss, one run for each inning of a standard game.
  - If a forfeit occurs in the middle of an official game in which the forfeiting team is losing, the score will be recorded as it stands at the point of forfeit.

## LEAGUE PLAY AND CHAMPIONSHIPS

- The league schedule will consist of an equal number of games against each team.

*The League President must be notified of any rescheduled games as soon as possible so umpires can be arranged.*

- The regular season Sunburst League games will determine the seeding for the Sunburst Championship playoffs.

*The top four teams will make the playoffs, with the last-place team being eliminated.*

- Playoff series will be a best of 3 semi-final followed by a best of 4 Championship Final.
- Playoffs will occur if each playoff team plays at least 15 regular season games.
- The winner of the Sunburst League Championship will be given the right to represent Baseball Alberta at the Baseball Canada National Championship the following year. If a Sunburst team is hosting the National Championships and wins the preceding year, the runner-up will represent Alberta.

*If each playoff team doesn't play a minimum of 15 games per team, the previous year's winners will represent Alberta.*

***Additional rules and regulations can be found in the Sunburst League Rulebook.***

## FALL BALL RULES OF PLAY

The Baseball Alberta Fall Ball League will be run during the months of September and October for 4 weeks and will give each team 8 games (double headers on Saturday's). The League is seen as strictly developmental for all players.

### **Rules for 11U/13U/15U/18U Categories**

Unlimited substitution throughout the games (coaches are encouraged to create equal playing time for all players)

All players in attendance at the game are to be listed on the line-up card and all players will hit in order.

Game scores and pitch counts do not need to be reported to Baseball Alberta; however coaches are required to continue to follow the Pitch Count Guidelines.

Each team is required to bring 2 new baseballs to each game to provide for the umpire.

Other than the rules listed above, all other rules will be based on the 'AA' category rules for each division.

## **DISCIPLINARY GUIDELINES**

### **GAME EJECTIONS & INCIDENT REPORTS**

Each game ejection (players, coaches and fans) will be tracked through Game Summary Reports filled out by the Official Scorekeeper and followed up through Incident Reports provided by the umpire. All reports will be sent to Baseball Alberta and will be filed and tracked for the entire season. While most individual ejections will not result in more disciplinary action, some incidents or groups of incidents may result in further action. Baseball Alberta Disciplinary Guidelines are available on the Baseball Alberta website. Team discipline is the responsibility of the individual teams and their coaches and managers, who shall be held responsible for the maintenance of discipline and proper team or individual conduct. Any breach of discipline, whether on the playing field or off, shall be dealt with by Baseball Alberta through our reporting process. Baseball Alberta will use Baseball Canada rule 1.4.4 as a guide to assist with following up on such incidents.

#### **OTHER PENALTIES**

These are other infractions and resulting penalties/discipline that may occur within the Baseball Alberta League. All infractions are subject to a review by the Baseball Alberta Discipline Committee.

#### **Not Showing for a Scheduled League / Provincial Championship Game (Without notice; or walking off the field during a game; or withdrawal from play by a team official)**

- Automatic team suspension pending Baseball Alberta review
- Possible fine as determined by the Board of Directors

*Note: Failure to complete league scheduled games could result in the suspension of the team for Provincial Championship play at the discretion of Baseball Alberta.*

#### **Cancellation of a Scheduled League Game (Non-weather related with less than 2 days' notice)**

- Automatic team suspension pending Baseball Alberta Review
- Possible fine as determined by the Board of Directors

*Note: Failure to complete league scheduled games could result in the suspension of the team for Provincial Championship play at the discretion of Baseball Alberta.*

#### **Refusal to Travel to a Scheduled League / Provincial Championship Game**

- 1st Offense – Forfeit loss assigned to team and five (5) game suspension of Head Coach.
- 2nd Offense – Team Suspended from play for the remainder of the season; Head Coach suspended for the following season.

*Note: Failure to complete league scheduled games could result in the suspension of the team for Provincial Championship play at the discretion of Baseball Alberta.*

#### **Refusal by a Team(s) to Play / Make-Up a Scheduled Game**

- 1st Offense – Forfeit loss assigned to team and five (5) game suspension of Head Coach.
- 2nd Offense – Head Coach suspended for the remainder of the season; Team suspended for three (3) games.
- 3rd Offense – Team suspended from play for the remainder of the season.

*Note: Failure to complete league scheduled games could result in the suspension of the team for Provincial Championship play at the discretion of Baseball Alberta.*

#### **Team Removing Themselves from the Remainder of the Schedule**

- Based on a review by the Baseball Alberta Discipline Committee & review of team/individual suspensions by Baseball Alberta.

#### **Not Using Rawlings Baseballs for Provincial Championships**

- Based on a review by the Baseball Alberta Discipline Committee.

#### **Failure to be Present at the Opening Ceremonies of the Provincial Championship (without approval)**

- Based on a review by the Baseball Alberta Discipline Committee 8. Not Submitting Required Game Information Game Summary Reports and Weekly Pitching Reports – 11U to 18U from Host Game(s) by Deadline (Noon on the next business day after the game(s) were played)
- Baseball Alberta Office will request the paperwork with an assigned deadline.
- After the deadline has passed; a \$100 fine will be issued per occurrence.

**Playing an Illegal/Ineligible Player - Please note that Baseball Alberta is providing options for teams through use of Affiliate Players and Replacement Players to ensure teams have enough players to field a team. Also, teams who are short will not be sanctioned past their 7-0 forfeit loss in order to keep kids playing the game as long as they show up to play. Dishonesty and cheating will not be tolerated.**

- 1st Occurrence – Forfeit Loss Assigned to team in Question and Three (3) Game Suspension of Head Coach as Listed on Approved Roster
- 2nd Occurrence – Forfeit Loss Assigned to Team in Question, Ten (10) Game Suspension of Head Coach Listed on Approved Roster
- 3rd Occurrence – One Year Suspension of Head Coach and Suspension of Team for Remainder of Season 10. Player and/or Coach Who Quits or is Suspended from a Team
- Player and/or Coach will be deemed ineligible for the remainder of the season (or until suspension is lifted)  
– will not be eligible to be added to any roster (including Western/National Championship roster), will not be available as an Affiliate Player and will not be eligible for pick-up for Provincial Championship play

**Player and/or Coach Conduct Towards Umpires**

Automatic review of incidents by Baseball Alberta. Any discipline administered as per Baseball Alberta suspension guidelines.

**Yelling or Swearing at Umpires**

Any umpire report which is submitted for 11U, 13U, or 15U games which include any mention of confrontation between a coach and an umpire and includes mention of a coach yelling or swearing at an umpire will result in automatic one game suspension of the coach. Any additional similar incidents involving the same coach could result in longer suspensions.

Any umpire report which is submitted for 18U games which include any mention of verbal abuse, which could include swearing, are subject to a minimum one game suspension of the coach. Any additional similar incidents involving the same coach could result in longer suspensions.