



RULEBOOK 2025



one (1) assistant-coach	one (1) coach per team (one or other)	two (2) coaches per team (one or other)	virtual clinic of or face-to-face
☐	☒	☒	☒

[illegible]

Rules Summary

Division	9U		11U			13U			15U			18U and 21U		
	B/Grand Slam	A	B	A	AA	B	A	AA	B	A	AA	B	A	AA
Metallic spikes 103.4	No	No	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Bats 103.6	USSSA 1.15/ USA baseball	USSSA 1.15/ USA baseball	USSSA 1.15/ USA baseball	USSSA 1.15/ USA baseball	USSSA 1.15/ USA baseball	USSSA 1.15/ USA baseball	USSSA 1.15/ USA baseball	(-10.) USSSA 1.15/ USA baseball	(-10.) USSSA 1.15/ USA baseball	(-10.) USSSA 1.15/ USA baseball	(-5) USSSA 1.15/ (-5) USA baseball or BBCOR .50	(-5) USSSA 1.15/ USA baseball or BBCOR .50	(-5) USSSA 1.15/ USA baseball or BBCOR .50	WOOD
Balls (circumference) 103.7	8.5 "	8.5 "	9 "	9 "	9 "	9 "	9 "	9 "	9 "	9 "	9 "	9 "	9 "	9 "
Safety base at 1 st base 103.11	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Mercy rule 103.13 (10-run difference)	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Play equity	105.4.1	105.4.1	103.14	103.14	103.14	103.14	103.14	Offense 107.10	103.14	103.14	No	103.14	103.14	No
5-run maximum par inning 105.4.2 - 103.14	No	Yes	Yes (3 points)	Yes	Yes	Yes (3 points)	Yes	No	Yes	Yes	No	Yes (4 points)	Yes	No
Reaching the next base with 103.14c a 5-run lead	No	No	No	No	No	No	Under conditions	Yes	Under conditions	Under conditions	Yes	Under conditions	Under conditions	Yes
Re-entry rule	105.3.4	105.3.4	103.14d	103.14d	103.14d	103.14d	103.14d	NO	103.14d	103.14d	103.12	103.14d	103.14d	103.12
Batter's box 103.15	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Courtesy runner 103.16	No	No	No	No	No	No	No	No	No	No	No	No	No	No
Visit to the umpires 103.21	No	No	No	No	No	No	No	No	No	No	Yes	No	No	Yes
Pitching rubber / machine 105.2.1 - 104 (feet)	44'	44'	44'	44'	44'	48'	48'	48'	48'	54'	54'	18U: 60' 6 " 21U: 54'	60' 6 " 60' 6 "	60' 6 "
Distance between bases (feet) 104	60'	60'	60'	60'	60'	70'	70'	70'	80'	80'	80'	18U: 90' 21U: 80'	90'	90'
Speed – Pitching machine 105.2.2 (MPH)	37-39	42-44	37-39											
Minimum players required 105.3.1 (tournament-championship)	6	9	9	9	9	9	9	9	9	9	9	9	9	9
Games Length (innings) 105.5 - 106.1 - 107.1 - 108.1 - 109.1	6	6	6	6	6	6	6	6	7	7	7	7	7	7
Regulation game 105.5 - 106.1 - 107.1 - 108.1 - 109.1	3 ½	3 ½	3 ½	3 ½	3 ½	3 ½	3 ½	3 ½	4 ½	4 ½	4 ½	4 ½	4 ½	4 ½
Lead on bases 105.6.1 - 106.4 - 106.8 - 107.4 - 107.7	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Base stealing 105.6.2 - 106.4 - 106.8 - 107.4 - 107.7	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Infield Fly 105.6.5 - 106.4 - 106.8 - 107.4	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bunt 105.6.6 - 106.4 - 106.8 - 107.4	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Base on balls 106.7 (11U B, t-ball)			No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Dropped 3 rd strike 106.5 - 106.9 - 107.5 - 107.8	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Balk 106.6 - 106.10 - 107.6 - 107.9			No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stealing home plate 106.4b - 106.8b - 107.4b			No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Pitcher's arm (before rest) 111.1 (season)			No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Pitcher's arm (before rest) 111.1 (tournament-championship)			No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
			2 Innings (May and June)	2 Innings (May and June)	2 Innings (May and June)	2 Innings (May and June)	2 Innings (May and June)	2 Innings (May and June)	3 Innings (May and June)	3 Innings (May and June)	3 Innings (May and June)	3 Innings (May and June)	3 Innings (May and June)	3 Innings (May and June)
			3 Innings (July till September)	3 Innings (July till September)	3 Innings (July till September)	3 Innings (July till September)	3 Innings (July till September)	3 Innings (July till September)	4 Innings (July till September)	4 Innings (July till September)	4 Innings (July till September)	4 Innings (July till September)	4 Innings (July till September)	4 Innings (July till September)
			35 pitches	35 pitches	35 pitches	40 pitches	40 pitches	40 pitches	45 pitches	45 pitches	45 pitches	50 pitches	50 pitches	50 pitches

SECTION A - GENERAL	7
1 - PURPOSE OF THESE REGULATIONS.....	7
2 - LOGO	7
3 - ELIGIBILITY	7
4 - REGULATORY ORGANIZATIONS	7
5 - RULE INTERPRETATION.....	7
SECTION B - DEFINITIONS.....	8
6 - DEFINITIONS	8
SECTION C - DIVISIONS AND CLASSIFICATIONS	12
7 - AGE, DIVISIONS AND RECOGNIZED CLASSES	12
8 - OF THE CLASSIFICATION	12
8.1 - High level	12
8.2 - Major	12
8.3 - The 11U AA class, 13U AA class, 15U AA class, 18U AA class.....	12
8.4 - The association classes	13
8.5 - Initiation.....	13
8.6 - Team composition.....	13
8.7 - Deadline for team selection (AAA, AA and A classes).....	13
SECTION D - MEMBERSHIP REGISTRATION	14
9 - REGIONS, MAJOR LEAGUES AND AA MINOR LEAGUES REGISTRATION	14
9.1 - Membership	14
9.2 - Required documents	14
9.3 - Fees	14
9.4 - Refusal.....	14
10 - ASSOCIATIONS REGISTRATION	14
10.1 - Demand.....	14
10.2 - Required documents	14
10.3 - Fees	14
10.4 - Refusal	14
11 - TEAM REGISTRATION AT THE MAJOR LEVEL, IN A LEAGUE.....	14
12 - TEAMS REGISTRATION AT THE MINOR LEVEL	14
13 - OF THE TEAM CHANGING LEAGUE	14
15 - AA MINOR OR MAJOR LEAGUE.....	15
15.1 - Condition of territory.....	15
15.2 - League Territory	15
15.3 - Team territory	15
15.4 - Inter-provincial.....	15
17 - THE TERRITORIAL RIGHT	15
17.1 - General procedure	15
17.2 - Procedures in the major	15
17.3 - Suspended player	15
17.5 - Tampering	15
17.6 - Player not registered in a contract previous year.....	15
18 - CONTRACT	15
18.1 - Number of players.....	15
18.2 - Deadline	16
19 - CONTRACT APPROVAL	16
19.1 - Authorized person	16
19.2 - Proof of age.....	16
19.3 - Age verification.....	16
20 - PLAYER'S / MEMBER'S ELIGIBILITY	16
20.1 - Principle	16
20.2 - Responsibility	16
20.3 - Contesting at the major and AA minor	16
20.4 - Contesting at the minor level.....	16
20.5 - Default of payment	16
20.6 - Players not residing in Quebec	17
22 - UNDERAGE – OVERAGE PLAYER	17
22.1 - Principle	17

22.2 - Promotion	17
22.3 - Return to his division	17
22.4 - Maximum number of underage / overage players.....	17
22.6 - Demotion	17
23 - IRREGULAR PARTICIPATION (PROVINCIAL OR INTERPROVINCIAL)	17
23.1 - Player	17
23.2 - Team	17
24 - PROFESSIONAL TRY OUTS	17
25 - COACH'S ELIGIBILITY	18
25.1 - Principle	18
25.2 - Deadline	18
25.3 - Several teams	18
26 - COACHES CERTIFICATION	18
27 - COACHES ACCREDITATION - QUEBEC GAMES/13U AA PROV. CHAMPIONSHIP	19
28 - COACHES ACCREDITATION - CANADIAN CHAMPIONSHIPS.....	19
SECTION E - LEGAL RESIDENCE AND RELEASE.....	20
29 - THE TERRITORY	20
29.1 - Principle	20
29.2 - Special cases	20
30 - OF THE ABSENCE OF A DIVISION	20
30.1 - Principle	20
30.2 - Suspending activities	20
31 - MOVING.....	20
32 - RELEASE	20
32.1 - Deadlines	20
32.2 - Procedures at the major level	20
32.3 - Procedures at the minor level	20
33 - ANSWER TO A RELEASE REQUEST	21
33.1 - At the major level	21
33.2 - At the minor level	21
33.3 - Deadline	21
34 - CONDITIONS FOR APPEALING A RELEASE.....	21
34.1 - At the major level	21
34.2 - At the minor level	21
35 - NUMBER OF RELEASES IN A SEASON	21
SECTION F - PROVINCIAL CHAMPIONSHIPS, SUPER-REGIONAL AND QUEBEC GAMES.....	22
36 - TEAM OBLIGATIONS IN A PROVINCIAL CHAMPIONSHIP	22
37 - SUSPENSIONS.....	22
37.1 - Ineligible player	22
37.2 - Previous suspensions	22
37.3 - Team managed by a suspended member	22
37.4 - Suspension during a championship and a provincial competition.....	22
38 - THE BEHAVIOUR	22
38.1 - Withdrawal or refusal	22
38.2 - Official ceremonies.....	23
38.3 - Discussion with the umpires.....	23
38.4 - Absence at the provincial championships	23
39 - TEAM OBLIGATIONS	23
39.1 - Game attendance - Forfeit	23
39.2 - Ball	23
39.3 - Dugouts.....	23
39.4 - Warm-up	23
40 - OF THE GAME.....	23
40.1 - Rain and weather related conditions.....	23
40.2 - Home and Visitor.....	23
40.3 - Batting order.....	23
40.4 - Protest.....	23
40.6 - Game	24
40.7 - Extra innings	24

41 - THE ORGANIZATION	24
41.1 - Games schedule	24
41.2 - Supervisor	25
41.3 - Members of the protest committee	25
41.4 - Certified scorekeepers	25
41.5 - Participant's eligibility	25
41.7 - Penalty for not respecting the structure	25
SECTION G - TOURNAMENTS	26
42 - THE TOURNAMENT ACCREDITATION	26
42.1 - Jurisdiction	26
42.2 - Accreditation of tournaments	26
42.3 - Costs	26
42.4 - Regional permission	26
42.5 - Tournament's date	26
42.6 - Duration of a tournament	26
43 - TOURNAMENT OBLIGATIONS	26
43.1 - Umpires and scorekeepers	26
43.2 - Neutrality of the organizers	26
43.3 - Fundamental rights	26
43.4 - Payments	26
43.6 - Maximum number of games per day	26
43.7 - Start/End Time	26
43.8 - Money rewards	26
43.10 - Fines	27
43.11 - Playing rules	27
43.12 - Correspondence Deadline	27
43.13 - Number of participating teams	27
43.14 - Games - AA, A and B Class	27
43.15 - Extra innings	27
44 - TEAMS OBLIGATIONS	28
44.1 - General obligation	28
44.2 - Conditions of participation	28
44.3 - Game attendance - Forfeit	28
44.4 - Protest	28
44.5 - Registration	28
44.6 - Required documents	28
44.7 - Tournament schedule	28
45 - LEAGUE OBLIGATIONS	28
45.1 - Modification to the schedule	28
45.2 - Communication of disciplinary case	28
46 - THE DISCIPLINARY AND PROTEST COMMITTEE	28
48 - PROCEDURES FOR TEAMS PARTICIPATING IN TOURNAMENTS	29
48.1 - Registration	29
48.2 - Home and visitor	29
48.3 - Warm Up	29
48.4 - Batting order	29
48.5 - Minimum of games	29
48.6 - Upgrading of teams	29
48.7 - Rain and atmospheric conditions	29
48.8 - Number of tournaments	29
48.9 - Contesting the eligibility	29
48.10 - Cancellation Policy	29
48.11 - Penalty for not respecting the structure	30
48.12 - Tie breaking formula	30
SECTION H - THE DISCIPLINE	32
49 - PRODUCTION OF A FORGERY BY A MEMBER	32
50 - OF THE BEHAVIOR	32
51 - SUSPENSION, EJECTION AND OTHER PENALTIES	32
52 - RIGHT OR REFUSAL TO ADMIT A MEMBER	32

53 - WITHDRAWAL OR REFUSAL TO PLAY	32
54 - REFUSAL TO PLAY FOR A QUEBEC TEAM	32
55 - GENERAL CASES OF A MEMBER'S MISBEHAVIOR.....	32
55.1 - Automatic suspension	32
55.2 - Disrespectful gestures or comments	33
55.3 - Aggressor or instigator	33
55.4 - Dangerous behavior, To touch	33
55.5 - Prejudicial behaviour	33
55.6 - Assault	33
55.7 - Refusal to leave the field	33
55.8 - Additional games.....	33
55.9 - Mandatory report.....	33
55.10 - Enforcement of suspensions.....	33
55.11 - Ejection and re-entry	34
55.12 - Ejection and additionnal suspension	34
56 - SUSPENDED PERSONS.....	34
56.1 - Coach.....	34
56.2 - Player-Coach	34
56.3 - Player	34
56.4 - Change of division or class	34
56.5 - Out of the playing field following an ejection	34
56.6 - Suspension / ejection during a championship, Quebec Games and tournaments.....	34
56.7 - Suspended members – Acting as an official	35
56.8 - Off-season disciplinary management.....	35
57 - NON-MEMBER BEHAVIOR	35
58 - PARTICIPATION IN A NON-SANCTIONED ACTIVITY	35
59 - OF A SUSPENSION BEING APPEALED	35
SECTION I - APPEALS PROCEDURE	38
60 - APPEALS	38
60.1 - Principle	38
60.2 - General conditions for an appeal	38
60.3 - Intermediate level of appeals	38
60.4 - All powers.....	38
60.5 - Presence	38
60.7 - Decision	39
60.8 - Deadline	39
60.9 - Distribution of the information	39
60.10 - Of the reinstatement.....	39
SECTION J - OPERATING RULES	40
61 - OF THE PROTEST	40
61.1 - Privilege	40
61.2 - Procedure.....	40
61.3 - Proofs.....	40
61.4 - Amount of money	40
62 - RESERVE LIST	40
62.1 - General rules.....	40
62.2 - Réseau de développement AAA	40
62.5 - 18U Division	40
62.6 - Use of reserve list players.....	40
62.8 - Reserve list – Chart of possibilities	41
63 - TRADING OF PLAYERS.....	41
63.1 - Junior Elite Division	41
63.2 - Junior and Senior	41
SECTION K - MODIFICATIONS	42
65 - APPOINTMENT OF THE PROVINCIAL RULES COMMITTEE.....	42
66 - REQUEST FOR PROPOSALS REGARDING MODIFICATIONS TO THESE RULES.....	42
67 - STUDY OF THE PROPOSALS TO MODIFY THESE RULES	42
68 - PUBLISHING THE PROPOSAL TO MODIFY THESE RULES	42
69 - MEMBERSHIP CONSULTATION.....	42

70 - VOTE BY CORRESPONDENCE.....	42
71 - VOTING PERIOD.....	42
72 - APPROVAL BY THE BOARD OF DIRECTORS	42
73 - REPORTING TO THE ANNUAL GENERAL MEETING	42
74 - ON THE POWERS OF THE BOARD OF DIRECTORS	42
SECTION L - WOMEN'S COMPONENT	43
7 - (DIVISIONS AND CLASSIFICATIONS) AGE, DIVISIONS AND RECOGNIZED CLASSES	43
8 - CLASSIFICATION.....	43
22 - (MEMBERSHIP REGISTRATION) UNDERAGE – OVERAGE PLAYERS	44
22.6 - Demotion.....	44
23 - IRREGULAR PARTICIPATION (PROVINCIAL OR INTERPROVINCIAL)	44
23.1 - Player.....	44
41 - (PROVINCIAL CHAMPIONSHIPS) THE ORGANIZATION	44
41.6 - Condition to participate	44
62 - (OPERATING RULES) RESERVE LIST.....	44
62.8 - Reserve list – Chart of possibilities	44
(SPECIAL PLAYING RULES) 104 - FIELD DIMENSIONS - 21U B CLASS	44
SECTION 100 - SPECIAL PLAYING RULES	45
101 - OFFICIAL PLAYING RULES.....	45
102 - PLAYING RULES AND REGULATIONS OF BASEBALL CANADA	45
103 - PLAYING RULES FOR ALL DIVISIONS	45
103.1 - Protection for the batter, the runners, the bat boy and base coach	45
103.2 - Protection for the catcher	45
103.3 - Uniform.....	45
103.4 - Use of spikes.....	45
103.5 - Gloves	45
103.6 - Authorized bats	45
103.7 - Balls	46
103.8 - Infractions to articles 103-1 to 103-7	46
103.9 - Atmospheric conditions	46
103.10 - Contact.....	46
103.11 - Use of the safe base	46
103.12 - Game Re-entry.....	47
103.13 - Mercy Rule	47
103.14 - Play equity for the 11U (AA, A and B class), 13U (A and B class), 15U (A and B class), 18U and 21U (A and B class) divisions.....	47
103.15 - Batter's box (11U to Senior divisions).....	48
103.16 - Designated or Courtesy Runner.....	49
103.17 - Winning and losing pitcher	49
103.18 - Bases position.....	49
103.19 - Cast.....	49
103.20 - Scorekeeper's Box.....	49
103.21 - Visit to the umpires – AA class (11U and 13U) , A and B classes.....	49
103.22 - Designated hitter	49
103.23 - 60 seconds rule	49
103.24 - Player hit in the head	49
104 - FIELD DIMENSIONS	51
104.1 - 9U division.....	51
104.2 - 11U division.....	51
104.3 - 13U division.....	51
104.4 - 15U, 21U (B class) divisions	51
104.5 - 18U, 21U (A class) , Junior, Junior Elite and Senior divisions	51
104.6 - Protest disallowed	51
105- PLAYING RULES FOR THE 9U DIVISION	51
105.2 - The field and the equipment.....	51
105.3 - Defensive position.....	52
105.4 - Play equity (Offence).....	53
105.5 - Game duration	54
105.6 - Playing rules.....	54

106- PLAYING RULES FOR THE 11U DIVISION	55
106.1 - Game duration	55
106.2 - Pitcher	55
106.3 - Pitcher's mound	56
SPECIFIC RULES 11U B CLASS	56
106.4 - Runners on bases, steals, bunts and infield fly	56
106.5 - Dropped 3 rd strike	57
106.6 - Balk	57
106.7 - Base on balls	57
SPECIFIC RULES 11U A AND AA CLASS	57
106.9 - Runner on bases, steals, bunts and infield fly	57
106.10 - Dropped 3 rd strike	57
106.11 - Balk	57
107 - PLAYING RULES FOR THE 13U DIVISION	58
107.1 - Game duration	58
107.2 - Pitcher	58
107.3 - Pitcher's Mound	59
SPECIFIC RULES 13U B CLASS	59
107.4 - Runner on bases, steals, bunts and infield fly	59
107.5 - Dropped 3 rd strike	59
107.6 - Balk	59
SPECIFIC RULES 13U A AND AA CLASS	59
107.7 - Runners on bases and advance on bases	59
107.8 - Dropped 3 rd strike	59
107.9 - Balk	59
SPECIFIC RULES 13U AA CLASS	59
107.10 - On offence	59
108 - PLAYING RULES FOR THE 15U DIVISION	60
108.1 - Game duration	60
108.2 - Pitcher	60
SPECIFIC RULES 15U AA CLASS	61
108.3 - Extra-hitter	61
109 - PLAYING RULES FOR THE 18U AND 21U DIVISION	61
109.1 - Game duration	61
109.2 - Pitcher	61
109.3 - Réseau de développement AAA players status	62
SPECIFIC RULES 18U AA CLASS	62
108.4 - Extra-hitter	62
110 - GAME RULES FOR THE JUNIOR, JUNIOR ELITE AND SENIOR DIVISIONS	62
110.1 - Game duration	62
110.2 - Pitchers	62
111 - PITCHER'S RULE	63
111.1 - Table	63
111.2 - Penalties	63

SECTION A - GENERAL

1 - Purpose of these regulations

The purposes of these regulations are:

- To recognize the right of all players to play baseball according to precise standards and criteria;
- To provide terms of reference for order and discipline for all participants in baseball in Quebec;
- To ensure that a uniform legislation is applied throughout Quebec.

2 - Logo

Every time when the word “Baseball Quebec” is use within these regulations, they represent the “Fédération du baseball amateur du Québec Inc.”

3 - Eligibility

Any person or group of people taking part in activities organized by Baseball Quebec must be member in it.

4 - Regulatory organizations

The organisations recognized by Baseball Quebec are:

- The Canadian Federation of Amateur Baseball;
- The Federations or Associations of each province affiliated to the Canadian Federation of Amateur Baseball;
- The International Amateur Baseball Federation and its affiliated members.

5 - Rule interpretation

The Provincial Rules Committee is responsible for the interpretation of these regulations.

Baseball Québec is pleased to publish the English adaptation of its “RÈGLEMENTS DE RÉGIE”. While all efforts have been made to ensure that the correct expressions were used, it is quite possible that the text may contain some inconsistencies. Finally, in the event that discrepancies exist between the French and English version of these rules, the French text will prevail.

Baseball Québec

Our vision:

Baseball Quebec is the benchmark in America for its approach focused on development, innovation, and enjoyment, while shaping good citizens and the leaders of tomorrow.

Our Mission:

Lead, harmonize, develop and promote baseball in Quebec

Lead: Our capacity to demonstrate, inspire and impact individuals and organisation in a common direction to make baseball in Quebec the best it can be.

Harmonize Our capacity to offer our members in the four corners of the province access to programs, structures, fair and quality baseball

Develop: Our capacity to be innovative and improve the Quebec baseball structure, whether by implementing new programs or updating existing programs

Promote: Our capacity to encourage and have others encourage baseball as well as increase the notoriety of the sport in the province.

Baseball Quebec wants to create the optimal conditions for a successful and positive experience for all members of baseball in Quebec.

Our Values:

Respect

Respect is the consideration and esteem we have for every individual involved in Quebec baseball. In our federation, we value attitudes and behaviors that promote dignity, inclusion, and kindness. Everyone deserves to be treated with courtesy and respect, both on and off the field.

Courage

Courage is the unwavering commitment to standing up for what is right and beneficial for our members, even in the face of challenges and resistance. It is also what inspires young players to dream big.

Enjoyment

Enjoyment is the joy and enthusiasm we feel in every activity and interaction. In our federation, we strive to create an environment where every experience is enjoyable and enriching.

Collaboration

Collaboration is the synergy between all stakeholders in Quebec baseball. In our federation, we value mutual support, the sharing of ideas, and cooperation to achieve our common goals. Together, we create a harmonious and efficient environment where every contribution is respected and valued.

In the document, the masculine is used to simplify the text. It includes the feminine in a non-discriminatory manner each time that it refers to a person.

SECTION B - DEFINITIONS

6 - Definitions

Note that the following definitions are presented in the order in which they appear in the French version of this document.

ACTIVITIES

Entirety or a sub-set of programs approved by Baseball Quebec.

MEMBERSHIP

Annual voluntary registration, required by Baseball Quebec, of an individual or a collective member using a specific form for which a cost was predetermined by Baseball Quebec's Board of Directors.

ELIGIBILITY

Satisfies various criteria and specific rules.

AFFILIATION

Associate members' recognition.

FREE AGENT

Any player who has obtained a territorial withdrawal or a release from a team.

FINE

Pecuniary penalty given to an individual or a collective member.

APPEAL

Procedure governed by precise norms intended to revise an administrative/technical decision or a protest. It is determined that the appellant has won his cause when the appeal decision reduces in any manner the decision rendered by the lower body.

APPROVAL

Acceptance given by a person in authority.

UMPIRE

A person certified annually by Baseball Quebec or, in rare instances, approved by the two teams, to enforce the playing rules during a game between two Baseball Quebec affiliated teams.

ASSAULT

Brutal attack made by a member during a sanctioned activity.

ASSOCIATION

One or several teams operating within a territory recognized by a region and belonging to an operational zone.

TO SHOVE

Push, brutally making contact, pushing in any direction

TEAM CONTRACT AND/OR COACHING CERTIFICATE

Annual form committing a player or a coach to a team and an association.

PROVINCIAL CHAMPIONSHIP

Competition at the conclusion of which the winner becomes the champion recognized by Baseball Quebec for a specific division and class.

CLASSIFICATION

The distribution of players, teams or leagues of a same division according to the qualification standards based on the player's origin or on their distribution.

DANGEROUS BEHAVIOR

Action of throwing/projecting any object that causes danger for oneself or others.

CONTESTING

Disagreement on the legitimacy of a fact, a right.

SUBSCRIPTION

Amount, determined before the beginning of the season, subscribed by the members to their immediate governing body.

DEADLINE

Date on which is fixed the termination of something.

DEFAMATION

Verbal or written allegation that affects, involuntarily or deliberately, the reputation of an organization or of a person that is either living or dead.

DIRECTOR

Person who occupies a recognized administrative or technical position.

DISBANDING

Voluntary action that terminates a team's activities.

DIVISION

Grouping of players having the same age.

PERMANENT RESIDENCE

For any player 17 years and younger during the current season, the legal address is as documented on their scholastic report card during the current year. The athlete is presumed to be residing with the parent or guardian where they live the majority of the time. If the scholastic report card contains two legal addresses, the zone of the school will be used.

Note: In correspondence with the Civic Code of Quebec, a person has only one legal address but can have several residences. Minor children are presumed to have the same legal address as their guardian (article 80 of the Civic Code). In the case where their parents are separated, the legal residence is where the minor lives the majority of their time.

For any player 18 years and older during the current season, his legal residence is where they live the majority of their time.

TERRITORIAL RIGHT

Right for a team or an association to claim ownership of players that were registered with them the previous season or who lives on its recognized territory.

ELIGIBLE

Any person having met the required conditions to participate in a Baseball Quebec recognized activity

COACH

A person, registered annually with Baseball Quebec, assisting the head coach during Baseball Quebec sanctioned games and responsible for the development of the technical components.

HEAD COACH

A person, registered annually with Baseball Quebec, who is in charge of a team during Baseball Quebec sanctioned games.

TEAM

Group of players having signed a contract with Baseball Quebec under the same name.

ALL STAR TEAMS AT THE MAJOR LEVEL

Group of players from different teams of the same division and the same league for the purpose of participating in a Baseball Quebec sanctioned competition.

ALL STAR TEAMS AT THE MINOR LEVEL

Group of players from different teams of the same division and the same region for the purpose of participating in the provincial championships.

Note: The concept of a reserve does not apply to an all-star team.

EVENT

Activity comprised of a set number of games played within a specific time period during a season (Examples: championships, Quebec Games, tournaments)

EJECTION

Action taken by an umpire to prohibit for the current game, the participation of any player, coach, head coach, team or association directors. For the administrators, refer to the By-Laws.

FESTIVALS

Event bringing many teams together at the end of which no winner will be determined.

SCORE SHEETS

Sheets approved by Baseball Quebec used by the official scorekeeper to write all the actions that take place during a game.

FORFEIT

A forfeited game is a game that cannot be played due to one of the two teams being unable to start or continue the game.

a) Team that cannot begin the game:

The umpires declare the forfeit. The score is 6 or 7 to 0 (depending on the division). The winning team will get credit for 6 or 7 defensive innings and 0 offensive innings while losing team will get credit for 0 defensive innings and 6 or 7 offensive innings.

b) Team that cannot continue the game:

If the leading team wins the game by forfeit, the final score and the statistics on the number of innings played and on the number of innings pitched are compiled as is. If the teams are tied or if the losing team wins the game by forfeit, the team is awarded one more run than the number of runs that the other team has. The statistics on the number of innings played and on the number of innings pitched are compiled as is.

GENERAL MANAGER

Person responsible for the administration of one or several teams of the same association or league.

INFRACTION

Violation of any regulation or playing rules.

REGISTRATION

Entering a team, an association or an individual, according to all prescribed conditions, to an event recognized by Baseball Quebec.

PLAYER

Any person who plays baseball and who meets the eligibility criteria.

ACTIVE PLAYER

Player competing in the 9U division **of A class, as well as 11U, 13U and 15U in all classes combined** who participates with their original team in a minimum of fifty percent (50%) of the regular season games of the league where they play and are registered, for the purposes of eligibility in playoff, the regional and provincial championships. At the 18U and 21U division, the minimum is thirty-three percent (33%). When this minimum percentage is not reached for medical reasons, the player will have to give proof via medical certificate. With a medical certificate, the player will then be presumed, for the purposes of the present rule, to have taken part in the regular season games that they missed due to medical reasons.

Note : A player who is suspended remains « active » for the purposes of game counting.

INELIGIBLE PLAYER

Suspended player or player who does not meet eligibility criteria and whose participation in a game will result in his team losing it.

REGISTERED PLAYER:

Player whose name appear in an approved team contract.

PROFESSIONAL PLAYER

Any player who is the property of a professional organization.

UNDERAGE PLAYER

Any player who plays in an age division superior to his.

OVERAGE PLAYER

Any player who plays in an age division inferior to his.

WORKING DAYS

Weekdays, except statutory holidays.

JURISDICTION

Powers conferred to a league, a region, a committee, a board within predetermined limits.

PREJUDICIAL LANGUAGE

Action or reprehensible comments made about another member for the purpose of attacking his integrity. Integrity refers to a consistent adherence to a strict moral or ethical code. Constitute a prejudicial language is the act of harassment, the usage of racist expressions or threatening remarks.

RELEASE

Procedure allowing a player to play for another association, league or region. This release can be temporary (one season) or permanent.

If the player is given a temporary release, he return to the original association at the end of the season.

If the player is given a permanent release, he belongs definitively to the new association, as long as he uses this procedure continuously.

LEAGUE

Grouping of a minimum of three teams of the same division and the same class competing under a schedule of at least 12 games.

RESERVE LIST

Approved list of players coming from a lower division or lower class.

MAJOR

Teams from the Junior, Junior Elite and Senior divisions.

TAMPERING

Action to seek, to negotiate with or to use a player who is protected by the territorial right of a team, an association, an organization, a league.

OFFICIAL SCOREKEEPER

A person accredited annually by Baseball Quebec or, in rare instances, approved by the two teams to complete the score sheets and to take on the responsibilities mentioned in article 10 of the playing rules.

COLLECTIVE MEMBER

Group of persons accredited annually with Baseball Quebec to play for a team within a league.

INDIVIDUAL MEMBER

A person accredited annually by Baseball Quebec to hold a position or recognized as a volunteer at any level of the administrative structure.

MINOR

Teams from the Rally Cap up to the 18U/21UF divisions inclusively.

OFFICER

A member of the Corporation's Board of Directors or of a regional Board of Directors.

ORGANIZATIONAL CHART

Representation of the structure of an association, an organization, a league or a committee.

ORGANIZATION

A grouping of associations or teams from one or several divisions and classes.

DIRECT PARTICIPATION IN A GAME

The action of using a player during a game as a: 1-Regular player, 2.Substitute player

EXHIBITION GAME

Game played outside the regular parameters of Baseball Quebec sanctioned activity.

AUTHORIZED PERSONNEL

Person elected or mandated by a league, an operational zone, a region, a committee or by the Board of Directors of Baseball Quebec to supervise or to observe an approved activity.

COMPLAINT

Right of a member to express in writing, with supporting evidence, its dissatisfaction.

PROOF OF AGE

Official document recognized by the state attesting the age of an individual.

PRIORITY

Right to go first.

DISRESPECTFUL GESTURES OR COMMENTS

It refers to verbal or written expressions, or behavior that is considered derogatory, degrading, or offensive towards another person and constitutes an attack on their dignity. Dignity refers to the state of being worthy of esteem or respect.

PROTEST

Appeal concerning the interpretation of a rule or a regulation.

REGULATIONS

Group of statutes defining the individual or collective members' participation in Baseball Quebec.

PLAYING RULES

Group of regulations governing the game of baseball.

SEASON

All team's activities during the calendar year.

SANCTION

Disciplinary measure given by a person in authority for not following the rules.

SUSPENSION

Disciplinary measure, no matter the nature, which prevents an individual or collective member from taking part in any game of Baseball Quebec. This penalty is served at the next scheduled and played game (not including an exhibition game) or a scheduled game won by forfeiture by either team. A suspended member cannot participate in an exhibition game or in the completion of a game and this completion of a game cannot be used to serve a suspension.

FIELD

Playing area, including the dugouts and the bullpens.

TERRITORY

Definite geographic area reserved for a team, for an association, for an organization, for a league, for an operational zone or for a region.

TOUCH

Action of touching, putting your hands on a person or to make contact with a person in order to intimidate him/her.

TOURNAMENT

Approved competition regrouping, in a specific time frame, teams of the same division and the same class.

OPERATIONAL ZONE

A territory proposed annually by the regional Board of Directors, and adopted by the regional Presidents Commission, for the sole purpose of classifying players.

SECTION C - DIVISIONS AND CLASSIFICATIONS

7 - Age, divisions and recognized classes

Division	Class	Age
RALLY CAP		4-5-6-7 year old during the calendar year
9U	A-B-Grand Slam	8-9 year old during the calendar year
11U	AA-A-B	10-11 year old during the calendar year
13U	AA-A-B	12-13 year old during the calendar year
15U	AA-A-B	14-15 year old during the calendar year
Réseau de développement 15U	AAA	15 years old and under during the calendar year
Réseau de développement 17U	AAA	17 years old and under during the calendar year
18U	AA-A-B	16-17-18 year old during the calendar year
JUNIOR	ÉLITE	18-19-20-21-22 year old during the calendar year
JUNIOR	AA-BB-A	19-20-21-22 year old during the calendar year
SENIOR	AA-BB-A	23 years and older during the calendar year

Note 1: In Junior BB - A, three 23-year old players are allowed if they played Junior BB - A previous year.

Note 2: A Senior A league without a Junior entry at the regional level may request an annual permission from the provincial rules committee to align players starting from the age of 19.

8 - Of the classification

Baseball Québec recognizes five levels of play:

8.1 - HIGH LEVEL

Junior Elite and Réseau de développement AAA.

8.2 - MAJOR

Junior and Senior AA, BB and A class: Selection of players from the territories recognized by the league and sanctioned by the region. Any player report to a team from its region.

8.3 - THE 11U AA CLASS, 13U AA CLASS, 15U AA CLASS, 18U AA CLASS

*Note 1: For purpose of calculating the number of teams, the women's playing on a women's team are not taken into consideration. Although each AA organisation is required to create a minimum of one (1) team in 11U, 13U and 15U divisions, a region that contains multiple AA organisations must determine the method by which the teams are divided between the AA organisations. **A region may submit a request for exemption no later than the first Sunday in April to the Provincial Rules Committee. The decision made by the committee cannot be appealed.***

11U AA class:

A minimal number of 11U AA class teams are determined for each region, based on the number of players in all classes of the 11U division in the previous year. Every AA organisation must create a minimum of one team. A second team is created when 147 players are reached (15% of membership), a third team must be created when 413 players are reached (8% of membership), a fourth team must be created when 550 players are reached (8% of membership), a fifth team must be created when 688 players are reached (8% of membership), a sixth team must be created when 825 players are reached (8% of membership), a seventh team must be created when 963 players are reached (8% of membership) and a eighth team must be created when 1100 players are reached (8% of membership). *Note 2: The calculation for 11U teams is based on 11 players/team.*

13U AA class:

A minimal number of 13U AA class teams are determined for each region, based on the number of players in all classes of the 13U division in the previous year. Every AA organisation must create a minimum of one team. A second team is created when 160 players are reached (15% of membership), a fourth team must be created when 600 players are reached (8% of membership), a fifth team must be created when 750 players are reached (8% of membership) and a sixth team must be created when 900 players are reached (8% of membership).

Note 3: The calculation for 13U teams is based on 12 players/team

15U AA class:

A minimal number of 15U AA class teams are determined for each region, based on the number of players in all classes of the 15U division in the previous year. Every AA organisation must create a minimum of one team. A second team is created when 200 players are reached (12% of membership), a third team must be created when 450 players are reached (8% of membership) and a fourth team must be created when 600 players are reached (8% of membership).

Note 4: The calculation for 15U teams is based on 12 players/team

18U AA class:

A minimal number of 18U AA class teams are determined for each region, based on the number of players in all classes of the 18U division in the previous year. One team must be created when 80 players are reached (15% of membership). Then a second is created when 200 players are reached (12% of the membership), a third team must be created when 300 players are reached (12% of the membership) and a fourth team must be created when 400 players are reached (12% of the membership). *Note 5: The calculation for 18U teams is based on 12 players/team.*

8.4 - THE ASSOCIATION CLASSES

9U: A minimum number of teams of A class by division is determined for each of the associations from the number of players registered in the 9U division the previous season.

Note 1: A decrease in membership the following season may alter the number of A class teams to be formed.

When 24 players are registered, the association must fill a first A class team:

24 players :	1 team A	96 players :	4 teams A
48 players :	2 teams A	120 players :	5 teams A
72 players :	3 teams A	144 players :	6 teams A

Note 2: The base of calculation for 9U teams is 10 players by team of A class and 7 players by team of B / Grand Slam class.

Note 3: For the purposes of calculation of the number of players in an association, the players playing within women's teams are not taken into account.

Note 4: Once the A class teams are formed, the association must assign all others players to the B class and/or to the Grand Slam program.

11U – 13U – 15U – 18U

A minimum number of teams of A class by division is determined for each of the associations from the number of teams registered the previous season:

Note 5: A decrease in membership the following season may alter the number of A class teams to be formed.

1 team :	1 team A	6 teams :	2 teams A, 4 teams B
2 teams :	1 team A, 1 team B	7 teams :	2 teams A, 5 teams B
3 teams :	1 team A, 2 teams B	8 teams :	2 teams A, 6 teams B
4 teams :	1 team A, 3 teams B	9 teams :	3 teams A, 6 teams B
5 teams :	2 teams A, 3 teams B		

Note 6: An association may request to underclass a team to B class via their region if this association is fielding only one (1) team in a given division. The region's decision cannot be appealed.

Note 7: According to criterion that a region sets for itself, it can authorize an under-classified team (article 8.4.2-note4) to represent its region during a B class provincial championship. The decision of a region cannot be appealed to the provincial level.

Note 8: For calculating the number of teams in an association, the women's teams are not included.

8.5 - INITIATION

At the minor; Rally Cap and Grand Slam divisions: Group of participants brought together by an association for the purpose of introducing them to the practice of baseball.

8.6 - TEAM COMPOSITION

When more than one team must be put together in a specific division and class within an association or an AA organization, such teams must be equally balanced in order to favour an equitable competition between these teams and to respect the provincial criteria for the number of teams.

At the AA and A class, a maximum differential of 3 last-year players is permitted between the teams in the same division and class of the same association or organization.

Note: For calculating the maximum gap, overage players are considered as last-year players.

8.7 - DEADLINE FOR TEAM SELECTION (AAA, AA AND A CLASSES)

- AAA class teams must be finalized no later than the 1st Sunday of April.
- AA class teams must be finalized no later than the **1st Sunday of May. The regular season may begin starting on the 2nd Saturday in May.**
- A class teams must be finalized no later than the **2nd Sunday of May. The regular season may begin starting on the 3rd Saturday in May.**
- B class teams must be finalized no later than the **3rd Sunday of May. The regular season may begin 8 days after the formation of B class teams.**

SECTION D - MEMBERSHIP REGISTRATION

9 - Regions, major leagues and AA minor leagues registration

9.1 - MEMBERSHIP

- a) REGION: The territory of the regions is defined by the board of director of Baseball Quebec;
- b) LEAGUE: Any group of team forming a league must indicate the division and the class in which it wishes to play and conforms to the statutes and regulations of Baseball Quebec as well as to all amendments that may be enacted.

9.2 - REQUIRED DOCUMENTS

For a league to be accepted by Baseball Quebec the required documents are:

- a) The league's and (major) teams registration fee required by Baseball Quebec;
- b) A copy of the league's By-Laws and special playing rule.

9.3 - FEES

A league who has not paid its registration fee for the previous year or owes any monies to an administrative level of Baseball Quebec cannot be member for the current season, as long as it has not paid what it owes.

9.4 - REFUSAL

Any team or league that does not comply with Baseball Quebec's By-Laws and these regulations can be denied membership for the current season.

10 - Associations registration

10.1 - DEMAND

All association wanting to affiliate one or more teams to Baseball Quebec must be a member of Baseball Quebec. The association must present to its region an association's membership application before March 1st.

10.2 - REQUIRED DOCUMENTS

To become a member of Baseball Quebec, an association must provide the following documents to its regional office:

- a) The association's registration form fully completed;
- b) The association's membership fees, as prescribed by Baseball Quebec.

10.3 - FEES

Any association and team who has not paid its registration fees for the previous year or owes any monies to an administrative level of Baseball Quebec cannot be member for the current year, as long as it has not paid what it owes.

10.4 - REFUSAL

Any team or any association that does not comply with Baseball Quebec's By-Laws and these regulations can be denied membership for the current season.

11 - Team registration at the major level, in a league

To become member of a league, a team has to apply to the league's Board of Directors where it is playing. The team undertakes to comply with Baseball Quebec's By-Laws and these regulations as well as with any amendments that may be enacted.

12 - Teams registration at the minor level

To become member of Baseball Quebec, any team has to apply to its regional Board of Directors, who has jurisdiction on the territory where it plays.

13 - Of the team changing league

(Major or AA minor leagues)

A team who wants to play in another league of the same classification may do so under the following conditions:

- a) The team has to inform, by certified mail, the league where it is registered and send a copy to the Provincial Rules Committee, prior to the Annual General Meeting of the league in which it was playing;
- b) To be valid, the Provincial Rules Committee must approve the transfer request;

-
- c) If the transfer request is made after the Annual General Meeting, the team must give to the league that it wants to leave a sum equivalent to the annual contribution, as per the league's administrative policies. The Provincial Rules Committee can, based on the circumstances, nullify the fine prescribed in this rule.

15 - AA Minor or major league

15.1 - CONDITION OF TERRITORY

Any team, under the jurisdiction of Baseball Quebec, who plays in an AA minor league must obtain a written permission from its region.

15.2 - LEAGUE TERRITORY

The Board of Directors of Baseball Quebec approves the territory of the major and AA minor leagues. Moreover, the assignment of its administrative regions to a minor AA league, according to the geography of the territory and the minor AA leagues, falls exclusively under Baseball Québec.

15.3 - TEAM TERRITORY

The territory of each team is defined: at the major level, by the league; at the AA minor level, by the regional Board of Directors, and is approved by the Board of Directors of Baseball Quebec.

At the major level, when more than a team of the same division and class operates in the same region, the protocol of agreement which defines the territory of each of the teams must be established between the teams. In case of dispute, the league will have to legislate, if needed.

15.4 - INTER-PROVINCIAL

No team from the province of Quebec or outside of our province can play in a league involving teams from other provinces without having first received written permission from the provincial baseball organizations involved.

17 - The territorial right

17.1 - GENERAL PROCEDURE

Any player who signs a contract with an association will continue to belong to this association as long as it exists or continues to organize baseball for his age division.

17.2 - PROCEDURES IN THE MAJOR

- a) Any team wanting to protect previous year's players has to register with his league;
- b) The team not registered loses his rights and privileges and the players become the property of the league;
- c) The league can hold a draft, or declare that players are "free agents". The drafted players become the property of the team that selected them only if they continue to play in this league;
- d) If it happened that a fusion takes place between teams of the same region, the players keep belonging to the same region for the purposes of the protection's list.

17.3 - SUSPENDED PLAYER

Any player suspended for one or more consecutive season(s) maintains his membership with the association for which he played at the time of his suspension even though he changes division.

17.5 - TAMPERING

Any association or organization found guilty of tampering will not be able to acquire the property of this player. The appropriate authority will determine the fault of an association or an organization.

17.6 - PLAYER NOT REGISTERED IN A CONTRACT PREVIOUS YEAR

Not appearing on a contract the previous year, a player does not belong to the team on which contract he appeared last. The player must report to the association where his legal residence is located.

18 - Contract

18.1 - NUMBER OF PLAYERS

The maximum number of players for a team in the 9U to 18U and 21U divisions is 20.

There is no limit for major divisions.

18.2 - DEADLINE

a) A and B classes in the Minor divisions:

Any team can register new players at any time, without exceeding the allowed maximum.

A new player defines as not having registered with a team of Baseball Quebec in the current year. The addition of a player after July 9th does not have any impact on the criteria for the number of teams per class. After July 9th, there is not player's movement anymore on the team's contract.

b) AA class and major divisions:

Any team can register new players until July 9 at midnight, without however exceeding the allowed maximum. No registration or player's movement on team's contract will be accepted after deadline.

c) In the case of a team disbanding, the Provincial Rule committee can permit, at all times, the movement of players between teams.

19 - Contract approval

19.1 - AUTHORIZED PERSON

At the major level, the players' contract must be approved by the league registrar and validated by the provincial registrar. At the minor level, the AA minor leagues' contracts must be approved by the regional registrar and validated by the provincial registrar. For the other contracts, the association and/or the region registrar in whom a team plays can approve the contracts, which are validated by the provincial registrar. The appropriate authority must review non-compliance with this procedure.

Note: In accordance with sections 20.1 and 25.1, a team's contract approval is done in two (2) phases; first, the contract of registered players must be approved before the first game of the team. Second, coaches are approved no later than June 15 annually.

19.2 - PROOF OF AGE

No photocopy of a proof of age is accepted. An approved contract from the previous season is the only substitute to a proof of age. Any infraction to this rule renders the player ineligible.

19.3 - AGE VERIFICATION

All proof of age must be validated. At the major: by the league's registrar. At the AA minor: by the registrar from the region in which the team is registered. At the minor, A-B and Grand Slam class: by the association registrar.

20 - Player's / member's eligibility

20.1 - PRINCIPLE

Before participating in his first game, for any team regardless of the division, a player must be registered on the contract issued by Baseball Quebec and be approved. This contract must be returned to the appropriate registrar (see article 19.1) with the proof of age and the release, if applicable. The appropriate authority must review non-compliance with this procedure.

20.2 - RESPONSIBILITY

A team's, an association's or organization's directors are responsible for a player's eligibility.

20.3 - CONTESTING AT THE MAJOR AND AA MINOR

Any contestation in regards to the status of a player must be made in writing, with supporting evidence, to the league (major) or the regional registrar (minor), at the time the infraction is discovered. The teams or organizations involved, as well as the league's management, must be informed simultaneously. The appropriate authority must render a decision in the three (3) days following its inquiry and communicate it in writing within seven (7) days. The decision can be appealed to the Provincial Rules committee.

20.4 - CONTESTING AT THE MINOR LEVEL

Any contestation in regards to the status of a player must be made, with supporting evidence, to the regional registrar, at the time the infraction is discovered. The teams or the associations involved, as well as the league's management must be informed simultaneously. The region must render a decision in the three (3) days following its inquiry and communicate it in writing within seven (7) days. The decision can be appealed to the Provincial Rules committee.

20.5 - DEFAULT OF PAYMENT

Any member who owes any monies, uniform or equipment to an administrative level of Baseball Quebec can be suspended, as long as he has not paid what it owes.

20.6 - PLAYERS NOT RESIDING IN QUEBEC

A player who resides outside the province and who wishes to play within Baseball Quebec's structure must, first, obtain from his organization (Federation) a letter authorizing him to play in Quebec. Afterwards, the player can participate in his team's regular activities (season, playoffs, and provincial tournaments). However, he cannot participate in the Quebec Games.

22 - Underage – overage player

22.1 - PRINCIPLE

Any player can be promoted to the division that is immediately superior to his.

- a) In the Junior division, a promotion is permitted only for 18-years old players.
- b) No promotion is allowed to the Senior division.
- c) Any player promoted in a minor division cannot be use as a call-up for a team in a superior division.

Note: An overaged player can only partake in activities in their superior division. For example, an 11U player who has been overaged to the 13U division can only partake in the 13U Provincial Championship. They cannot partake in 11U Provincial Championship.

22.2 - PROMOTION

A promotion must be authorized at the regional level.

Note: When promotion is required to play in a provincial league, promotion is authorized at the provincial level.

22.3 - RETURN TO HIS DIVISION

Any underage player, who registered, for the current season, with a team in a division superior to his own, may return to the lower division's team before midnight on July 9th. The player's name must be entered in the contract of his new team.

22.4 - MAXIMUM NUMBER OF UNDERAGE / OVERAGE PLAYERS

- a) A team can register up to five underage players in its contract during a season.
- b) A team can register up to two overage players during a season.

22.6 - DEMOTION

The provincial level, upon recommendation from the regional level, can allow the demotion of a player.

The overage player cannot play for an AA class team. The overage player cannot appear on the reserve list of any team. The overage player cannot pitch for his team.

Note: A 23-year-old player participating in Junior BB - A is not considered as an underage player.

23 - Irregular participation (provincial or interprovincial)

23.1 - PLAYER

- a) Any player, registered with Baseball Quebec, whose name appears in more than one team contract, without a release, is ineligible. Exception for the Senior division: Any player registered in the Senior BB division can play in more than one league of this division.
- b) Any player belonging to an association that leaves this association to join another one during the season, without obtaining a release, is suspended of all Baseball Quebec activities. To be reinstated, he must present a request to the appropriate authority.

23.2 - TEAM

A team must play in only one league.

24 - Professional try outs

To reintegrate Baseball Quebec, any player who is the property of a team and who had a try out in a professional league or a professional association: If he belongs to...

- a) a Junior Elite team, his name must appear on protection list of the team for which he intends to play;
- b) a Junior or Senior team, a line must be available on the team's contract for which he intends to play;
- c) he must regain his amateur player status, as per Baseball Canada's eligibility rules;
- d) if the player's return is done in a year following the signature of a professional contract, he must return to the last team (last contract approved by Baseball Quebec) and if this team is not in operation anymore, he becomes a free agent within the league.

25 - Coach's eligibility

25.1 - PRINCIPLE

Every coach's name must be recorded on the team's contract issued by Baseball Quebec to be authorized to coach a team, before the first game in which he occupies this function.

- a) For divisions 9U to 18U and 21U, a maximum of 6 coaches can be registered in a team's contract. One (1) head coach must necessarily be among the registered coaches.
- b) **All coaches may be listed on the lineup sheet and present on the bench during a game.**

25.2 - DEADLINE

A coach can register on a team's contract at any time during the season.

Note: A coach under suspension cannot be added to a team's contract until their suspension has been fully served.

25.3 - SEVERAL TEAMS

- a) A coach can appear in a maximum of 3 team contracts, as long as these teams differ by division or by class;
- b) A head coach can manage a maximum of 2 teams, as long as these teams differ by division or by class;
- c) The accreditation of a coach can be used for those 3 teams as long as he is active with those teams.

Note: For the purpose of calculating the number of teams, the Rally Cap division as well as teams formed on an ad hoc basis (provincial or national championship) are not taken into account.

26 - Coaches certification

11U, AA class

Title	Certification
Head coach	11U – Trained
One (1) assistant-coach	11U – Trained
Two (2) coaches per team	Annual training

13U, AA class

Title	Certification
Head coach	13U – Certified
One (1) assistant-coach	13U – Trained
Two (2) coaches per team	Annual training

15U, AA class

Title	Certification
Head coach	15U – Certified
One (1) assistant-coach	15U – Trained
Two (2) coaches per team	Annual training

18U, AA class

Title	Certification
Head Coach	16+ – Trained
One (1) coach per team	Annual training

9U – 11U – 13U – 15U – 18U and 21U, A class

Title	Certification
Head coach	Fundamentals and ongoing participation – Trained
One (1) assistant-coach	Fundamentals and ongoing participation – In training
One (1) coach per 11U team	"My first pitch" online module
One (1) coach per team	Annual training

11U – 13U – 15U – 18U and 21U, B class

Title	Certification
Head coach	Fundamentals and ongoing participation – Trained
One (1) coach per 11U team	"My first pitch" online module
Baseball Québec recommends that one (1) coach per team follows a training course annually	

9U, B / Grand Slam class

Title	Certification
Head coach	Fundamentals and ongoing participation – In training

Rally Cap

Title	Certification
Association Coordinator	Rally Cap Training

Réseau de développement 15U and 17U AAA	
Title	Certification
Head Coach	16+ - Certified + 6 modules - Competition-Development
All assistant-coaches	16+ – Trained

Junior Élite	
Title	Certification
Head Coach	16+ - Certified + 6 modules - Competition-Development (*)
All assistant-coaches	16+ – Trained

(*) Coaches have 2 years to complete the 6 Competition Development technical modules from the year that they first joined the Junior Elite.

Annual training

1- Coaches clinic approved by Baseball Québec, 2- Coaches convention, 3- NCCP coaching clinic, 4- NCCP contact person training, 5- Have facilitated a NCCP coaching clinic during the current year.

Recommendation:

Baseball Québec recommends that all coaches take a course annually.

Penalty for article 26

A team must comply with the coaching accreditation by June 15 of each year. As of June 16th, the head coach of a non-compliant team can no longer perform this function and must be removed from the team contract until their team's accreditation is compliant.

27 - Coaches accreditation - Quebec Games/13U AA prov. championship

13U, men's

Title	Certification
Head coach	13U – Certified
All assistant-coach	13U – Trained

13U, women's

Title	Certification
Head coach	Fundamentals and ongoing participation, Trained
All assistant-coach	Fundamentals and ongoing participation, In training

28 - Coaches accreditation - Canadian championships

13U

Title	Certification
Head coach	13U – Certified
All assistant-coaches	13U – Trained

15U, 16U, 18U, 21U and 22U

Title	Certification
Head coach	15U or 16+ – Certified
All assistant-coaches	15U or 16+ – Trained

Senior

Title	Certification
All coaches	Fundamentals and ongoing participation – In training

Baseball Canada Cup

Title	Certification
Head coach	Competition Development – Certified
Two (2) assistant coaches	One (1) Competition Development – Trained and One (1) 16+ - Certified
Three (3) assistant coaches	Two (2) Competition Development – Trained and One (1) 16+ - Certified

Canada Games

Title	Certification
All coaches	Competition Development - Certified

Note: It is mandatory to have at least one (1) female coach for each game of a women's Canadian championship.

SECTION E - LEGAL RESIDENCE AND RELEASE

29 - The territory

29.1 - PRINCIPLE

Each player must play within the limits of his territory.

29.2 - SPECIAL CASES

The Regional Board of Directors or the Provincial Rules Committee, as the case may be, decides on all special case related to the legal residence (divorce, custody, non-legal separation, etc.).

30 - Of the absence of a division

30.1 - PRINCIPLE

It is possible that some territories cannot organize one or several division(s). Accessibility to the game must not be restricted for administrative reasons, whatever they are. It is the region's responsibility to find, for the player, a place to play.

30.2 - SUSPENDING ACTIVITIES

An association that suspends its activities in one or many divisions for more than one season loses its rights to the players.

31 - Moving

When a player moves before July 9th, he can:

- a) Play in his association as long as he does not stop for a season; or
- b) Register with the association of his new legal residence, as long as he obtains first his transfer/moving request.
- c) When a minor division player moves before registering with a team, a release is not required.
- d) The transfer of ownership or the move must be effective on July 9th, otherwise the player will be ineligible to play for his new association.

32 - Release

32.1 - DEADLINES

- a) A release from their AA organization or region may be requested from February 1st until midnight on July 9 of the current season.
- b) A release from their association may be requested from March 1st until midnight on July 9 of the current season.
- c) With the approval of the provincial rules committee, a region may establish a later date that those mentioned above.

32.2 - PROCEDURES AT THE MAJOR LEVEL

Any player belonging to a team, who wishes to obtain his release, must:

- a) Make a written request, by registered mail, to the president of his team and send a copy to the league's general manager or commissioner and another copy to the provincial office;
- b) Return to the team all equipment received from it.
- c) Any player belonging to an association or a team and who wishes to obtain his release for a team of another league has to obtain this release from the league in which he played.

32.3 - PROCEDURES AT THE MINOR LEVEL

The player's father, mother or guardian must ask for the release and it must contain the player's destination. Any player, who wishes to obtain his release, must:

- a) For a AA organization or region release, make a written request, by registered mail or by email, to the regional vice-president in charge of releases;
- b) For an association release, make a written request, by registered mail or by email, to the association president.
- c) In both cases, bring back all equipment received from it.

Note: A player who has been released to an AA organization and is subsequently cut by that organization, must return to their original association.

33 - Answer to a release request

33.1 - AT THE MAJOR LEVEL

Any team, to whom a release request is made, must answer, in writing, its acceptance or its refusal to the applicant, with a copy to the league's general manager or commissioner and to the provincial office.

33.2 - AT THE MINOR LEVEL

a) RELEASE FROM AA ORGANIZATION OR REGION:

Any region, to which a release request is made, must answer, in writing, its acceptance or its refusal to the applicant, with a copy to AA organization's president and to the provincial office. Furthermore, the new region may choose to refuse the player, which cancels the release.

b) RELEASE FROM ASSOCIATION:

Any association, to which a release request is made, must answer, in writing, its acceptance or its refusal to the applicant, with a copy to region's president.

33.3 - DEADLINE

An answer to a release request must be send within ten working days following the receipt of the request (not including Saturday, Sunday and statutory holidays). The absence of an answer is interpreted as an acceptance.

Note: A permanent release is granted in the case when a response is received after the allowable delay or when no response is received.

34 - Conditions for appealing a release

34.1 - AT THE MAJOR LEVEL

a) **TO THE LEAGUE**

An team's refusal to release can be appealed, by the applicant, to the league in which his team plays. He must do so in writing, by registered mail, to the league's president, and send copies to the league's general manager or commissioner and to the provincial office. See the section on the appeal procedure, article 60.2.

b) **TO THE PROVINCIAL RULES COMMITTEE**

A league's refusal to release can be appealed, by the applicant, to the provincial Rules Committee. He must do so in writing, by registered mail, to the committee and send copies to the league's general manager or commissioner. See the section on the appeal procedure, article 60.2.

34.2 - AT THE MINOR LEVEL

a) RELEASE FROM ASSOCIATION:

An association's refusal to release can be appealed, by the applicant, to the region. He must do so in writing, by registered mail or by email, to the regional vice-president in charge of releases. For an association level release, NO appeal can be made at the provincial level. See the section on the appeal procedure, article 60.2.

b) RELEASE FROM AA ORGANIZATION OR REGION:

A region's refusal to release can be appealed, by the applicant, to the Provincial Rules Committee. He must do so in writing, by registered mail or by email, to the committee and send a copy to the regional vice-president in charge of releases. See the section on the appeal procedure, article 60.2.

35 - Number of releases in a season

A player cannot make more than one request for release during the season, unless exceptional circumstance apply (team disbanding, moving).

SECTION F - PROVINCIAL CHAMPIONSHIPS, SUPER-REGIONAL AND QUEBEC GAMES

36 - Team obligations in a provincial championship

PRELIMINARY REGISTRATION

- a) **13U AA:**
Two weeks before the championship, an all-star team must register a maximum of 18 players and 4 coaches in the designated registration log on the management platform for player and coach verification and validation. Once validated, no other player or coach may be added or participate in the championship. Selected players must appear in a 13U division registration log during the season.
- b) **11U AA, 15U AA, 18U AA:**
Only an original team may participate in this championship. However, it is allowed to include players as reserves. The team representing the region must be identified and designated on the management platform by the Sunday preceding the championship.
- c) **IN THE MINOR FOR THE A AND B CLASSES:**
Only an original team may participate in this championship. However, it is allowed to include players as reverses. The team representing the region must be identified and designated on the management platform by the Sunday preceding the championship.
The regions of Abitibi-Témiscamingue and Côte-Nord are allowed to field an all-star team for these championships.
Note 1: An all-star team is allowed in B class strictly when an all-star team is also formed in this division during the A class championship.
Note 2: A player participating in a A class all-star team cannot represent their region with a B class team in the same division.

37 - Suspensions

37.1 - INELIGIBLE PLAYER

Any ineligible player who participates in a championship game results in a loss of a game to his team and a suspension for the next game to the head coach of the offending team (or the one holding that position during the game).

37.2 - PREVIOUS SUSPENSIONS

- a) Any member under suspension cannot participate in a provincial championship as long as the suspension is not served (completed).
- b) Original team
When original teams participate in a championship, a member under suspension must serve it during the event.
- c) Regional selection team
When regional selection teams participate in a championship, a member under a suspension of four (4) or more games cannot serve that suspension during the event and cannot participate in the championship.

37.3 - TEAM MANAGED BY A SUSPENDED MEMBER

Any team managed by a suspended member (head coach, assistant coach, member of the team's management or of a league) results in a loss of a game to their team.

37.4 - SUSPENSION DURING A CHAMPIONSHIP AND A PROVINCIAL COMPETITION

Any player, head coach, assistant coach of a team who is ejected from a game by the umpire is suspended automatically. The suspension comes into effect in the next scheduled game played. The suspended person can't be replaced and the team is deprived of a player or a team's personnel (head coach or assistant coach) for the period of suspension. No fine is accepted.

38 - The behaviour

38.1 - WITHDRAWAL OR REFUSAL

Any head coach, assistant coach or regional director who removes his team or refuses to play a game, whatever the reason may be, loses the game by forfeit and results in a suspension for the next game to the offending team head coach (or the one holding that position during the game).

38.2 - OFFICIAL CEREMONIES

Each team has to conform to the protocol regarding the on-field championship proceedings and follow the instructions received from the competition supervisors. Teams not respecting these directives are liable to be suspended and/or fined.

38.3 - DISCUSSION WITH THE UMPIRES

Players, coaches and team personnel cannot, at any time during or after a game, discuss with the umpires any decisions involving judgment. People contravening to this rule are subject to expulsion.

38.4 - ABSENCE AT THE PROVINCIAL CHAMPIONSHIPS

Any region that withdraws a team from a provincial championship will have to pay the participation fee per player/team, as per Baseball Quebec administrative policies. These monies will be used to cover the participation fee of the team replacing it. The Provincial Board of Directors has the right, after inquiry, to apply additional penalties.

39 - Team obligations

39.1 - GAME ATTENDANCE - FORFEIT

Each team must arrive at the field at least one hour before the game, regardless of weather conditions.

- a) **Fifteen minutes after the scheduled game start time, if a team is unable to field the minimum number of (9) players to begin the game, the game is lost by forfeit.**
- b) **Additional sanction: All pitchers in the following game will be assigned in the pitching register the number of pitches corresponding to the first stage of their age division as of the date the forfeited game was originally scheduled.**

39.2 - BALL

No protest is accepted on the model or the brand of baseballs used during the championships.

39.3 - DUGOUTS

Home team: dugout on the third base side.

Visiting team: dugout on the first base side.

39.4 - WARM-UP

Each game starts at the time indicated on the schedule. Each team is allowed **to use only the outfield simultaneously for its pre-game warm-up.**

40 - Of the game

40.1 - RAIN AND WEATHER RELATED CONDITIONS

In case of rain or adverse weather conditions, the game is suspended by the competition supervisor. It must resume at the time determined by the competition supervisor **until the final inning (based on the number of innings played or the game duration – 40.6) is completed.**

40.2 - HOME AND VISITOR

- a) **AA and A classes:**
The positioning of teams is determined **strictly for the first game** based on the ranking in this championship from the previous season. For all other games, a coin toss will be used.
- b) **B class:**
For all games, a coin toss will be used.

40.3 - BATTING ORDER

Thirty (30) minutes prior to the scheduled game time, both teams must present, to the official scorekeeper, their batting order duly completed: Uniform number, complete first and last name and the starting players position, as well as all substitutes for this game.

Note: If two or more players have the same number on their uniform, the team has to write, beside the name on the batting order, the name of the original team of the players.

40.4 - PROTEST

Any protest must be given to the umpire at the time of the play under protest, before play resumes. The game is suspended and the protest committee meets at once to study the protest. The decision is final and without further right of appeal. A protest must be accompanied by the amount of one hundred dollars (100\$) cash and a form will be supplied for that purpose. The game resumes immediately after the decision is made. If the ruling is in favor of the protesting team, the money is reimbursed.

40.6 - GAME

Note 1: The duration of the games starts at the “Play Ball” and ends at the conclusion of the home team’s offensive inning, whether at the third out or when the run limit per inning being reached.

a) Game duration **(AA and A class):**

9U, 11U and 13U divisions:

Any inning that begins 90 minutes (1h 30) after the start of the game is declared the «last inning» and that inning is open. The game ends after that inning.

Note 2: For the 13U AA championship as well as Quebec Games, there is no time limit.

15U, 18U and 21U divisions:

Any inning that begins 105 minutes (1h 45) after the start of the game is declared the «last inning» and that inning is open. The game ends after that inning.

b) Game duration (B class):

9U, 11U and 13U divisions:

Any inning that begins 75 minutes (1h 15) after the start of the game is declared the «last inning» and that inning is open. The game ends after that inning.

15U, 18U and 21U divisions:

Any inning that begins 90 minutes (1h 30) after the start of the game is declared the «last inning» and that inning is open. The game ends after that inning.

c) Regulation game:

A game becomes a regulation game when it first reaches either the conditions described in the articles relating to the duration of a game (number of innings) for the 9U to 18U and 21U divisions or when a final announced inning **is completed (bases on game duration – 40.6).**

If there is a tie at the end of the allotted duration, the game must continue and all subsequent innings are open. The official scorekeeper determines the official starting time of the game. Any game stoppage longer than ten (10) minutes is not considered counted in the duration of the game.

Strictly for games involving a medal, the games must be completed without any time limit.

d) Mercy Rule:

i) 9U to 13U division:

The ten run “Mercy Rule” shall apply after the 4th inning or 3 and a half innings if the home team is ahead.

The fifteen run “Mercy Rule” shall apply after the 3rd inning or 2 and a half innings if the home team is ahead.

ii) 15U, 18U and 21U division:

The ten run “Mercy Rule” shall apply after the 5th inning or 4 and a half innings if the home team is ahead.

The fifteen run “Mercy Rule” shall apply after the 4th inning or 3 and a half innings if the home team is ahead.

A game ends immediately when a team, due to the run per inning limitation, cannot win the game.

40.7 - EXTRA INNINGS

If a game is tied at the end of the regular innings or due to the time limit, the following procedure will be used at the beginning of the extra inning:

a) Each team will start the extra inning (and each subsequent inning required) with a runner on 1st and 2nd base and none out (see example below to confirm who is on first and second base).

b) The batting order for the first extra inning or any subsequent inning will be determined based on the end of the previous inning (see example below to confirm who is at bat).

Example: Batter #6 was the last at-bat at the end of the last regular inning, the extra inning will begin with Batter #7 at bat, Batter #5 on 2nd base and Batter #6 on 1st base.

c) With the exception of the runners on bases to start the inning, all other official playing rules apply during the extra innings until a winner is *declared*.

The extra innings procedure applies for all championship games, **including games involving a medal**.

41 - The organization

41.1 - GAMES SCHEDULE

The schedule for the championships is prepared by Baseball Quebec. It can be changed in case of rain or in any other circumstances that may cause delays to the championships.

41.2 - SUPERVISOR

The supervisor of Baseball Quebec is the official delegate of Baseball Quebec and is the only person authorized to discuss with the various teams' personnel of any changes to the proceeding of the competition and to render any disciplinary decisions that he judges appropriate.

41.3 - MEMBERS OF THE PROTEST COMMITTEE

A minimum of three of the following persons has to sit to discuss a protest or a disciplinary case:

- The championship supervisor;
- A member appointed by the organizing committee;
- A member appointed by the host region;
- The supervisor of umpires for the championship;
- An employee or an officer of Baseball Quebec;
- The registrar of the competition.

41.4 - CERTIFIED SCOREKEEPERS

During the championships, the organizing committee has to ensure that certified scorekeepers are on duty for each game.

41.5 - PARTICIPANT'S ELIGIBILITY

- a) During the provincial championships, all participants may be subject to the verification of their eligibility. Upon request from the championship supervisor, each team must provide a proof of age for every player participating directly in a game. In the absence of the appropriate documents, the player is automatically suspended for the duration of the championship.
- b) A player wishing to participate in a Provincial Championship leading to a Canadian Championship must meet Baseball Canada's eligibility rule.

41.7 - PENALTY FOR NOT RESPECTING THE STRUCTURE

- a) A region must respect articles 8.3 and 8.6. If it does not, that region and the players that constitute it will not be permitted to participate in a provincial championship/Quebec games in the division in default. Furthermore, all A and B class teams included in the region cannot participate in a provincial championship in the faulty division.
- b) An association must respect articles 8.4 and 8.6. If it does not, that association and the players that constitute it will not be permitted to participate in a provincial championship in the division in default.

SECTION G - TOURNAMENTS

42 - The tournament accreditation

42.1 - JURISDICTION

Any association wishes to present a tournament on territory of Baseball Quebec has to make an application at Baseball Quebec before March 1st. For regional tournament, each region can establish its rules of procedure provided that they do not come in contradiction with articles of present regulation.

42.2 - ACCREDITATION OF TOURNAMENTS

An answer to any tournament applications must be made before March 15.

42.3 - COSTS

Baseball Quebec has full authority to determine the amount of the accreditation fee for all tournaments. The Board of Directors of Baseball Quebec votes these amounts annually.

42.4 - REGIONAL PERMISSION

Any organisation has to obtain the consent of the regional Board of Directors to apply for a provincial tournament. A refusal by the region prevents accreditation of the tournament.

42.5 - TOURNAMENT'S DATE

The tournament period begins on June 15th and must be completed by August 15th. For major reasons (weather), a tournament may go beyond this date and it has two days to complete its activities.

42.6 - DURATION OF A TOURNAMENT

A tournament must take place over a maximum period of seven consecutive days. Each division and each class are considered as a tournament.

43 - Tournament obligations

43.1 - UMPIRES AND SCOREKEEPERS

All games in an accredited tournament must be officiated by Baseball Quebec certified officials.

43.2 - NEUTRALITY OF THE ORGANIZERS

No member of the organizing committee of a tournament may act as a coach or an umpire at its tournament.

43.3 - FUNDAMENTAL RIGHTS

No tournament regulations or ground rules can deprive a team of a fundamental right that is recognised by Baseball Quebec regulations (EXAMPLE: right to protest).

43.4 - PAYMENTS

All payments must be made within ten (10) days following the completion of the tournament. After this deadline, a fine may be levied.

43.6 - MAXIMUM NUMBER OF GAMES PER DAY

The tournament organizers cannot schedule a team for more than two games in a day, with a minimum of one (1) hour of rest between the end of the first game and the beginning of the second.

Note: If a third game must be played, this game is left to the discretion of the tournament organizers.

43.7 - START/END TIME

- a) No game can begin before or after these hours:
13U and lower: 08h30 and 21h30, 15U and higher: 08h30 and 22h00
- b) During the preparation of the schedule, a minimum time must be allotted for each game:
9U, 11U and 13U: 2 hours, 15U and higher: 2 h 30
- c) For any games starting at 21h00 or later, ten (10) hours of rest must be given between the end of the game and the beginning of the next game of both teams.

43.8 - MONEY REWARDS

- a) Money rewards at the minor level: No money rewards are permitted.
- b) Money rewards at the major level: Any kind of money reward is allowed. However, the difference between the amounts charged to the participating teams and the amount allowed on the Baseball Quebec's rate chart, must be part of the monies awarded. When a money reward is given, an officer of the F.B.A.Q must witness the teams' draw.

43.10 - FINES

Any tournament that does not comply with any tournament regulations may be fined.

43.11 - PLAYING RULES

No modification to the playing rules recognised by Baseball Quebec is accepted.

43.12 - CORRESPONDENCE DEADLINE

Any answer concerning the acceptance or refusal of a team to participate in a tournament has to be done in writing within ten (10) days following receipt of the registration form. Furthermore, the original calendar must be sent to the participating teams fifteen (15) days prior to the beginning of the tournament, with a copy to the provincial office.

43.13 - NUMBER OF PARTICIPATING TEAMS

The tournament organizers cannot accept the registration of teams above the number of teams identified on the tournament application form without the consent of Baseball Quebec.

43.14 - GAMES - AA, A AND B CLASS

Note: The duration of the games starts at the "Play Ball" and ends at the conclusion of the home team's offensive inning, whether at the third out or when the run limit per inning being reached.

a) Game duration (AA and A class):

9U, 11U and 13U divisions:

Any inning that begins 90 minutes (1h 30) after the start of the game is declared the «last inning» and that inning is open (except in 9U B / Grand Slam class where article 105.4.2 applies). The game ends after that inning.

15U, 18U and 21U divisions:

Any inning that begins 105 minutes (1h 45) after the start of the game is declared the «last inning» and that inning is open. The game ends after that inning.

b) Game duration (B class):

9U, 11U and 13U divisions:

Any inning that begins 75 minutes (1h 15) after the start of the game is declared the «last inning» and that inning is open (except in 9U B / Grand Slam class where article 105.4.2 applies). The game ends after that inning.

15U, 18U and 21U divisions:

Any inning that begins 90 minutes (1h 30) after the start of the game is declared the «last inning» and that inning is open. The game ends after that inning.

c) Regulation game:

A game becomes a regulation game when it first reaches either the conditions described in the articles relating to the duration of a game (number of innings) for the 9U to 18U and 21U divisions or when a final announced inning **is completed (bases on game duration – 43.14)**.

If there is a tie at the end of the allotted duration, the game must continue and all subsequent innings are open. The official scorekeeper determines the official starting time of the game. Any game stoppage longer than ten (10) minutes is not considered counted in the duration of the game.

Strictly for games involving a medal, the games must be completed without any time limit.

d) Mercy Rule:

i) 9U to 13U division:

The ten run "Mercy Rule" shall apply after the 4th inning or 3 and a half innings if the home team is ahead.

The fifteen run "Mercy Rule" shall apply after the 3rd inning or 2 and a half innings if the home team is ahead.

ii) 15U, 18U and 21U division:

The ten run "Mercy Rule" shall apply after the 5th inning or 4 and a half innings if the home team is ahead.

The fifteen run "Mercy Rule" shall apply after the 4th inning or 3 and a half innings if the home team is ahead.

A game ends immediately when a team, due to the run per inning limitation, cannot win the game.

43.15 - EXTRA INNINGS

Note: Non applicable to 9U B / Grand Slam class

If a game is tied at the end of the regular innings or due to the time limit, the following procedure will be used at the beginning of the extra inning:

- a) Each team will start the extra inning (and each subsequent inning required) with a runner on 1st and 2nd base and none out (see example below to confirm who is on first and second base).

- b) The batting order for the first extra inning or any subsequent inning will be determined based on the end of the previous inning (see example below to confirm who is at bat).

Example: Batter #6 was the last at-bat at the end of the last regular inning, the extra inning will begin with Batter #7 at bat, Batter #5 on 2nd base and Batter #6 on 1st base.

- c) With the exception of the runners on bases to start the inning, all other official playing rules apply during the extra innings until a winner is declared.

The extra innings procedure applies for all championship games, **including games involving a medal.**

44 - Teams obligations

44.1 - GENERAL OBLIGATION

Any team of Baseball Quebec can take part in a tournament as far as the latter is sanctioned by the Q.B.A.F. If a team takes part in a tournament outside of Quebec, it will have to inform Baseball Quebec.

44.2 - CONDITIONS OF PARTICIPATION

- a) Only an original team can participate in a tournament. However, a team can use reservists.
b) Any region that does not have an AA team in a given division can create an all-star team in this division in order to participate in a minor AA tournament.

44.3 - GAME ATTENDANCE - FORFEIT

Each team must arrive at the field at least one hour before the game, regardless of weather conditions.

- a) **Fifteen minutes after the scheduled game start time, if a team is unable to field the minimum number of (9) players to begin the game, the game is lost by forfeit.**
b) **Additional sanction: All pitchers in the following game will be assigned in the pitching register the number of pitches corresponding to the first stage of their age division as of the date the forfeited game was originally scheduled.**

44.4 - PROTEST

Any protest must be given to the umpire at the time of the play under protest, before play resumes. A protest must be accompanied by the amount of one hundred dollars (100\$) cash. The game is suspended and the protest committee meets at once to study the protest. The decision is final and without further right of appeal. The game resumes immediately after the decision is made. If the ruling is in favor of the protesting team, the money is reimbursed.

44.5 - REGISTRATION

Each team must present to the tournament's office (registrar) all required documents at least one hour prior to its first game.

44.6 - REQUIRED DOCUMENTS

Each team has to present its documentation duly filled and approved. Required documents:

- a) Team contract;
b) Any document proving the eligibility of your pitchers;
c) If a team use reserve list player, it must provide a copy of the team contract to which the player belongs

Note: It is the team's responsibility to have each player individually approved on its team contract if the team participates in a tournament prior to July 9th, deadline for approval of team contracts.

44.7 - TOURNAMENT SCHEDULE

Every team has to follow the schedule prepared by the tournament organizers. It can be changed in case of rain or in any other circumstances that may cause delays to the tournament.

45 - League obligations

45.1 - MODIFICATION TO THE SCHEDULE

The league, which authorises a team to participate in an accredited tournament, undertakes to modify its regular season or playoff schedule.

45.2 - COMMUNICATION OF DISCIPLINARY CASE

Any team must, upon request, make known to the tournament organizers all suspensions(s) given to one of the participants.

46 - The disciplinary and protest committee

Each accredited tournament should have, at all time, a disciplinary and protest committee to study at once all the situations that arise.

48 - Procedures for teams participating in tournaments

48.1 - REGISTRATION

Each team must register before the deadline set up by the organizing committee.

48.2 - HOME AND VISITOR

a) Round robin:

Thirty (30) minutes before the scheduled game time, there will be a coin toss to determine the home (third base side dugout) and visiting (first base side dugout) team. For the semi-finals, the team positioned higher in the standing, as per the tie breaking rule, is the home team. For the medal games, a coin toss will be used.

b) False double elimination:

Thirty (30) minutes before the scheduled game time, there will be a coin toss to determine the home (third base side dugout) and visiting (first base side dugout) team. Then, during a game winning vs losing, the winning team will be "home team". Otherwise, there will be a coin toss.

48.3 - WARM UP

Each team is allowed to use only the outfield simultaneously for its pre-game warm-up.

48.4 - BATTING ORDER

The batting order of every team must be available in three copies, thirty (30) minutes before the game.

48.5 - MINIMUM OF GAMES

All teams are assured to play a minimum of two games.

48.6 - UPGRADING OF TEAMS

Team upgrades are allowed. The team must register in a tournament of its age division.

Example: A 13U B class team can be upgraded to a 13U A class tournament, but cannot be upgraded to a 15U tournament.

48.7 - RAIN AND ATMOSPHERIC CONDITIONS

a) A game that has not become a regulation game is a suspended by the tournament organizers. It must be resumed at a time determined by the tournament organizers.

b) For a regulation game, the tournament organizers must decide on the outcome of the game after play has been suspended for thirty (30) minutes. If the game cannot resume within the hour following the game's suspension (time determined by the tournament organizers), the game is considered complete. The team in the lead the last time when both teams had the same number of offensive innings is declared the winner, unless the home team ties or took the lead in its last at bat (no matter if its half-inning is completed or not).

Example: 13U A Class game, with a score of 4-3 for the visitors after 4 innings of play. The game is considered regulation. The 5th inning was not declared an open inning.

Scenario 1: At the beginning of the 5th inning, the visitors are retired in order. At the end of the 5th inning, the home team loads the bases, and then rain makes the field unplayable before the end of the inning. After the delay, the game is declared finished. The final score is 4-3 in favor of the visitors.

Scenario 2: At the beginning of the 5th inning, the visitors are retired in order. At the end of the 5th inning, the home team ties the score, and then rain makes the field unplayable before the end of the inning. After the delay, the game is declared finished. The game is a suspended game and must continue at a time determined by the tournament director.

Scenario 3: At the beginning of the 5th inning, the visitors are retired in order. At the end of the 5th inning, the home team scores 2 runs, and then rain makes the field unplayable before the end of the inning. After the delay, the game is declared finished. The final score is 5-4 in favor of the home team.

48.8 - NUMBER OF TOURNAMENTS

AA and A teams can participate in a maximum of 3 tournaments accredited by Baseball Quebec.

B/Grand Slam teams can participate in a maximum of 2 tournaments accredited by Baseball Quebec.

48.9 - CONTESTING THE ELIGIBILITY

Upon the deposit of a protest, the tournament organizers are responsible to verify a player's eligibility.

48.10 - CANCELLATION POLICY

a) If a team withdraws from a tournament twenty-eight (28) days or less from its beginning, no reimbursement will be made.

- b) If a team withdraws from a tournament more than twenty-eight (28) days prior to its beginning, it will not be reimbursed unless the tournament is able to replace it. In this case, the registration fee will be reimbursed minus a 25% administration fee.
- c) If, before a team has played a game, a tournament is cancelled due to weather related conditions or is postponed to a future date and the team can no longer participate in it, the team will be reimbursed, less a 15% administration fee.
- d) If a tournament is cancelled due to weather related conditions or is postponed to a future date and a team can no longer participate in it, the registration fee will be reimbursed on a prorated basis of the number of games played divided by the number of guaranteed games based on the tournament's formula.

48.11 - PENALTY FOR NOT RESPECTING THE STRUCTURE

- a) A region must respect articles 8.3 and 8.6. If it does not, that region and the players that constitute it will not be permitted to participate in a provincial tournament in the division in default.
- b) An association must respect articles 8.4 and 8.6. If it does not, that association and the players that constitute it will not be permitted to participate in a provincial tournament in the division in default.

48.12 - TIE BREAKING FORMULA

General Application Note: Round-robin tournaments are primarily used to ensure that teams play a minimum number of games. Other formats also exist to achieve the same results. However, it is prohibited to implement tied games in sanctioned tournaments. On one hand, the tie-breaking rules below are not designed to handle this scenario, and on the other hand, sanctioned tournaments must follow the rules established by Baseball Québec (43.11), particularly the procedure for extra innings (43.15) when the situation requires it.

Step A : Should a tie exist between teams of a same section, section standings will be decided according to the following priorities:

- 1- The team with the best win-loss record in the game(s) between or among the tied teams will place higher in the standings.
- * In step B and C, all games played during the preliminary round will be considered.
- 2- If the tie persists, the placement of teams will be dictated by the ratio of number of runs against per defensive inning for games between or among the original tied teams.
- * In step B and C, all games played during the preliminary round will be considered.
- 3- If the tie persists, the placement of teams will be dictated by the ratio of number of runs scored per offensive innings for games between or among the original tied teams.
- * In step B and C, all games played during the preliminary round will be considered.
- Note 1: When calculating the number of offensive and defensive innings that are to be credited to each team under priorities (2) and (3), innings will be calculated on a fractional basis.*
- 4) If the tie persists, the placement of teams will be dictated according to the team that has accumulated the highest number of innings with the lead:
One point is awarded at the end of each completed inning to the team that was in the lead in the game for the games played between or among the original tied teams.
- * In step B and C, all games played during the preliminary round will be considered.

Note 2: When a multiple tie occurs and is only partially resolved, the remaining ties will be resolved by continuing on with the remaining tie breaking priorities, until all 4 priorities have been exhausted. Then, and only then, will the remaining tied teams return to priority number 1 and proceed through the order again.

Note 3: In a mercy rule game, the winning team will get credit for 6 or 7 defensive innings (depending on the division) while the losing team will only get credit for the innings played.

Note 4: For the Tie-breaking formula the extra inning rule, only the runs scored/allowed in the regulation innings be counted in the run ratio. Do not use the extra inning stats in the tie-breaking formula.

Note 5: If one or several games are not competed in a section and result of a forfeit, these games will not be kept account for the purposes of «wild card».

Step B - (Wild card) Following Step A, the standing for each team in its respective section will have been determined. The three teams ranked in second position in their respective section will go through the tie breaking formula (step A) to determine the Wild Card team.

Step C - Positions 1 to 3 will also be determiner using the tie breaking formula in step A.

Example:

Québec (QC), Rive-Sud (RS) and Côte-Nord (CN) are tied after round robin.

- **Priority 1:**
QC defeated RS by 6 - 3, CN defeated QC by 6 - 4, RS defeated CN by 10 - 8
No tie resolved, move to next priority.

- **Priority 2:**
QC : 9 runs allowed in 14 innings $(9/14) = .643$
RS : 14 runs allowed in 14 innings $(14/14) = 1.000$
CN : 14 runs allowed in 14 innings $(14/14) = 1.000$
QC emerges from the tie, but RS and CN remain tied and must move to next priority.

- **Priority #3:**
RS : 13 runs scored in 14 innings $(13/14) = .929$
CN : 14 runs scored in 14 innings $(14/14) = 1.000$
Côte-Nord emerges from the tie.

Example of fractional inning scenarios:

#1: If the home team wins the game in the bottom of the 7th inning by scoring a run with nobody out, the inning count will be:

Visiting team: 7 offensive innings and 6 defensive innings

Home team: 6 offensive innings and 7 defensive innings

#2: If the home team wins the game in the bottom of the 7th inning by scoring a run with one out, the inning count will be:

Visiting team: 7 offensive innings and 6 $\frac{1}{3}$ defensive innings

Home team: 6 $\frac{1}{3}$ offensive innings and 7 defensive innings

#3: The same application of the rule is used in a mercy rule situation. If the home team is awarded the game by the mercy rule after 2 outs in the bottom of the 5th inning, the inning count will be:

Visiting team: 5 offensive innings and 4 $\frac{2}{3}$ defensive innings

Home team: 4 $\frac{2}{3}$ offensive innings and 7 defensive innings

SECTION H - THE DISCIPLINE

49 - Production of a forgery by a member

Any member found guilty of participating in the manufacture or production of a forgery is immediately suspended indefinitely from any activity of Baseball Quebec. Case is referred to the appropriate authority.

50 - Of the behavior

- a) Any individual or collective member who makes a mockery of the game is suspended indefinitely and their case is referred to the appropriate authority. This is defined as an attempt to intentionally lengthen or shorten a game or manipulate the score of the game by any means that has players not playing to win. This would include batters or runners obviously attempting to make outs, pitchers obviously trying to miss the strike zone when pitching and fielders obviously trying to make errors.
- b) Any individual or collective member who makes an obscene gesture towards another individual or collective member, or uses defamation towards another individual or collective member by whatever means, including by using the social networks, is suspended indefinitely and their case is referred to the appropriate authority. If this directly involves the Baseball Quebec board or provincial committee, a region board or a member of this board, the appropriate authority is automatically the Provincial Rules Committee.

51 - Suspension, ejection and other penalties

The provincial or the regional Board of Directors can suspend, eject or otherwise sanction any member of the corporation which does obey to its regulations or whose behaviour is harmful to the corporation. Is considered harmful behaviour:

- To have been accused or found guilty of a sexual offence as per the current laws;
- To have been accused or found guilty of harassment or sexual harassment as per the current laws;
- To criticize vehemently and repeatedly the corporation;
- To make false and deceitful charges against the corporation.

However, before suspending or expelling a member, the Board has to, by recommended mail, inform briefly the member concerned of the charges brought against him, to inform him of the date, the location and the time of the hearing and to inform him of his right to be heard.

52 - Right or refusal to admit a member

The provincial or regional Board of Directors reserves the right to deny membership in the corporation to any individual who refuses to submit or not meet the criteria defined in the background check policy.

53 - Withdrawal or refusal to play

Any individual or collective member that withdraws its team or refuses to play a game loses the game by forfeit and the persons involved are suspended from the time of the event. The disciplinary prefect (AA minor or major league) or the regional disciplinary committee (minor A-B regional league) is responsible for the inquiry, which must be made for every infraction to this article. This inquiry must be completed within ten (10) working days following the date of the infraction.

54 - Refusal to play for a Quebec team

The directors of any team or league who refuse to send selected players to play on the Quebec teams are liable to be suspended for a period not exceeding one year. Their case is submitted to the Provincial Rules Committee.

55 - General cases of a member's misbehavior

55.1 - AUTOMATIC SUSPENSION

Any member who is tossed from the game is automatically suspended:

- a) First infraction: the member is suspended for one game.
- b) Second infraction: the member is suspended for three games
- c) Third infraction: the member is suspended for five games
- d) Subsequent infraction: the member is suspended indefinitely and its case is referred to the appropriate authority.

In all cases of a member's being ejected, automatic suspension code must be added to the other codes.

Note: All suspensions relative to code 55.1 cannot be appealed.

55.2 - DISRESPECTFUL GESTURES OR COMMENTS

Any member who is tossed from the game for disrespectful gestures or comments is automatically suspended.

- a) First infraction: the member is suspended for three games
- b) Second infraction: the member is suspended for five games.
- c) Third infraction: The member is suspended indefinitely and its case is referred to the appropriate authority.
- d) Subsequent infraction: The member is suspended for the rest of the season and its case is referred to the provincial Rules Committee.

55.3 - AGGRESSOR OR INSTIGATOR

Any member identified as an aggressor or instigator and involved in a suspension of codes 55.2, 55.4, 55.5 or 55.6 is automatically suspended.

- a) First infraction: The member is suspended for three games.
- b) Second infraction: In the case of a second infraction of the same nature during the current or the previous season, the member is suspended indefinitely and its case is referred to the provincial Rules Committee.

55.4 - DANGEROUS BEHAVIOR, TO TOUCH

Any member **who is tossed from the game for dangerous behavior**, who touches a player, a coach, an umpire, a scorekeeper or any person in authority is suspended indefinitely and its case is referred to the appropriate authority:

- a) First infraction: A minimal suspension of five games is applicable.
- b) Second infraction: A minimal suspension of seven games is applicable.
- c) Third infraction: The case is referred to the provincial Rules Committee.

55.5 - PREJUDICIAL BEHAVIOUR

Any member who uses a prejudicial language, spits at another member, shoves, attempts deliberately to injure or is involved in a fight with a player, a coach, an umpire, a scorekeeper or any person in authority is suspended:

- a) First infraction: The member is suspended indefinitely and its case is referred to the appropriate authority. A minimal suspension of seven games is applicable.
- b) Second infraction: In the case of a second infraction of the same nature during the current or previous season, the member is suspended indefinitely and its case is referred to the provincial Rules Committee.

55.6 - ASSAULT

Any member who commits an assault against a player, a coach, an umpire, a scorekeeper or any person in authority is suspended indefinitely and its case is referred to the provincial Rules Committee.

55.7 - REFUSAL TO LEAVE THE FIELD

Once tossed, a member who refuses to immediately leave the field is suspended.

- a) First infraction: the member is suspended for 1 game.
- b) Second infraction: the member is suspended for 3 games.
- c) Third infraction and subsequent: the member is suspended for 5 games.

55.8 - ADDITIONAL GAMES

The disciplinary prefect **and/or appeal level** may always add additional games or any other conditions for reinstatement to the suspension if deemed appropriate.

55.9 - MANDATORY REPORT

- a) For any ejection, the umpire must make a written report to the league or to the region and to his immediate superior within twenty-four (24) hours of the end of the game.
- b) The signatory or its representative (at the minor level) can communicate with the appropriate disciplinary authority to inquire about the sanctions that were applied.
- c) When an ejection is made under disciplinary codes 55.2 to 55.8 in the Junior and Senior division, the league's disciplinary prefect must communicate the sanction to the umpire involved or to his representative.

55.10 - ENFORCEMENT OF SUSPENSIONS

The team involved is responsible for enforcing the suspensions that are the results of an ejection from a game. A suspended member that participates in a game will cause for his team the loss of the game.

Note: Automatic suspension (55.1) must be served, even in the absence of a game report from the official.

55.11 - EJECTION AND RE-ENTRY

Following a player's ejection, the re-entry rule is applicable (see article 103.12). When the re-entry rule is applied, an additional game is added to the ejected player's suspension.

55.12 - EJECTION AND ADDITIONNAL SUSPENSION

When an ejection arises, causing the minimum number of players required on defense to no longer be attainable, an additional game is added to the ejected player's suspension.

Note: If the player is ejected while their team is on offense but their team never returns to defense in the game, the player in question does not receive an additional suspension in relation to this article.

56 - Suspended persons

56.1 - COACH

Any suspended coach who manages more than one team cannot coach any other team as long as he has not completed his suspension in the division and the class where he was suspended. Non-compliance results in the coach being suspended for an additional two games.

Suspension on last game of season (including playoffs), the suspension is served with the other team).

56.2 - PLAYER-COACH

A suspended member who is a player and coach will not be allowed to act as a player or coach as long as he has not completed his suspension with the team he was suspended.

Example: A player in the Junior division is also a coach in the 9U division where he is ejected. He will not be able to act as a Junior player until his suspension as a 9U coach has been fully served.

Suspension on last game of season (including playoffs), the suspension is served with the other team).

56.3 - PLAYER

- a) Any suspended player can't participate in a game as a reserve list player as long as he has not completed his suspension in the division and the class where he is registered.
- b) Any player suspended while he was a reservist, must serve his suspension in the division and the class where he is registered. If the season of his original team is completed, he can serve his suspension with the team with which he was suspended.
- c) Any Senior player that is suspended cannot participate in a game, no matter the league, as long as he has not completed his suspension in the league that suspended him. In the specific case of a first ejection relative to the 55.1 article and that no other code is linked to this ejection, the player may serve his suspension of one (1) game in any league in which he evolve. If the season of the team in which he was suspended is finished, he can serve the games with a time of another league on which he is registered.

56.4 - CHANGE OF DIVISION OR CLASS

Any player not having completed his suspension before the end of the season or changing division and class the following season must complete his suspension in his new division and class.

56.5 - OUT OF THE PLAYING FIELD FOLLOWING AN EJECTION

- a) A player or a coach can't, during his suspension, appear on a team's batting order and can't be accepted on the playing field during a game, for the duration of his suspension.
- b) A suspended coach can't, in any way, manage his team from the stands. Non-compliance results in an additional two-game suspension for the coach.
- c) Once ejected and off the field, if a player or coach subsequently commits additional infraction(s) in the same game against an official or a person in authority, these infractions will count double in terms of the number of games.

56.6 - SUSPENSION / EJECTION DURING A CHAMPIONSHIP, QUEBEC GAMES AND TOURNAMENTS

Suspensions are applicable immediately, whether it is during a championship, the Quebec Games, a tournament or the league's game. During an ejection and a suspension, the tournament organizers have to inform, within forty-eight (48) hours, the league's president of the league where the team plays and send a report to the provincial office. The suspended member must receive copy of the suspension notice. The tournament organizers are liable to be fined fifty dollars (\$50), if this rule is not enforced.

56.7 - SUSPENDED MEMBERS – ACTING AS AN OFFICIAL

- a) Any suspended member cannot act as an umpire or a scorekeeper as long as he has not served his suspension in the division and the class where he was suspended.
- b) If the season of the team with which he was suspended is completed, he can complete his suspension by voluntarily officiating two games for each game of his suspension. The official must give his honorarium to the league in which he was suspended.

56.8 - OFF-SEASON DISCIPLINARY MANAGEMENT

A suspended member may serve their suspension games at the end of the season during the following activities:

1 - RSEQ (Secondary, College, or University), as long as the member is registered there;

2 - Fall baseball (excluding tournaments), as long as the member is registered there, and the league is registered with Baseball Québec. In doing so, suspensions that occur during these activities are recognized by Baseball Québec.

Any expulsion occurring outside of these two activities must still be served, and the appropriate disciplinary level is responsible for its management.

57 - Non-member behavior

An official may temporarily suspend the continuation of the game if they determine that behaviors/comments from outside the field are disrupting the proper conduct of the game.

The management of this situation occurs in 2 steps:

Step 1: Call a time-out. Inform the head coaches that they must intervene to stop the external comments, and a second intervention will result in their expulsion.

Step 2: Call a time-out. Inform the head coaches that they are expelled from the game under an automatic suspension (55.1).

Note : This measure applies up to 18U and 21U divisions and lower.

58 - Participation in a non-sanctioned activity

Any member, who wishes to participate in a baseball activity not recognized by Baseball Quebec or its affiliated members, must obtain prior permission from the provincial rules committee on recommendation from the appropriate provincial committee. Any member who participates in an activity not sanctioned, without having obtained permission first, is liable to be suspended and the case is referred to the provincial rules committee.

59 - Of a suspension being appealed

Any member making an appeal can continue to exercise its activities as long as the decision on the appeal has not been rendered, except in the case of automatic suspension as defined in article 55.1 and offences relating to articles 55.2 to 55.5 committed against an official.

SECTION I - APPEALS PROCEDURE

60 - Appeals

60.1 - PRINCIPLE

Any individual or collective member can appeal any decision that concerns him during the season, except in the case of an automatic suspension (55.1).

60.2 - GENERAL CONDITIONS FOR AN APPEAL

Any appeal must:

- a) Be made in writing within three (3) working days following receipt of the contested decision by the appellant clearly indicating which part of the decision is contested and the reasons why the appeal is made (the postage mark, the fax receipt or email being the proof);
- b) Be sent to the head office of the league, the region or the corporation;
- c) Be accompanied by a sum of one hundred dollars (\$100) for an appeal at the regional level or to a league and of two hundred (\$200) for an appeal at the provincial level. The sum is reimbursed if the appellant wins his case. The sum is not required when appealing a request for a release.
- d) For any appeal involving an umpire or a scorekeeper, a copy of the appeal must be sent to the appropriate provincial committee in the delays outlined in paragraph a);
- e) For any appeal involving an umpire or a scorekeeper, the appropriate committee can intervene in the matter;
- f) Any appeal must be heard within five (5) working days following receipt of the appeal. From the start of the playoffs until the end of season for this team, the appeal must be heard within three (3) working days. If the appeal is not heard within the prescribed time limit, the appellant is deemed to win their cause and the amount of the appeal is reimbursed.

60.3 - INTERMEDIATE LEVEL OF APPEALS

For all activities governed with Baseball Québec, the various levels of appeals recognised are:

- a) Coaches, players, umpires, scorekeepers, officers and associations of a regional minor league
 - Regional disciplinary committee
 - Provincial Rules Committee
- b) Coaches, players, officers and associations of an AA minor, major or provincial league
 - League's disciplinary committee
 - Provincial Rules Committee
- c) Umpires and scorekeepers of an AA minor, major or provincial league
 - Appropriate provincial committee
 - Provincial Rules committee
- d) Tournaments, Provincial championships and Quebec Games (excluding cases outlined in articles 40.4 and 44.4)
 - Provincial Rules Committee

Note 1: When the Provincial Rules Committee is an appeal level, its decision is final and cannot be appealed.

Note 2: When the Provincial Rules Committee renders the initial sanction, an appeal can be made to the Board of Directors. For all case submitted directly to the Provincial Rules Committee, the deadline to hear the cause is the one described in the article 60.2f.

Note 3: In the case of a procedural error by the Provincial Rules Committee, the Board of Directors may request a revision of the case.

60.4 - ALL POWERS

- a) The appropriate committee has all powers to inquire, to convene people and to render a decision.
- b) The committee must convene the persons called to testify or called to present documents in writing, or by any other means considered necessary due to the importance or the gravity of the situation.

60.5 - PRESENCE

- a) Any person, any committee, any association that appeals to any appeal committee have the strictest right to be heard by the members of the committee.
- b) If a person is absent after receiving an official meeting notice, the appeal review will be held regardless and a decision rendered notwithstanding the absence.

60.7 - DECISION

The appeal committee can take any decision, such as reducing the penalty, maintaining the penalty, increasing the penalty or ordering a new inquiry by the original decision-making authority or by any appeal committee as identified in the By-Laws or in the regulations of Baseball Quebec.

60.8 - DEADLINE

- a) During the regular season, the committee has to render a decision within two (2) working days following the hearing of the case.
- b) From the start of the playoffs until the end of the season for this team, the committee has to render a decision the next working day following the hearing of the case.
- c) If the committee does not respect this deadline, the case is considered close at that level. In such a case, the case will be treated, without cost, by the next appeal level.

Note: The timeline depends on when all parties involved in the case have been heard by the appeal committee.

60.9 - DISTRIBUTION OF THE INFORMATION

All authority levels are responsible for distributing the information about important suspensions (one year and more) that is imposed during the year. The provincial committee has to publish annually one register of suspension, preferably at the annual general assembly.

Regions and leagues have to send to the provincial rules committee the suspension notices, with all details concerning their dossier, by December 31st at the latest.

60.10 - OF THE REINSTATEMENT

Any reinstatement request before the end of a suspension has to be made to the appeals committee that rendered the last decision and who is the sole judge of its appropriateness or not; generally, it is studied only when sixty percent (60 %) of the suspension has past. The appeal committee must reply, in writing, to any reinstatement request within fifteen (15) workdays following receipt of the request. This decision can't be the object of an appeal.

SECTION J - OPERATING RULES

61 - Of the protest

61.1 - PRIVILEGE

Any discussion on an umpire's decision can't be settled by removing the team from the field. The game has to continue and the interested parties have the right to protest.

61.2 - PROCEDURE

Any protest must be notified to the umpire at the time the play under protest occurs and before the game resumes. The protesting party must send, by registered letter or by hand, a copy of the protest to the league within twenty-four (24) hours (except Saturday, Sunday and statutory holidays) following the contested game. An amount of money, prescribed by the league, has to accompany the protest. If the protest is delivered by hand, the person appointed by the league must issue a receipt. A protest arising on a game-ending play may be filed until 12 noon the following day with the league's office. The decision is final and without further right of appeal.

61.3 - PROOFS

The protesting team is responsible for the proofs.

61.4 - AMOUNT OF MONEY

If the protest is won, the sum of money is reimbursed to the party having protested. If the protest is lost, the appropriate authority will keep the money.

62 - Reserve list

62.1 - GENERAL RULES

I) **MINOR**

- a) Any AA class team can use players as reservist from teams of a lower class or of an immediate lower division of the same **region**, according to the table shown in article 62.8;
- b) **A minor team in B class may field a player from the lower division of A class as a reserve only during the regular season;**
- c) **If the list of eligible and available players from its region is exhausted, a team may use an eligible substitute from the region where the regular season game is being played. The team may also use an eligible substitute from the region where the tournament or championship is being held;**
- d) A player can be reservist for more than one team.

II) **MAJOR**

- a) Any major team can use players as reservist from teams of a lower class or of an immediate lower division from the same region, according to the table shown in article 62.8;
- b) A player can be reservist for more than one team.

62.2 - RÉSEAU DE DÉVELOPPEMENT AAA

A player evolving in Réseau de développement AAA cannot be a reservist for any team.

62.5 - 18U DIVISION

A 18-year-old player 18U AA class can participate as reservist with a Junior Elite team during the season, and it without limitation of games. A 18U age player (AA, A or B class) can participate as a reservist in a maximum of twelve (12) games with a Junior AA, BB or A team during a season. If a player participates as a reservist in a 13th game, he will be declared an ineligible player. However, when the 18U season is completed, the player can play, without any restriction, the remainder of the season with the Junior team. The 18 years old 18U player may evolve at the pitcher position with a Junior team when his 18U season is completed.

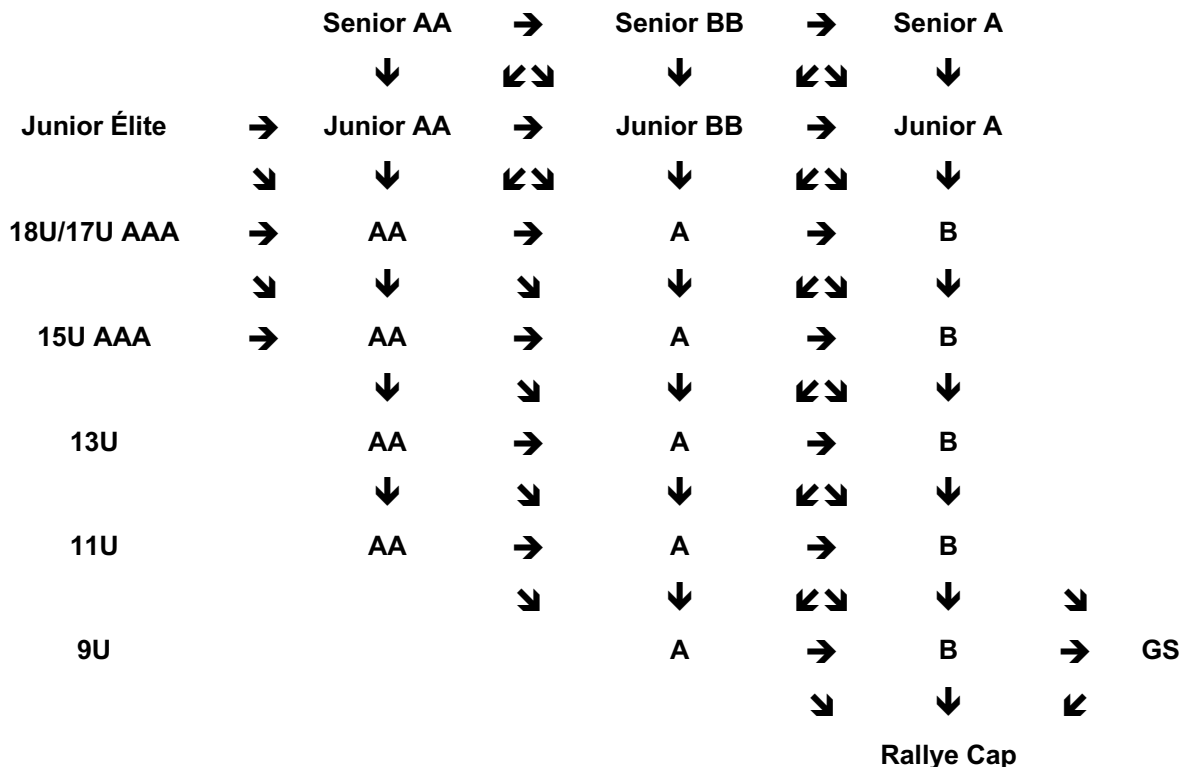
62.6 - USE OF RESERVE LIST PLAYERS

- a) The players must report to their original team when a scheduling conflict exist between both team's schedule, unless there is an agreement between the coaches of both teams.
- b) Pitcher, AA class: A minor AA class team can use a call-up at the pitcher position, provided that he is in the same age division.
Pitcher, A and B class: During the regular season, a minor division player cannot pitch when he is a reservist. However, it is allowed in tournaments and championships. **SEE 62.1B.**

- c) At the A and B class and also at 11U AA class, a reservist must appear at the bottom of the batting order when he plays for a minor division team.
- d) Once game started, infraction to point's b-c) will result a suspension for the **ongoing game and the next game to head-coach** *(or the person occupying this function at the game)*.

62.8 - RESERVE LIST – CHART OF POSSIBILITIES

Note: For understanding the flowchart, if the reserve comes from the same division, follow the arrows to the end of the line to the right. If the reserve comes from a lower division, only follow what is allowed by the arrows pointing down.



63 - Trading of players

63.1 - JUNIOR ELITE DIVISION

The trading of players is regulated by the league.

63.2 - JUNIOR AND SENIOR

Trades are allowed between leagues of same divisions. Players 18 years and under cannot be part of a trade, nor even be identified as future consideration.

SECTION K - MODIFICATIONS

65 - Appointment of the provincial rules committee

Annually, the board of directors of Baseball Quebec adopts, within a charter, operating rules for the provincial rules committee, specifically regarding its composition, power and operation.

Having a recommendation power to the board of directors, the mandates of this committee are as follow:

- a) Ensure the proper preparation of the period for proposing changes to the rules;
- b) Review and evaluate all proposed changes to the rules received from our members;
- c) Finalize the list of proposed changes to the rules to be sent for voting to the various members of the federation;
- d) After consulting with members, finalize the proposed changes to the rules and make a recommendation to the directors of Baseball Quebec boards of directors.

66 - Request for proposals regarding modifications to these rules

Members of the federation can submit proposals for changes to the governing rules to Baseball Quebec at any time. Those received by October 15th of the current year are analyzed by the provincial rules committee for the following year.

67 - Study of the proposals to modify these rules

Each region is responsible for conducting a preliminary analysis of proposals for changes to the rules coming from their respective region before November 1st each year. Subsequently, the provincial rules committee has 45 days to conduct the final analysis and produce the voting file for the different members of the federation. In the meantime, the provincial rules committee must analyze the proposal for changes to the rules and submit them to the provincial commission of presidents by no later than November 30th of the current year.

68 - Publishing the proposal to modify these rules

The final proposals for changes to the rules are communicated to the various members of the federation for voting by no later than December 20th. Following the compilation of votes from the federation members, the provincial rules committee can finalize its recommendation and submit them to the directors of the Baseball Quebec board of directors for ratification.

69 - Membership consultation

Between January 1st and January 31st, the voting members will have the opportunity to review the proposals to modify these rules. This process will take place during the second part of the regional annual general meeting during which representative of the provincial level may be in attendance to discuss or by conference call.

70 - Vote by correspondence

The approval of the proposal to modify these rules is done exclusively by the voting members submitting their vote by correspondence.

71 - Voting period

All voting ballots must be received no later than February 1st.

72 - Approval by the board of directors

During the board of directors meeting preceding the annual general meeting, the provincial rules committee will table the results of the vote by correspondence. The board of directors will then approve the modifications to these rules in accordance with the results of the vote.

The board of directors can, however, decide to postpone the enactment of all or part of the amendments that were adopted.

73 - Reporting to the annual general meeting

The Rules Committee will report the results of the vote at the Annual General Meeting.

74 - On the powers of the board of directors

Baseball Quebec's Board of Directors may, at any time, legislate on anything that is not covered by these rules.

SECTION L - WOMEN'S COMPONENT

Articles relating to "men's" baseball are also applicable to women's baseball, with the exception of below:

Principle Statement:

Women's baseball has been in development for several years. However, we are not yet in a position to offer as many classes as for the "men's" category. In the meantime, we have organized the women's component into two distinct classes;

A class: A class is reserved for regional teams. These teams play according to the A class rules.

The regional associations currently able to align one or more teams in A class A within the activities of the Ligue féminine de Baseball du Québec (LFBQ) are listed here: Bas St-Laurent Riveraines, Estrie Panthers, Lac St-Louis Cardinals, Lanaudière Majestics, Laurentides Rebels, Laval Tornados, Mauricie Pink Sox, Montreal Mets, Outaouais Rapids, National Capital Valkyries, Lévis Royales, Beauce Mystiques, Richelieu-Yamaska Élite, South Shore Carouges.

B class: B class is reserved for association teams. When an association is unable to form a women's team, players have the privilege of submitting a release request for the benefit of another association offering women's baseball. These teams play according to the specific rules of B class.

Pathway: A female player should ideally gravitate towards the female division for practicing her sport. However, she may also attempt to join a male team. Here are the possible pathways based on the available options:

- The player attempts to join the AA class male team:**
If player is cut from the AA class male team, she will either join the female or male A team.
- The player attempts to join the A class female team:**
If player is cut from the female A team, she will join the female B team. If the association is unable to form a female B team, this association must attempt to find her a placement in a female team within another association. As last resort, the player may join the male B class.
- The player attempts to join the A class male team:**
If player is cut from the A class male team, she will join the male B team.

7 - (Divisions and classifications) Age, divisions and recognized classes

The age classification table below refers to the divisions in which a women can play, no matter if it is a women's or a men's team.

Division	Class	Age
RALLY CAP		4-5-6-7 years old during the calendar year
9U	A-B-GC	8-9 years old during the calendar year
11U	A-B	10-11 year old during the calendar year
13U	A-B	12-13 year old during the calendar year
15U	A-B	14-15 year old during the calendar year
21U	A-B	16-17-18-19-20-21 years old during the calendar year

8 - Classification

8.4 – A CLASS:

A minimum number of **regional** A class teams per division is determined for each region based on the number of female players registered in baseball in the previous year, **according to the registration projection per division linked to the year of birth. The regional A class team formation standard is set at 20% of all players in the same division. The calculation is based on 11 players per team.**

Note 1: A decrease in membership following season may modify the number of A teams to be formed.

Note 2: For the purpose of calculating the number of teams, female players competing on male teams are not taken into account. Each region must field a minimum of one (1) regional Class A team in the 11U, 13U, and 15U divisions.

Note 3: A region may apply for an exemption no later than the first Sunday in April to the Provincial Rule Committee. The decision made by the committee cannot be appealed.

8.6 – TEAM COMPOSITION:

When more than one team must be put together in a specific division in the same region, such teams must be equally balanced in order to favor an equitable competition between teams and to respect the provincial criteria for the number of teams. In 11U, 13U, **15U** divisions of A class, a maximum differential of 3 last-year players is permitted between the teams in the same division and class within the same region. *Note: For calculating the maximum gap, overage players are considered as last-year players.*

22 - (Membership registration) Underage – Overage players

22.6 - DEMOTION

- a) An overage player **can not** play as a pitcher for her team be it women's or men's.
- b) **An A class female team cannot field an underage player.** An underage player cannot be a substitute for any team.
- c) With the exception of the 21U division, a women's team can line up a maximum of 2 underaged players in an all-women's league. The underage is limited to women's of 1st year age in the upper division.

23 - Irregular participation (provincial or interprovincial)

23.1 - PLAYER

Any player registered with Baseball Quebec must play with one (1) team, women's or men's.

41 - (Provincial championships) The organization

41.6 - CONDITION TO PARTICIPATE

Women's **A and B** class Championship: This championship is exclusive **for players competing in a women's league.**

- a) **Only an original team may participate in these championships. However, it is allowed to include players as reserves. The team representing the region must be identified and designated on the management platform by the Sunday preceding the championship. The regions of Abitibi-Témiscamingue, Bas St-Laurent, Côte-Nord, and Saguenay/Lac St-Jean may field an all-star team for these championships, excluding players competing in the AA-class male division.**

Note 1: An all-star team is permitted in B class only if an all-star team is also formed in this division during the A class championship.

Note 2: A player competing for an A class all-star team cannot represent her region with a B class team in the same division.

- b) At least one (1) female coach is required for each game of the championship.
- c) Players registered in the ABC league or Canada-East are not eligible for the women's championship.

62 - (Operating rules) Reserve list

- a) In the case of an all-women team, reservists must be exclusively women's.
- b) **A player competing in a women's league may act as a reserve player only for a women's team. A player competing in a men's league may act as a reserve player only for a men's team.**
- c) **Teams in the Canada-East league may use reserve players from ABC women's teams. ABC league teams may use reserve players from 15U women's teams, as well as 16-year-old players competing in 21U.**

62.8 - RESERVE LIST – CHART OF POSSIBILITIES

21U	A	→	B
	↓	↙↘	↓
15U	A	→	B
	↓	↙↘	↓
13U	A	→	B
	↓	↙↘	↓
11U	A	→	B
	↓	↙↘	↓
9U	A	→	B
	↓	↙↘	↓

Rallye Cap

(Special playing rules) 104 - FIELD DIMENSIONS - 21U B CLASS

A 21U B class game is played on a 15U-sized field – pitcher's mound at 54 feet, bases at 80 feet.

SECTION 100 - SPECIAL PLAYING RULES

101 - Official playing rules

The official playing rules are the ones published by "Baseball commissioner's office", a French translation of which is recognised by Baseball Quebec with the exception of all articles that follow.

102 - Playing rules and regulations of Baseball Canada

In minor divisions, the playing rules and special regulations of Baseball Canada do not apply. This section refers to the rules in effect during national competitions.

103 - Playing rules for all divisions

103.1 - PROTECTION FOR THE BATTER, THE RUNNERS, THE BAT BOY AND BASE COACH

- a) The double earflap helmet is mandatory for all batters, runners and, at all times, for the bat boy.
- b) Any player in minor division can act as a base coach as long as he wears a double earflap helmet.

103.2 - PROTECTION FOR THE CATCHER

- a) Any player acting as a catcher must wear a complete catcher's equipment when he is crouching. In the minor divisions, the mask must be worn with a throat protector. The use of a combined catcher's mask is allowed. For the minor divisions, the mask (or combined mask) must be worn with a throat protector
- b) Any major division player or any coach warming up a pitcher must wear a helmet and a mask (or combined mask) when he is crouching.

103.3 - UNIFORM

All players and coaches have to wear a complete baseball uniform. The wearing of shorts (except for Rally Cap), t-shirt and sandals is prohibited. No protest is allowed on the uniform.

103.4 - USE OF SPIKES

The use of metal spikes is allowed starting with the 15U division.

Note: The use of metal cleats is strictly prohibited on fields and/or mounds with synthetic surfaces. Please ensure compliance before the game.

103.5 - GLOVES

Gloves of any colour are allowed, no matter the defensive position of the player.

Note: A catcher's mitt must be used exclusively at the catcher position. A first base mitt must be used at the first base or catcher position. A player's glove can be used at all defensive positions.

103.6 - AUTHORIZED BATS

a) Bat type:

Bats made of wood, aluminum, graphite or other material approved by Baseball Quebec are authorized.

Note 1: In reference to wood bats, bamboo or "composite" are also permitted. "Composite" wooden bats include bats with a fibreglass cover as well as bats with a wooden barrel and a composite handle. Composite wooden bats do not include any bats with any metal component. Moreover, there is no reference to a length/weight differential that applies to wooden bats.

Rally Cap, 9U (all class), 11U (all class) and 13U (A and B class):

The bat shall have a barrel no more than two & three-quarter ($2\frac{3}{4}$) inches in diameter with (i) USSSA (1.15 BPF) or (ii) USA Baseball Model. Wood bat is also permitted.

13U (AA class) and 15U (A and B class):

The bat shall have a barrel no more than two & three-quarter ($2\frac{3}{4}$) inches in diameter and minus 10 weight drop or lower with (i) USSSA (1.15 BPF) or (ii) USA Baseball Model. Wood bat is also permitted.

Note 2: A women player is not subject to this limitation.

15U AA class and 18U (A and B class):

The bat shall have a barrel no more than two & three-quarter ($2\frac{3}{4}$) inches in diameter, minus 5 weight drop or lower with (i) USSSA (1.15 BPF) or (ii) USA Baseball Model or meeting the BBCOR.50 standard. Wood bat is also permitted.

Note 3: A women player is not subject to this limitation.

Réseau de développement 15U AAA, Junior A and Senior A:

The bat shall have a barrel no more than two & five-eighth ($2\frac{5}{8}$) inches in diameter, minus 3 weight drop meeting the BBCOR .50 standard. Wood bat is also permitted.

Note 4: A women player is not subject to this limitation.

18U AA class, Réseau de développement 17U AAA, Junior AA-BB-Élite Élite, Senior AA-BB:

Only wood bats are allowed. *Note 5: A women player is not subject to this limitation.*

Applicable starting from the 2026 season:

For the Réseau de développement 15U and 17U AAA, 18U AA class, as well as Junior, Elite, and Senior divisions:

The bat must have a maximum barrel diameter of 2 5/8 inches and a minus 3 weight drop, meeting the BBCOR .50 standard. Wooden bats are also permitted

Note 6: A female player is not subject to this limitation

b) Sanction:

The bat must clearly show the manufacturer's original marking and compliance. If not, the bat will be considered as illegal. A batter is called out for illegal action when he uses or attempts to use an illegal bat. No player can advance on the play, but any out or outs made during such play stand. A batter is considered as having used or attempted to use an illegal bat when he steps in batter's box with such bat.

Note 7: A reservist playing in a division and/or superior class has to conform to the bat rule where he is a reservist.

103.7 - BALLS

Baseball Québec must approve any ball used in its recognized competitions. In the 9U and Rally Cap divisions, the ball should have 8 ½ inches in circumference instead of a regular ball that is from 9 to 9 ¼ inches.

103.8 - INFRACTIONS TO ARTICLES 103-1 TO 103-7

Any player, coach or batboy, who disobeys one of these articles, following a warning (except for article 103.6), cannot participate in the game and must leave the field. No subsequent penalty is applicable.

103.9 - ATMOSPHERIC CONDITIONS

The umpires must, when the atmospheric conditions deteriorate, (thunderstorm, air conditions or violent winds) consult the teams' coaches on the possibility or not to continue the game. However, the umpires have the final say, but they must remember that the main objective is the protection of all persons involved in the game.

103.10 - CONTACT

1. Runners are instructed to slide or attempt to avoid contacting a fielder. The umpire shall determine whether contact was avoidable or unavoidable.
2. If the runner could avoid the fielder in possession of the ball while trying to reach a base, or attempt to dislodge the ball, he must be declared out (even if the fielder has lost possession of the ball) unless he has already scored prior to committing the infraction. The ball is dead, and all other runners shall return to the last base legally occupied by them at the time of intent to contact. If, at the umpire judgement, a fielder in possession of the ball blocks home plate and that a runner would have scored before being tagged by a fielder blocking home plate, direct obstruction must be called. Ball is dead and run score.
3. If a contact is made on a fielder not in possession of the ball, indirect obstruction must be called. Runner is safe and the ball is a delayed dead ball.
4. On all malicious contact judged by the umpire, the player is to be automatically ejected as described in article 55.5 (prejudicial behaviour) whether or not declared safe. Contact shall be considered malicious if the contact is the result of intentional excessive force (**shove**), and/or there is intent to injure. Malicious contact is to be penalized whether committed by an offensive or defensive player.

103.11 - USE OF THE SAFE BASE

- a) The use of the safe base at first base is recommended for all divisions.
If a batted ball touches the white part, it is considered as a fair ball. The orange-coloured part is not considered in play for the purpose of the fair/foul rule.
- b) The orange-coloured part of the safe base can be used by the batter-runner who overruns first base without any intention to go to the next base or for the defensive player in a dropped third strike situation. On the other hand, having overrun first base, the batter-runner will be able to go to second base without having to retouch the white part of the safe base. In all other cases, the runner must use the white part of the base.

103.12 - GAME RE-ENTRY

a) 15U and 18U AA class divisions

- i) Any starting player may be substituted for and returned to the game, one time only. He/she must return to his/her original place in the batting order. Any pitcher, if removed from the game may return, but may not pitch. Any further substitutions do not jeopardize the right of re-entry for the original/starting player. Any starting player returned to the game may pitch if he/she has not previously assumed that position.

Note 1: Game re-entry described in i) is possible even if there are unused substitute players on the bench.

- ii) Re-entry in the game of a player is allowed when all substitutes have been used and a player is removed from the game due to injury or when the umpire ejects a player.

Note 2: When an injury or ejection occurs and that substitute players are available, an available substitute player must be used before using re-entry described in i). When all substitute players have been used, we must first use the re-entry described in i). If not possible, a substitute player already used must re-enter.

b) Major Divisions

Re-entry in the game of a player is allowed when all substitutes have been used and a player is removed from the game due to injury. The re-entry for an ejected player is not allowed.

c) 15U AA class, 18U AA class and Major divisions

A player who has been substituted for in the game because of injury or who was ejected can't re-enter the game as a substitute for an injured or ejected player.

103.13 - MERCY RULE

a) 9U to 13U division:

The ten run "Mercy Rule" shall apply after the 4th inning or 3 and half innings if home team is ahead.

b) 15U to Senior division:

The ten run "Mercy Rule" shall apply after the 5th inning or 4 and half innings if home team is ahead.

Note: Optional to major division

103.14 - PLAY EQUITY FOR THE 11U (AA, A AND B CLASS), 13U (A AND B CLASS), 15U (A AND B CLASS), 18U AND 21U (A AND B CLASS) DIVISIONS

a) On offence

All players are registered on the batting order and each one hits at his turn:

- i. When a player arrives during the game, he is inserted in the last spot on the batting order. In tournament and championship play, it is not allowed to add a player in the middle of the game. An exception to this rule is permitted in the case of pursuit of a suspended game. In addition, a team can continue the game even if it is no longer able to place 9 players on defensive due to injury. At this point, an automatic out is recorded for the absent batter. If a team is unable to place at least 7 players on defensive, the game is forfeit.

Note 1: In tournaments and championships, you can put a player into the batter order even if they are not yet present at the game. At the moment when it is that players turn to bat, there are two possible options:

Option 1: Permanently remove that player from the game;

Option 2: Take an automatic out every time that player cannot bat.

- ii. When a player leaves during the game, he is removed from the batting order. No automatic out is counted.
- iii. If a player cannot complete his turn at bat, the following batter will replace him with the same count. The replaced player can be reinserted in the game.
- iv. If a player cannot complete his presence on bases, he is replaced by the last out. This player can advance to the next base only if the ball is hit or if he is forced to advance. If there is an infraction, this runner is at risk of being tagged by a defensive player in possession of the ball and being out. If he reaches the next base, the ball is dead, and the runner is returned to the previous base. The replaced player can be reinserted in the game.

Note 2: When the last out cannot be determined, the preceding player in batting order not on base becomes the replacement runner.

- v. **If a substitute runner is used in connection with Article 103.24 (player hit in the head), the runner is not subject to paragraph iv) and may attempt to advance to the next base regardless of the requirement for a batted ball or being forced to advance, according to the provisions described in 103.14c.**

Note 3: If a player "skips" his turn at bat but stays in the game, an out will be recorded.

Note 4: The use of a player not appearing on the batting order is not permitted when an ejection occurs, resulting in the minimum number of players required on defense being respected.

In A class and 11U AA, an offensive inning ends when three outs are recorded or when the offensive team scores five runs. In B class, the limit is 3 runs per inning for the 11U and 13U divisions and 4 runs per inning for the 15U, 18U and 21U divisions. If there is a homerun outside the playing field limits (above the fence), the team will be awarded all runs.

Open inning

Note 5: Applicable rule in regular season only.

During an open inning, the visiting team can take a maximum of ten (10) points lead, once this limit has been reached, the offensive half-inning of the visiting team comes to an end. In such case during its return at the offense, the home team will be limited to a draw. The limits of this rule cannot be superseded even with a homerun outside the playing field limits (above the fence).

Note 6: Game 15U. The visiting team leads 13-1 after 4 complete innings. Inning 5 is declared open by the official. Since the visiting team already has a lead of 10 points, they cannot make more points because the gap is already reached. The visiting team must skip their turn at bat and the receiving team will be limited to attempting a draw.

b) On defence

Players that are sitting on the bench in the first inning must be put in the game on a rotation basis starting in the 2nd inning. A player cannot return to the bench before all other players sit on the bench for a complete inning. The current pitcher is exempt.

c) Reaching the next base

When a team has a lead of five or more runs, the runner of this team can reach the following base only if the ball is hit or if he is forced to advance.

Note 7: The enforcement of a playing rule (Baseball Canada) may result in the runners being forced to advance. Example: Ball out of bounds.

i) With no lead on bases

If the runner reaches the next base, the ball is dead and he is returned to his base.

ii) With lead on bases

If the runner reaches the next base, the ball is dead and he is called out. If more than one runner is at fault, the ball is dead, only the runner closer to the plate is called out and all others runners return to their bases.

Regardless of the foregoing, if the pitcher or catcher tries to make a play on a runner, the runner is required to return to his base. He can then try to reach the next unoccupied base, at his own risk. If he does not return to his base, he is at risk of being tag out if the fielder applies the ball to the runner, even if he reaches the next base. Other runners cannot attempt to reach the next base on the play.

Note 8: If in the same sequence of play a 5th and 6th run score without the ball being hit, we must count the 5th run and return the 6th run to the base occupied at the moment of the pitch. The 6th run must not count and is not considered an out.

Note 9: In a dropped third strike situation with a 5-point gap, the batter-runner can try to reach the first base, the runners forced to advance can try to reach the next base.

d) Game re-entry

Game re-entry is allowed, meaning that any player can be replaced in his defensive role and return any time to any position, except for the pitcher's position, if the player has already pitched.

103.15 - BATTER'S BOX (11U TO SENIOR DIVISIONS)

a) The batter shall keep at least one foot in the batter's box throughout the batter's time at bat, unless one of the following exceptions applies, in which case the batter may leave the batter's box but not the dirt area surrounding home plate:

- (i) The batter swings at a pitch;
- (ii) An attempted check swing is appealed to a base umpire;
- (iii) The batter is forced out of the batter's box by a pitch;
- (iv) A member of either team requests and is granted "Time";
- (v) A defensive player attempts a play on a runner at any base;
- (vi) The batter feints a bunt;
- (vii) A wild pitch or passed ball occurs;
- (viii) The pitcher leaves the dirt area of the pitching mound after receiving the ball; or
- (ix) The catcher leaves the catcher's box to give defensive signals.

Notwithstanding Rule 5.04(b)(4) of Baseball Canada, if the batter intentionally leaves the batter's box and delays play, and none of the exceptions listed in Rule 103.15 (i through ix) applies, the umpire shall first ask the batter to step back into the batter's box. The ball shall remain alive. The umpire shall award additional strikes, without the pitcher having to deliver the pitch, if the batter remains outside the batter's box and further delays play.

- b) The batter may leave the batter's box and the dirt area surrounding home plate when "Time" is called for the purpose of
- (i) an injury or potential injury, (ii) making a substitution; or (iii) a conference by either team.

103.16 - DESIGNATED OR COURTESY RUNNER

No courtesy runner is permitted for the catcher. In the case when a courtesy runner is used by mistake, the situation must be corrected when noticed, without further sanctions.

103.17 - WINNING AND LOOSING PITCHER

A starting pitcher will receive the credit of a win at the condition of having pitched at least three (3) complete innings in games scheduled for six innings and four complete innings in games scheduled for seven innings and his team was leading at the time he leaves the game and keeps the lead for the remainder of the game.

103.18 - BASES POSITION

A batted ball that touches a (pinned) base is a fair ball.

103.19 - CAST

A player, who wears a cast or a substitute material/equipment having the same effect as a cast, cannot participate in a game.

103.20 - SCOREKEEPER'S BOX

The organization or the home team must vacate the scorekeeper's box as soon as the official scorekeeper's arrives. Other than the official scorekeeper, the box can be used by the announcer, the scoreboard operator (if applicable) and the entertainment (music) operator (if applicable), if there is sufficient room to admit these persons in the order specified. The official scorekeeper can deny access to any other person and may, if necessary, report any refusal to vacate the box.

103.21 - VISIT TO THE UMPIRES – AA CLASS (11U AND 13U), A AND B CLASSES

No coach or player can approach an umpire, except to protest the game or to make a substitution. Otherwise, he is ejected from the game as per article 55.1 – Automatic suspension.

103.22 - DESIGNATED HITTER

For the 18U AA class, Junior & Senior divisions, the Designated Hitter rule for the batter is allowed.

Note: In the 18U AA class, a team has the option to use either the DESIGNATED HITTER or the EXTRA HITTER (109.4), but only one (1) of these options is permitted.

103.23 - 60 SECONDS RULE

All the teams of AA, A and B class of 11U to 18U and 21U divisions have to make their defensive / offensive and offensive / defensive changes within 60 seconds.

In every half-inning, from the time of the last out, the base umpire will time 60 seconds. When 60 seconds are up, the plate umpire will call up to the pitcher a "last pitch", no matter the number of pitches thrown.

Note: If the catcher of the next defensive inning is on base when the inning resumes, the umpire, at his judgement, can allow an additional delay.

The umpires have to restrict gathering at the mound further to this last pitch, including that from the catcher to the pitcher. In spite of the article 5.07b of the Baseball Canada's rules, a pitcher will be entitled to five (5) warm-up pitches, without a time limit, strictly during the following 2 situations:

- a) At the top and bottom half-inning of the first inning;
- b) During a pitcher's substitution while the half-inning is already in progress.

103.24 - PLAYER HIT IN THE HEAD

Note 1: The umpires are the only individuals who can judge if a ball hit a batter in the head or any part of the body above the shoulders.

- a) Procedure in 11U and 13U AA class, and also 9U to 18U and 21U A, B and GS class

i) Batter:

When a batter is hit by a pitch coming from the pitcher, the umpire can award first base as per baseball rules. However, if the pitch (regardless of the velocity) hits the batter directly in the head or skims off the head, the batter will have the right to first base but must be replaced by the last out (in correspondence to 104.13 a (iv) and 105.4.1 (iv)).

Note 2: When the last out cannot be determined, the preceding player in batting order not on base becomes the replacement runner.

When the offensive half inning ends, the player hit in the head can return on defense if they are able to, otherwise they must be replaced, for the moment, with another player. In this specific scenario, the player can stay on the bench to recuperate, even if it contradicts article 103.14b and 105.3.4. This implies that he can be inactive for more than one inning unless it is their turn to bat. In effect, when it is their next turn to bat, the batter hit in the head must bat. If they are not able to bat at that time, two options are possible:

Option 1: Remove the player completely from the game. This implies that this player can no longer play in the game, no exceptions. In this case, the fair play rule 103.14a (ii) and 105.4.1 (ii) applies (when a player leaves during the game; they are removed from the batting order. No automatic out is counted).

Option 2: Leave the player in the game and « skip » their turn at bat. In this case, fair play rule 103.14a (iv) and 105.4.1 (iv) note 1 applies (If a player "skips" his turn at bat but stays in the game, an out will be recorded.).

Note 3: The two options apply in the case where the offensive half-inning continues to a point where the batter is required to bat again in the same half-inning. If a ball hits bat first and deflects to the batter's head, they must be replaced by next batter with the same count. At the 9U division, it's with a new count.

ii) Runner:

When a runner is hit by a ball in the head or skims off the head, the runner must be replaced by the last out for the rest of the offensive half inning.

Note 4: When the last out cannot be determined, the preceding player in batting order not on base becomes the replacement runner.

iii) Fielder:

When a fielder (other than the catcher wearing a mask) is hit by a ball in the head or skims off the head, he must be replaced by another player on bench for the rest of the defensive half inning.

If a pitcher needs to be removed from the position, they can return to pitch any time during the game, as long as they are eligible to pitch. To calculate the total number of innings pitched, the principle of "a ball thrown in an inning counts as an inning pitched" applies. In tournaments/championships, the pitch count continues from the previous total.

Note 5: If a fielder is hit on the head and their removal causes the minimum number of players required on defense to no longer be attainable, the game continues without consequence.

If the fielder must bat in the next offensive inning, two options are possible, as stipulated above (option 1 or 2) for a hit batter.

b) Procedure in 15U AA class and 18U AA class

i) Batter:

When a batter is hit by a pitch coming from the pitcher, the umpire can award first base as per baseball rules. However, if the pitch (regardless of the velocity) hits the batter directly in the head or skims off the head, the batter will have the right to first base but must be replaced by a player.

In order to avoid penalizing the offensive team, the choice of replacement player will be determined by the coach of the offensive team. This coach has two options:

Option 1: Use a player who was already replaced during the game and is not currently in the batting order. Once replacing the hit batter, the replacement runner cannot play on defense. A substitute must be used. However, he will have the right to go on defense if all substitutes have been used and a player is removed from the game due to injury or ejection by the umpire (in correspondence with rule (103.12).

Option 2: Use any other substitute player who has not already played in the game. The action of using the player to replace the hit batter does not remove his status as a substitute. Consequently, he can still replace any player during the game following this substitution.

When the offensive half inning ends, the player hit in the head can return on defense if they are able to, otherwise they must be replaced by a substitute player who is not currently in the batting order. The action of using the player to replace the hit batter does not remove his status as a substitute. The batter hit in the head can remain on the bench to recuperate until their next at-bat. At this point, an official decision must be taken to either re-integrate this batter into the batting order or to make a substitution for this player. This implies that this player can no longer play in the game, no exceptions.

Note 6: If the offensive at-bat continues to the point where the batter must hit again in the same half-inning, he must take his turn at bat or be substituted. In this case, he will be removed completely from the game.

This implies that this player can no longer play in the game, no exception.

If ball hits bat first and deflects to batter's head, he must be replaced by next batter & same count.

ii) Runner:

When a runner is hit by a ball in the head or skims off the head, the runner must be replaced by a replacement runner for the rest of the offensive half inning as stipulated above (option 1 or 2) for a hit batter.

iii) Fielder:

When a fielder (other than the catcher wearing a mask) is hit by a ball in the head or skims off the head, he must be replaced by another player for the rest of the defensive half inning, as stipulated above (option 1 or 2) for a hit batter.

If a pitcher needs to be removed from the position, they can return to pitch any time during the game, as long as they are eligible to pitch. To calculate the total number of innings pitched, the principle of "a ball thrown in an inning counts as an inning pitched" applies. In tournaments/championships, the pitch count continues from the previous total.

Note 7: If a fielder is hit on the head and their removal causes the minimum number of players required on defense to no longer be attainable, the game continues without consequence.

If the fielder cannot go to bat in the next offensive inning, a substitution is required.

104 - Field dimensions

104.1 - 9U DIVISION

- a) Distance between the bases is 60 feet, 18,29 meters;
- b) Distance between home plate and the front of the pitcher's rubber is 44 feet, 13,41 meters;
- c) The outfield fences, near the lines, are ideally 150 feet, 46 meters from home plate;
- d) The fence in centre field is ideally 175 feet, 54 meters away from home plate.

(For fields built after November 30, 1979).

104.2 - 11U DIVISION

- a) Distance between the bases 60 feet, 18,29 meters;
- b) Distance between home plate and the front of the pitcher's rubber is 44 feet, 13,41 meters;
- c) The outfield fences, near the lines are ideally 180 feet, 55 meters away from home plate;
- d) The fence in centre field is ideally 205 feet, 63 meters away from home plate.

(For fields built after November 30, 1979).

104.3 - 13U DIVISION

- a) Distance between the bases is 70 feet, 21,34 meters;
- b) Distance between home plate and the front of the pitcher's rubber is 48 feet, 14,3 meters;
- c) The outfield fences, near the lines, are ideally 210 feet, 64 meters away from home plate;
- d) The fence in centre field is ideally 240 feet, 73 meters away from home plate.

(For fields built after November 30, 1979).

104.4 - 15U, 21U (B CLASS) DIVISIONS

- a) Distance between the bases is 80 feet, 24,38 meters;
- b) Distance between home plate and the front of the pitcher's rubber 54 feet, 16,46 meters;
- c) The outfield fences, near the lines, are ideally 275 feet, 84 meters away from home plate;
- d) The fence in centre field is ideally 305 feet, 93 meters away from home plate.

(Points C and D are for fields built after March 15th, 2009).

104.5 - 18U, 21U (A CLASS), JUNIOR, JUNIOR ELITE AND SENIOR DIVISIONS

- a) Distance between the bases is 90 feet, 27,43 meters;
- b) Distance between home plate and the front of the pitcher's rubber is 60 feet 6 inches, 18,44 meters;
- c) The outfield fences, near the lines are ideally 320 feet, 98 meters away from home plate;
- d) The fence in centre field is ideally 360 feet, 110 meters away from home plate.

(For fields after November 30, 1979).

104.6 - PROTEST DISALLOWED

No protest is allowed on dimensions and/or distance of the outfield fences.

105- Playing rules for the 9U division

105.2 - THE FIELD AND THE EQUIPMENT

105.2.1 - Pitching machine's location

The distance from home plate to the pitching machine is 44 feet or 13,41 meters.

105.2.2 - Pitching machine's speed

Note 1: Taking into account that the intention is to obtain struck balls, the implied coaches have to be in agreement with the speed and adjustment of the pitching machine if there are some technical problems, whatever type of pitching machine used. Remember yourselves that the role of pitching machine is to throw constantly strikes to the batter. Adjustment of pitching machine can make all time, so no need to wait after the inning.

Note 2: In the provincial championships, a mechanics pitching machine (catapult) will be used. Baseball Québec also recommends the use of mechanics pitching machine (catapult) in provincial tournaments.

9U A class: The speed must be between 42 and 44 miles/hour (68-72 km/h).

LS Blue/Bleu Flame Sling Shot:

Part A - 3 (Microadjustment - Throwing Arm)

Part B - 4 (Release Arm Block - Pull Lever)

Part C - 7 (Per Pedal - Foot Pedal)

LS Black/Noir Flame Sling Shot:

Part A - 4 (Microadjustment - Throwing Arm)

Part B - 3 (Release Lever)

Part C - 8 (Per Pedal - Foot Pedal)

9U B / Grand Slam class: The speed must be between 37 and 39 miles/hour (60-63 km/h).

LS Blue/Bleu Flame Sling Shot:

Part A - 3 (Microadjustment - Throwing Arm)

Part B - 4 (Release Arm Block - Pull Lever)

Part C - 5 (Per Pedal - Foot Pedal)

LS Black/Noir Flame Sling Shot:

Part A - 4 (Microadjustment - Throwing Arm)

Part B - 3 (Release Lever)

Part C - 6 (Per Pedal - Foot Pedal)

Note: The settings mentioned are for guidance only. The condition and wear of the spring and/or catapult may alter these adjustments.

105.2.3 - Foul Ball territory – 9U B and Grand Slam

A 10 feet arc measured from the back of the plate that meets both foul lines must be traced. A batted ball hit from the pitching machine or the t-ball that stops or is touched in that territory is declared « foul ball ».

Note: A ball that stops on or is touched directly on the line that delimits the 10 feet arc is a FAIR ball.

105.2.4 - Pitcher's mound

A circle of eighteen (18) feet (5.56 meters) in diameter must be drawn to identify the pitcher's mound.

105.2.5 - Pitching machine

The pitching machine must be operated by a coach of the offensive team.

105.3 - DEFENSIVE POSITION

105.3.1 - Players

9U A class:

During provincial competition (tournament – championships), a team can continue the game even if it is no longer able to place 9 players on defensive due to injury. At this point, an automatic out is recorded for the absent batter. If a team is unable to place at least 7 players on defensive, the game is forfeit.

9U B / Grand Slam class:

At all times, 6 players must be on defence, based on the following 3 options:

Option A: 2 pitchers and 4 infielders;

Option B: 1 pitcher, 4 infielders and 1 outfielder;

Option C: 4 infielders and 2 outfielders.

Note 1: The 2 pitchers, 4 infielders, and 2 outfielders must be positioned evenly on both sides of the field (no "shift" is allowed). It is prohibited to change the chosen option during the batter's turn at bat.

Note 2: Taking into account that this division plays on various field dimension, we determine that the infield is within a radius of 60 feet of the 9U pitching rubber.

Two (2) coaches of the defensive team is allowed on the field, he must stand behind infielders. If the coach is unintentionally hit by a batted ball or by a throw, the ball is in play. In tournament, a team can continue the game even if it is no longer able to place 6 players on defensive due to injury. At this point, an automatic out is recorded for the absent batter. If a team is unable to place at least 5 players on defensive, the game is forfeit.

105.3.2 - Pitcher

The player(s) must be positioned behind the imaginary extension of the pitcher's plate to play the role of a pitcher, even when a t-ball is used. He must wear a double-ear flapped helmet; have one foot on the mound and the other one on the grass. If there is no grass, a circle must be drawn on the ground to identify the mound.

105.3.3 - Catcher (9U A class)

A player must act as a catcher; he has to wear the complete catcher's equipment.

105.3.4 - Play equity (defense)

- a) Players, who are on bench in first inning, joins game on a rotational basis from second inning on.
- b) A player cannot return to the bench before all other players sit on the bench for a complete inning.
- c) Game re-entry is allowed, meaning that any player can be replaced in his defensive role and return any time to any position.

105.4 - PLAY EQUITY (OFFENCE)

105.4.1 - Batting order

All players are entered on the batting order and each one hits when it is his turn to bat.

- i) When a player arrives during the game, he is inserted in the last spot on the batting order. In tournament and championship play, it is not allowed to add a player in the middle of the game. An exception to this rule is permitted in the case of pursuit of a suspended game.

Note 1: In tournaments and championships, you can put a player into the batter order even if they are not yet present at the game. At the moment when it is that players turn to bat, there are two possible options:

Option 1: Permanently remove that player from the game;

Option 2: Take an automatic out every time that player cannot bat.

- ii) When a player leaves during a game, he's removed from batting order. No automatic out is counted.
- iii) When a player cannot complete his turn at bat, the next batter in the lineup replaces him with a new count. The replaced player can be reinserted in the game.
- iv) When a runner cannot complete his presence on bases, he is replaced by the last out. The replaced player can be reinserted in the game.

Note 2: When the last out cannot be determined, the preceding player in batting order not on base becomes the replacement runner.

Note 3: If a player "skips" his turn at bat but stays in the game, an out will be recorded.

Note 4: If an ejection occurs that results in a team falling below the minimum number of players required on defense, a player not appearing on the lineup cannot be inserted into the lineup.

105.4.2 - End of a half inning

9U A class:

An offensive half inning ends when three outs are recorded; or

An offensive half inning ends when five runs are scored by the offensive team. If there is a homerun outside the field limits (above the fence), the team is credited with all runs.

Open inning: *Note 1: Applicable rule in regular season only.*

During an open inning, the visiting team can take a maximum of ten (10) points lead, once this limit has been reached, the offensive half-inning of the visiting team comes to an end. In such case during its return at the offense, the home team will be limited to a draw. The limits of this rule cannot be superseded even with a homerun outside the playing field limits (above the fence).

Example: The visiting team leads 13-1 after 3 complete innings. Inning 4 is declared open by the official. Since the visiting team already has a lead of 10 points, they cannot make more points because the gap is already reached. The visiting team must skip their turn at bat and the receiving team will be limited to attempting a draw.

9U B / Grand Slam class:

- a) An offensive half-inning ends when the six (6) players went to bat. For the purpose of scoring a run, we consider that there are two outs when the 6th batter is at bat.
- b) If a lineup is composed of only 6 players, a rotation of the batting order is obligatory.

Note 2: In this case, the batting order remains intact, however starting in the 2nd inning, the 2nd batter in the order will hit lead-off, and so-on for future innings.

105.4.3 - Number of pitches

Wild pitch

The umpire can, based on his judgment, declare a wild pitch if it was outside the strike zone. If the batter is hit by the pitch or swings on a pitch declared wild pitch by the umpire, the pitch is not counted and the player is awarded an additional pitch.

Note 1: Calling No Pitch by umpire takes precedence over any batted ball. If ball is hit, play must re-start.

9U A class:

The three-strike rule applies. All players receive a maximum of five pitches. From the fifth pitch on, a foul ball is not considered an out. The player is called out if he cannot put the ball in play on the last pitch. **In a dropped 3rd strike situation, the ball is dead and the batter is automatically out.**

9U B / Grand Slam class:

The three-strike rule does not apply. All players receive a maximum of three (3) pitches from the pitching machine. From the third pitch on, a foul ball will result in another pitch from the pitching machine.

Note 2: If on a 3rd pitch from the pitching machine, the batter hits the ball and it stops or is touched inside the 10 feet arc, a foul ball shall be called and the batter is given an additional pitch.

If a player cannot put the ball in play by the end of his at-bat, he can swing using a t-ball and cannot go further than first base. In such case, the runners are limited to a one-base advance.

The batter can take up to 2 swings at the t-ball. The batter is called out if he was unable to put the ball in play or if he hit a foul ball on his second swing.

*Note 3: **The t-ball stand must be positioned that it is in contact with home plate.** It is allowed for the batter to take practice swings to adjust the tee as long as the ball is not on the tee. Once the ball has been placed on the tee, only full swing is allowed to attempt to put the ball in play. Any attempt of "bunt" is against sportsmanship and requires another swing by the batter.*

105.5 - GAME DURATION

- a) The duration of game is six (6) innings to be completed if time and weather permit. However, three and half innings (3 ½) constitute a regulation game if home team has more runs than visiting team.

Note: If your league's rules state that a suspended game (before becoming official) must continue, the game must resume from the point where it was suspended, with the same score and the same game situations. Under no circumstances should the game be restarted from the beginning.

- b) From the scheduled start time of a game, a team has fifteen (15) minutes to field the required number of players on defense or offense; failure to do so results in forfeiture of the game.

105.6 - PLAYING RULES

105.6.1 - Advance on bases

A runner can leave his base only when the ball is batted. If there is a violation, the runner is returned to his base and the ball is dead.

105.6.2 - Base stealing

Base stealing is not allowed.

105.6.3 - Runner's advance

9U A class:

During a batted ball, we determine a runner's advance at the moment an infielder is in possession of the ball while he has both feet on the infield surface (limit of dirt and grass between infield and outfield).

Note 1: Taking into account that this division plays on various field dimension, we determine that the infield is within a radius of 60 feet of the 9U pitching rubber.

From this moment on, runners can only go to the next base, at their risk. A runner can also advance on a sacrifice fly, regardless of where the ball is caught by a defensive player. If an error is committed on the first play (out or out attempt), runners may attempt to advance by one (1) additional base, at their risk. **If there is an infraction, the runner is at risk of being tagged out by a defensive player in possession of the ball. If the runner reaches the next base, the ball is dead, and they are sent back to the previous base.** In the case of a ball hit to the outfield, the notion of error no longer applies when the ball returns to the infield and is in possession of an infielder. As soon as a ball is called "out of bounds", runners must return to the last base regularly reached.

Note 2: Infielders are all players playing defensive with exception of those who evolve in outfield position.

Example 1: Runner on first base. Slow roller to shortstop who tries to initiate a double-play, but makes an erratic throw to second base. Both runners MAY attempt to advance by only one (1) additional base, at their risk (3rd base for R1 and 2nd base for BR), since the error occurred during the first play.

Example 2: Runner on first base. Slow roller to the first baseman who touches first base to make an out on the batter-runner (which is the first play), but makes an erratic throw when trying to make an out on the runner heading towards 2nd base. This runner will NOT be allowed to advance an additional base (3rd base) since the error occurred during the 2nd play.

Example 3: Runner on second base. Slow roller to shortstop who tries to apply a tag on the runner and misses him, despite his best effort (this is the first play). He then makes a throw to the first basemen to make an out on the batter-runner, but the first baseman misses the throw. The two runners will NOT be allowed to advance an additional base (they cannot go to home plate for R2 nor 2nd base for BR) since the error occurred during the 2nd play.

Example 4: Runner on first base. Ball hit on the ground that reached the outfield. The outfielder throws the ball to the shortstop who possesses the ball in the infield. At this moment, the runner (R1) is halfway between 2nd and 3rd base. The throw to 3rd basemen is erratic. Both runners will NOT be allowed to advance an additional base (including home plate for R1), since the ball hit in outfield returned infield and was in possession of an infielder, which eliminates the notion of an error for the purposes of runner advancement.

Example 5: Runner on second base. A batted fly reaches the outfield. After the ball is caught, the runner (R2) touches their base and tries to reach 3rd base. The outfielder attempts a throw to the 3rd basemen for an out, but the throw miss the base and goes past the 3rd baseman. The runner has already reached 3rd base when 3rd basemen is in possession of the ball. Even if the batted ball reached the outfield and an error was made on the play, the runner can try to reach the next base as long as the ball was not in the infield AND in possession on an infielder.

9U B / Grand Slam class:

During a batted ball from pitching machine, we determine runner's advance the moment an infielder is in possession of the ball while he has both feet on infield surface (limit of dirt/grass between infield/outfield).

Note 3: Taking into account that this division plays on various field dimension, we determine that the infield is within a radius of 60 feet of the 9U pitching rubber.

The runners can only go to the next base, at their risk. However, it is prohibited to advance to the next base on a flyout or a liner caught in defense. If there is an infraction, this runner is at risk of being tagged by a defensive player in possession of the ball and being out. If he reaches the next base, the ball is dead, and the runner is returned to the previous base. In every case of error committed by the defensive, once the ball reaches the infield and is in possession of an infielder or as soon as a ball is called "out of bounds", runners must return to the last base regularly reached.

Note 4: Once the ball is hit in outfield, it is recommended to quickly relay the ball to a cut-off in the infield, which will limit runner(s) ability to advance.

When the t-ball is used, the batter and the runners are limited to one (1) base

105.6.4 - Pitching machine

When a batted ball hits the pitching machine or the operator, the ball is dead and the batter is awarded first base. The runners advance, if forced.

*Note: When a ball deviates off a defensive player and then touches the pitching machine or operator, it remains in play and is NOT a dead ball. The operator must do everything in their power to avoid a hit ball or a throw. **Additionally, the operator must have the balls in their possession – and not leave them on the ground – during the batter's plate appearance.***

105.6.5 - Infield fly

The infield fly rule does not apply.

105.6.6 - Bunt

No bunt is allowed. For any violation to this rule, the ball is dead and a strike is called on the batter.

106- Playing rules for the 11U division

106.1 - GAME DURATION

- a) All games are of six innings to be completed, if time and weather permits. However, three and a half (3½) innings constitute a regulation game if the home team has more runs than the visiting team.

Note: If your league's rules state that a suspended game (before becoming official) must continue, the game must resume from the point where it was suspended, with the same score and the same game situations. Under no circumstances should the game be restarted from the beginning.

- b) From the scheduled start time of the game, a team has fifteen (15) minutes to field the required number of players on defense or offense; otherwise, it is a forfeited game.

106.2 - PITCHER

- a) VISIT

A coach who visits the pitcher for a second time in the same inning has to change his pitcher, who can play at another position.

- b) LEAVING THE MOUND

A pitcher who leaves the mound to play at another position cannot pitch again in this game.

-
- c) INTENTIONAL BASE ON BALLS
Intentional base on balls are not allowed in the 11U division.
- d) RESTRICTION
i) A player cannot pitch on three (3) consecutive days;
ii) For the purposes of this rule, a complete day of rest means a complete calendar day.
- e) NUMBER OF INNINGS (regular season)
Months of MAY AND JUNE
i) A pitcher cannot pitch more than two (2) innings in a day.
ii) A pitcher cannot pitch more than a total of **three (3)** innings for a period of 7 consecutive days.
Months of JULY, AUGUST and SEPTEMBER
iii) A pitcher cannot pitch more than three (3) innings in a day.
iv) A pitcher cannot pitch more than a total of **five (5)** innings for a period of 7 consecutive days.
Note: A pitch in an inning is considered as an inning pitched.
The number of innings pitched in tournament and championships is not counted in the maximum of innings allowed in regular season, for the seven (7) consecutive day's period. The period of 7 consecutive days must be calculated in a RETROACTIVE WAY from the date of the LAST DAY PITCH of the concerned pitcher – see example, article 107.2e.
- f) NUMBER OF PITCHES PER DAY (Tournaments – Championships)
i) A pitcher who pitches between 36 and 50 pitches in a day must have 1 complete day of rest;
ii) A pitcher who pitches between 51 and 60 pitches in a day must have 2 complete days of rest;
iii) A pitcher who pitches between 61 and 75 pitches in a day must have 3 complete days of rest.
iv) When a pitcher reaches the maximum number of pitches allowed for a threshold (35, 50 and 60 pitches), he can complete the at-bat without the penalty on days of rest, as long as he does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log.
v) When the pitcher faces a new batter after reaching the 35 pitches threshold during a game, he cannot pitch in another game during the same day.
vi) When the pitcher reaches the maximum number of pitches allowed (75 pitches) during a day during a batters at-bat, he is allowed to complete the at-bat and must be replaced following that batter.
vii) During a tournament and championship, a pitcher can pitch in a second consecutive day as long as he has not thrown 36 or more pitches in the previous day. He will be allowed to throw a maximum of 75 pitches cumulatively for the 2 days. However, it is not permitted to pitch on three (3) consecutive days no matter the number of pitches thrown.
Example: 30 pitches on day 1. Having thrown less than 36 pitches, he is eligible to pitch on a 2nd consecutive day but is limited to 45 pitches on day 2.
viii) During a tournament and championship, a coach can make a second visit to the pitcher on the same batter in the same inning in order to remove the pitcher.
ix) During tournaments and championships, a person is assigned to keep track of the pitches. His pitching log is the official source for the purposes of this rule.

106.3 - PITCHER'S MOUND

The pitcher's mound is optional.

Specific rules 11U B class

106.4 - RUNNERS ON BASES, STEALS, BUNTS AND INFIELD FLY

- a) The stealing of bases is not allowed. A runner can leave his base only when the ball is batted. If there is a violation, the runner is returned to his base and the ball is dead. When the pitcher receives the ball and takes position on the rubber and the catcher is in his position, all runners must return to the base they were occupying.
- b) During a batted ball, we determine a runner's advance at the moment an infielder is in possession of the ball while he has both feet on the infield surface (limit of dirt / grass between infield / outfield).
Note 1: Taking into account that this division plays on various field dimension, we determine that the infield is within a radius of 60 feet of the 11U pitching rubber.
From this moment on, runners can only go to the next base, at their risk. A runner can also advance on a sacrifice fly, regardless of where the ball is caught by a defensive player. If an error is committed on the first play (out or out attempt), runners may attempt to advance by one (1) additional base, at their risk. **If there is an infraction, the runner is at risk of being tagged out by a defensive player in possession of the ball. If the runner reaches the next base, the ball is dead, and they are sent back to the previous base.**

In the case of a ball hit to the outfield, the notion of error no longer applies when the ball returns to the infield and is in possession of an infielder.

See the 5 examples of gaming situations described in section 105.6.3.

Note 2: The enforcement of a playing rule (Baseball Canada) may result in the runners being forced to advance. Example: Ball out of bounds.

- c) No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter.
- d) The infield fly rule does not apply.

106.5 - DROPPED 3RD STRIKE

The batter is automatically out and the ball is dead.

106.6 - BALK

No balk is called on the pitcher. The ball is dead; the runners return to their base and play resumes.

106.7 - BASE ON BALLS

A base on balls is not allowed.

- a) When the umpire calls a 4th ball, the batter hit from the t-ball.

*Note 1: When a fourth ball is called by the umpire, the ball is dead. The umpire must put the ball in play before the swing of the batter on t-ball. **The t-ball stand must be positioned that it is in contact with home plate.***

- b) The batter is allowed only one (1) swing in order to put the ball in play.
- c) The batter is limited to reaching **2nd base**. If there is a homerun outside the playing field limits (above the fence), the batter will be awarded a home run.

*Note 2: The hitter is still limited to reaching at most **2nd base**, even when an error committed by the defensive causes the ball to go out of play. If the batter exceeds the **2nd base**, he is at risk of being tag out by a defensive player in possession of the ball and being called out. If he reaches the **3rd base** during the play, the ball is dead, and the batter is returned to **2nd base**.*

- d) Runners are limited to **two (2) bases maximum**.

*Note 3: If the runner on **1st base** goes beyond the **3rd base**, they are at risk of being tagged by a defensive player in possession of the ball and being out. If they go beyond the **3rd base** and reach **home plate**, the ball is dead, and the runner is returned to the **3rd base**.*

- e) The player occupying pitcher's position has to remain in his position, with one foot on the rubber.

*Note 4: He is also allowed to step back from his position, **provided that he remains aligned with second base and the pitcher's plate, while staying within a 9-foot radius of the mound.***

The catcher must keep on all his catcher's gear and remain behind home plate.

- f) The batter is out if they do not put the ball in play or hit a foul ball with t-ball.

Note 5: It is forbidden to take a practice swing once the t-ball has been adjusted. Once the ball has been placed on the tee, only full swing is allowed to attempt to put the ball in play. Any attempt of "bunt" or practice swing will result in the batter being called out.

Specific rules 11U A and AA class

106.9 - RUNNER ON BASES, STEALS, BUNTS AND INFIELD FLY

- a) No runner can leave his base before the ball crossed home plate or is hit. If there is a violation, the runner is out and the ball is dead. When the pitcher receives the ball and takes place on the rubber and the catcher is in his position, all runners must return to the base they were occupying.
- b) A runner can reach home plate only if the ball is hit or because he is forced to advance. If there is a violation, the runner is returned to his base.
- c) No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter.
- d) The infield fly rule does not apply.

Note: The enforcement of a playing rule (Baseball Canada) may result in the runners being forced to advance. Example: Ball out of bounds.

106.10 - DROPPED 3RD STRIKE

The batter is automatically out, the ball is alive and, if there are runners on bases, they have the right to advance at their own risks, except to the plate and in the situations described in 103.14c.

106.11 - BALK

No balks are called on the pitcher. The ball is dead; the runners return to their bases and play resumes.

107 - Playing rules for the 13U division

107.1 - GAME DURATION

- a) All games are of six innings to be completed, if time and weather permits. However, three and a half (3½) innings constitute a regulation game if the home team has more runs than the visiting team.

Note: If your league's rules state that a suspended game (before becoming official) must continue, the game must resume from the point where it was suspended, with the same score and the same game situations. Under no circumstances should the game be restarted from the beginning.

- b) From the scheduled start time of the game, a team has fifteen (15) minutes to field the required number of players on defense or offense; otherwise, it is a forfeited game.

107.2 - PITCHER

- a) VISIT

A coach who visits the pitcher for a second time in the same inning has to change his pitcher, who can play at another position.

- b) LEAVING THE MOUND

A pitcher who leaves the mound to play at another position cannot pitch again in this game.

- c) INTENTIONAL BASE ON BALLS

B Class: Intentional base on balls are not allowed in the 13U division, B class

AA and A class: A coach can inform the plate umpire of his intention to award an intentional base on balls to the batter. The ball is dead; the batter automatically advances to first base, the runner's advance, if forced. Automatic balls of an intentional walk are not added to the pitcher's pitch count.

- d) RESTRICTION

i) A player cannot pitch on three (3) consecutive days;

ii) For the purposes of this rule, a complete day of rest means a complete calendar day.

- e) NUMBER OF INNINGS (regular season)

Months of MAY AND JUNE

i) A pitcher cannot pitch more than **two (2)** innings in a day.

ii) A pitcher cannot pitch more than a total of **four (4)** innings for a period of 7 consecutive days.

Months of JULY, AUGUST and SEPTEMBER

iii) A pitcher cannot pitch more than **three (3)** innings in a day.

iv) A pitcher cannot pitch more than a total of **six (6)** innings for a period of 7 consecutive days.

Note: A pitch in an inning is considered as an inning pitched.

The number of innings pitched in tournament and championships is not counted in the maximum of innings allowed in regular season, for the seven (7) consecutive day's period. The period of 7 consecutive days must be calculated in a RETROACTIVE WAY from the date of the LAST DAY PITCH of the concerned pitcher.

Example for a 13U pitcher in July:

Monday July 1st, pitches 3 innings, Tuesday 2, day off, Wednesday 3, day off, Thursday 4, pitches 3 innings, Friday 5, day off Saturday 6, day off, Sunday 7, he pitches 2 innings (he will then have reach his maximum of 8 innings in 7 days).

Monday 8, we start all over again? Not completely. He can only pitch 3 innings (and not 4 innings) because by taking the 6 days preceding Monday July 8, the pitcher will have pitch 5 inning (between Tuesday 2nd and Sunday 7th).

The idea is not to exceed 8 innings during the current day and the 6 preceding days.

- f) NUMBER OF PITCHES PER DAY (Tournaments – Championships)

i) A pitcher who pitches between 41 and 55 pitches in a day must have 1 complete day of rest;

ii) A pitcher who pitches between 56 and 70 pitches in a day must have 2 complete days of rest;

iii) A pitcher who pitches between 71 and 85 pitches in a day must have 3 complete days of rest.

iv) When a pitcher reaches the maximum number of pitches allowed for a threshold (40, 55 and 70 pitches), he can complete the at-bat without the penalty on days of rest, as long as he does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log.

v) When the pitcher faces a new batter after reaching the 40 pitches threshold during a game, he cannot pitch in another game during the same day.

vi) When the pitcher reaches the maximum number of pitches allowed (85 pitches) during a day during a batters at-bat, he is allowed to complete the at-bat and must be replaced following that batter.

vii) During a tournament and championship, a pitcher can pitch in a second consecutive day as long as he has not thrown 41 or more pitches in the previous day. He will be allowed to throw a maximum of 85 pitches cumulatively for the 2 days. However, it is not permitted to pitch on three (3) consecutive days no matter the number of pitches thrown.

Example: 30 pitches on day 1. Having thrown less than 41 pitches, he is eligible to pitch on a 2nd consecutive day but is limited to 55 pitches on day 2.

- viii) During a tournament and championship, a coach can make a second visit to the pitcher on the same batter in the same inning in order to remove the pitcher.
- ix) During tournaments and championships, a person is assigned to keep track of the pitches. His pitching log is the official source for the purposes of this rule.

107.3 - PITCHER'S MOUND

The pitcher's mound is optional.

Specific rules 13U B class

107.4 - RUNNER ON BASES, STEALS, BUNTS AND INFIELD FLY

- a) No runner can leave his base before the ball crossed home plate or is hit. If there is a violation, the runner is out and the ball is dead. When the pitcher receives the ball and takes place on the rubber and the catcher is in his position, all runners must return to the base they were occupying.
- b) A runner can reach home plate only if the ball is hit or because he is forced to advance. If there is a violation, the runner is returned to his base.
- c) No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter.
- d) The infield fly rule does not apply.

Note: The enforcement of a playing rule (Baseball Canada) may result in the runners being forced to advance. Example: Ball out of bounds.

107.5 - DROPPED 3RD STRIKE

The batter is automatically out, the ball is alive and, if there are runners on bases, they have the right to advance at their own risks, except to the plate and in the situations described in 103.14c.

107.6 - BALK

No balks are called on the pitcher. The ball is dead; the runners return to their bases and play resumes.

Specific rules 13U A and AA class

107.7 - RUNNERS ON BASES AND ADVANCE ON BASES

All runners can leave their base. Runners are subjected to playing rules (Baseball Canada 5.06).

107.8 - DROPPED 3RD STRIKE

The playing rules apply (Baseball Canada).

107.9 - BALK

The playing rules apply (Baseball Canada).

Specific rules 13U AA class

Note: The game mode described below is applicable throughout the season (regular season, playoffs, tournaments) but does not apply during the 13U AA provincial championship or the Quebec Games.

107.10 - ON OFFENCE

All players are registered on the batting order and each one hits at his turn.

- i) When a player arrives during the game, he is inserted in the last spot on the batting order. In tournament and championship play, it is not allowed to add a player in the middle of the game. An exception to this rule is permitted in the case of pursuit of a suspended game. In addition, a team can continue the game even if it is no longer able to place 9 players on defensive due to injury. At this point, an automatic out is recorded for the absent batter. If a team is unable to place at least 7 players on defensive, the game is forfeit;

Note 1: In tournaments and championships, you can put a player into the batter order even if they are not yet present at the game. At the moment when it is that players turn to bat, two possible options:

Option 1: Permanently remove that player from the game;

Option 2: Take an automatic out every time that player cannot bat.

- ii) When a player leaves during the game, he is removed from the batting order. No automatic out is counted;
- iii) If a player cannot complete his turn at bat, the following batter will replace him with the same count. The replaced player can be reinserted in the game;
- iv) If a player cannot complete his presence on bases, he is replaced by the last out. This player can advance to the next base only if the ball is hit or if he is forced to advance. If there is an infraction, this runner is at risk of being tagged by a defensive player in possession of the ball and being out.

If he reaches the next base, the ball is dead, and the runner is returned to the previous base. The replaced player can be reinserted in the game.

Note 2: When the last out cannot be determined, the preceding player in batting order not on base becomes the replacement runner.

Note 3: If a player "skips" his turn at bat but stays in the game, an out will be recorded.

108 - Playing rules for the 15U division

108.1 - GAME DURATION

- a) All games are of seven innings to be completed, if time and weather permits. However, four and a half (4½) innings constitute a regulation game, if the home team has more runs than visiting team.
Note: If your league's rules state that a suspended game (before becoming official) must continue, the game must resume from the point where it was suspended, with the same score and the same game situations. Under no circumstances should the game be restarted from the beginning.
- b) From the scheduled start time of the game, a team has fifteen (15) minutes to field the required number of players on defense or offense; otherwise, it is a forfeited game.

108.2 - PITCHER

- a) VISIT
A coach who visits the pitcher for a second time in the same inning has to change his pitcher, who can play at another position.
- b) LEAVING THE MOUND
A pitcher who leaves the mound to play at another position cannot pitch again in this game;
- c) INTENTIONAL BASE ON BALLS
A coach can inform the plate umpire of his intention to award an intentional base on balls to the batter. The ball is dead; the batter automatically advances to first base, the runner's advance, if forced. Automatic balls of an intentional walk are not added to the pitcher's pitch count.
- d) RESTRICTION
i) A player cannot pitch on three (3) consecutive days;
ii) For the purposes of this rule, a complete day of rest means a complete calendar day.
- e) NUMBER OF INNINGS (regular season)
Months of MAY AND JUNE
i) A pitcher cannot pitch more than three (3) innings in a day.
ii) A pitcher cannot pitch more than a total of five (5) innings for a period of 7 consecutive days.
Months of JULY, AUGUST and SEPTEMBER
iii) A pitcher cannot pitch more than four (4) innings in a day.
iv) A pitcher cannot pitch more than a total of seven (7) innings for a period of 7 consecutive days.
*Note: A pitch in an inning is considered as an inning pitched.
The number of innings pitched in tournament and championships is not counted in the maximum of innings allowed in regular season, for the seven (7) consecutive day's period. The period of 7 consecutive days must be calculated in a RETROACTIVE WAY from the date of the LAST DAY PITCH of the concerned pitcher – see example, article 107.2e.*
- f) NUMBER OF PITCHES PER DAY (Tournaments – Championships)
i) A pitcher who pitches between 46 and 60 pitches in a day must have 1 complete day of rest;
ii) A pitcher who pitches between 61 and 75 pitches in a day must have 2 complete days of rest;
iii) A pitcher who pitches between 76 and 90 pitches in a day must have 3 complete days of rest.
iv) When a pitcher reaches the maximum number of pitches allowed for a threshold (45, 60 and 75 pitches), he can complete the at-bat without the penalty on days of rest, as long as he does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log.
v) When the pitcher faces a new batter after reaching the 45 pitches threshold during a game, he cannot pitch in another game during the same day.
vi) When the pitcher reaches the maximum number of pitches allowed (90 pitches) during a day during a batters at-bat, he is allowed to complete the at-bat and must be replaced following that batter.
vii) During a tournament and championship, a pitcher can pitch in a second consecutive day as long as he has not thrown 46 or more pitches in the previous day. He will be allowed to throw a maximum of 90 pitches cumulatively for the 2 days. However, it is not permitted to pitch on three (3) consecutive days no matter the number of pitches thrown.

Example: 30 pitches on day 1. Having thrown less than 41 pitches, he is eligible to pitch on a 2nd consecutive day but is limited to 55 pitches on day 2.

- viii) During a tournament and championship, a coach can make a second visit to the pitcher on the same batter in the same inning in order to remove the pitcher.
- ix) During tournaments and championships, a person is assigned to keep track of the pitches. His pitching log is the official source for the purposes of this rule.

Specific rules 15U AA class

108.3 - EXTRA-HITTER

An Extra-Hitter (EH) may be placed on the lineup card (a 10th hitter which 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. The EH must be marked on the lineup card at the start of the game and must be used for the entire game.

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.

In the event that a player is injured and the team has no eligible substitutes available, Re-entry Rule would apply and the team would continue to bat ten players. If the team had no other players available for selection OR in the event of an ejection, the game would proceed with 9 players, without forfeit

109 - Playing rules for the 18U and 21U division

109.1 - GAME DURATION

- a) All games are of seven innings to be completed, if time and weather permits. However, four and a half (4½) innings constitute a regulation game, if the home team has more runs than visiting team.

Note: If your league's rules state that a suspended game (before becoming official) must continue, the game must resume from the point where it was suspended, with the same score and the same game situations. Under no circumstances should the game be restarted from the beginning.

- b) From the scheduled start time of the game, a team has fifteen (15) minutes to field the required number of players on defense or offense; otherwise, it is a forfeited game.

109.2 - PITCHER

- a) VISIT
A coach who visits the pitcher for a second time in the same inning has to change his pitcher, who can play at another position.

- b) LEAVING THE MOUND
A pitcher who leaves the mound to play at another position cannot pitch again in this game;

- c) INTENTIONAL BASE ON BALLS
A coach can inform the plate umpire of his intention to award an intentional base on balls to the batter. The ball is dead; the batter automatically advances to first base, the runner's advance, if forced. Automatic balls of an intentional walk are not added to the pitcher's pitch count.

- d) RESTRICTION
 - i) A player cannot pitch on three (3) consecutive days;
 - ii) For the purposes of this rule, a complete day of rest means a complete calendar day.

- e) NUMBER OF INNINGS (regular season)

Months of MAY AND JUNE

- i) A pitcher cannot pitch more than three (3) innings in a day.
- ii) A pitcher cannot pitch more than a total of six (6) innings for a period of 7 consecutive days.

Months of JULY, AUGUST and SEPTEMBER

- iii) A pitcher cannot pitch more than four (4) innings in a day.
- iv) A pitcher cannot pitch more than a total of eight (8) innings for a period of 7 consecutive days.

Note: A pitch in an inning is considered as an inning pitched.

The number of innings pitched in tournament and championships is not counted in the maximum of innings allowed in regular season, for the seven (7) consecutive day's period. The period of 7 consecutive days must be calculated in a RETROACTIVE WAY from the date of the LAST DAY PITCH of the concerned pitcher – see example, article 107.2e.

- f) NUMBER OF PITCHES PER DAY (Tournaments – Championships)

- i) A pitcher who pitches between 51 and 65 pitches in a day must have 1 complete day of rest;
- ii) A pitcher who pitches between 66 and 80 pitches in a day must have 2 complete days of rest;
- iii) A pitcher who pitches between 81 and 100 pitches in a day must have 3 complete days of rest.

- iv) When a pitcher reaches the maximum number of pitches allowed for a threshold (50, 65 and 80 pitches), he can complete the at-bat without the penalty on days of rest, as long as he does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log.
- v) When the pitcher faces a new batter after reaching the 50 pitches threshold during a game, he cannot pitch in another game during the same day.
- vi) When the pitcher reaches the maximum number of pitches allowed (100 pitches) during a day during a batters at-bat, he is allowed to complete the at-bat and must be replaced following that batter.
- vii) During a tournament and championship, a pitcher can pitch in a second consecutive day as long as he has not thrown 51 or more pitches in the previous day. He will be allowed to throw a maximum of 100 pitches cumulatively for the 2 days. However, it is not permitted to pitch on three (3) consecutive days no matter the number of pitches thrown.
Example: 30 pitches on day 1. Having thrown less than 51 pitches, he is eligible to pitch on a 2nd consecutive day but is limited to 70 pitches on day 2.
- viii) During a tournament and championship, a coach can make a second visit to the pitcher on the same batter in the same inning in order to remove the pitcher.
- ix) During tournaments and championships, a person is assigned to keep track of the pitches. His pitching log is the official source for the purposes of this rule.

109.3 - RÉSEAU DE DÉVELOPPEMENT AAA PLAYERS STATUS

A player who has evolved in the previous season at Réseau de développement 17U AAA must play in the highest 18U class in their region (excluding the AAA) in order to be eligible as a pitcher for their team games.

Specific rules 18U AA class

108.4 - EXTRA-HITTER

Note: A team has the option to use either the EXTRA HITTER or the DESIGNATED HITTER (103.22), but only one (1) of these two options is allowed.

An Extra-Hitter (EH) may be placed on the lineup card (a 10th hitter which 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. The EH must be marked on the lineup card at the start of the game and must be used for the entire game.

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.

In the event that a player is injured and the team has no eligible substitutes available, Re-entry Rule would apply and the team would continue to bat ten players. If the team had no other players available for selection OR in the event of an ejection, the game would proceed with 9 players, without forfeit

110 - Game rules for the Junior, Junior Elite and Senior divisions

110.1 - GAME DURATION

- a) In the Junior, Junior Elite and Senior division, the games are seven innings to be completed, if time and weather permits. However, four and a half (4½) innings constitute a regulation game, if the home team has more runs than the visiting team.

Note: If your league's rules state that a suspended game (before becoming official) must continue, the game must resume from the point where it was suspended, with the same score and the same game situations. Under no circumstances should the game be restarted from the beginning.

- b) From the scheduled start time of the game, a team has fifteen (15) minutes to field the required number of players; otherwise, it is a forfeited game.

110.2 - PITCHERS

A coach that visits his pitcher a second time in the same inning must change his pitcher. The replaced pitcher can play at another position but cannot return to pitch. The other articles of Rule 5.10 apply (Baseball Canada).

111 - Pitcher's rule

111.1 - TABLE

Regular Season

Division	Maximum innings per day	Limit over 7 consecutive days
11U	2 (May-June) 3 (July-September)	In 11U division, pitcher is limited to 3 innings (MAY-JUNE) and to 5 innings (JULY till SEPTEMBER) per week (7 consecutive days).
13U	2 (May-June) 3 (July-September)	In 13U division, pitcher is limited to 4 innings (MAY-JUNE) and to 6 innings (JULY till SEPTEMBER) per week (7 consecutive days).
15U	3 (May-June) 4 (July-September)	In 15U division, pitcher is limited to 5 innings (MAY-JUNE) and to 7 innings (JULY till SEPTEMBER) per week (7 consecutive days).
18U and 21U	3 (May-June) 4 (July-September)	In 18U+21U division, pitcher is limited to 6 innings (MAY-JUNE) and to 8 innings (JULY till SEPTEMBER) per week (7 consecutive days).

Tournaments - Championships

Division	No rest	1 day of rest	2 days of rest	3 days of rest
11U	1-35 pitches	36-50 pitches	51-60 pitches	61-75 pitches
13U	1-40 pitches	41-55 pitches	56-70 pitches	71-85 pitches
15U	1-45 pitches	46-60 pitches	61-75 pitches	76-90 pitches
18U and 21U	1-50 pitches	51-65 pitches	66-80 pitches	81-100 pitches

Note: Any reserve list player from a lower division that is acting as a pitcher in a tournament or in a championship game is subject to the pitching rules of the division in which he is a reservist. A pitcher is allowed to act as a catcher during the day, and vice versa.

111.2 - PENALTIES

Tournaments and championship organizing committee must appoint a person responsible to keep a log of the pitcher's pitch count and ensure that the number of pitches is announced at every barrier attained by the pitcher, in every half-inning and from the moment a pitcher is no longer eligible to face a batter.

It is the coach's responsibility to see that this rule is applied. An authorized person can apply the penalties at any time.

Penalty: An ineligible pitcher must be immediately removed and replaced by a player eligible to pitch at the time of the discovery of the infraction. However, any action made by this ineligible pitcher remains valid, **and the pitches thrown must be recorded in the pitcher's log.**

Any infraction to article 111.1 invokes a suspension for the **ongoing game and the next game** to the head-coach *(or the person occupying this function at the game).*

Pitching rules in tournaments and championships:

Questions / Answers

The following scenarios make reference to David, a pitcher in the 11U division

Question: *If David face another batter after his 35th pitches and end at 38 pitches in the 1st game of a tournament, can he pitch in a 2nd game on that same day?*

Answer: NO – once the first pitching limit (35 pitches) has been reached, he is no longer eligible to pitch on that day and must have a complete days' rest.

Question: *What is a complete days rest? If David throws 38 pitches in a game on Friday morning, can he pitch again in a game on Saturday afternoon?*

Answer: NO – he needs a full day of rest. He would be eligible to pitch again on Sunday.

Question: *I listed David into my starting line-up and I need to make a change before the game has started. Is there a consequence?*

Answer: NO – as long as the line-up has not be submitted to the umpire.

Question: *A balk was called by the umpire on David. Is this considered a pitch?*

Answer: According to baseball rules, a balk does not constitute a pitch. However, if a balk call is followed by a pitch that crosses the foul line during the batter's plate appearance, this pitch must be added to the pitch count.

Question: *David reaches a pitch count threshold while facing a batter. Can he finish the batter?*

Answer: Yes, he can finish the batter; however he must be removed from pitcher before facing the next batter. This applies to all threshold (35, 50 or 60 pitches) and for the maximum daily pitch limit (75 pitches). A threshold can be reached in a single game or accumulated over two games on the same day.

Question: *Can David pitch in two consecutive games in the same day?*

Answer: YES, but only if he does not exceed the rest threshold (35) in the first game. When pitching twice in the same day, the pitch count is cumulative. For example, if David throws 10 pitches in the first game, that count carries over to the second game—meaning his first pitch in the second game is considered his 11th pitch for the day. The pitch announcement should always reflect the total for the day, not just for the game.

Examples:

- **Scenario 1:** David throws 30 pitches over two games on Friday (18 in the morning + 12 in the evening = 30 total). Can he pitch on Saturday?
Yes, since he did not exceed the 35-pitch cumulative limit on Friday. He is eligible to pitch up to a maximum of 45 pitches on Saturday (75-pitch daily limit minus the 30 pitches from Friday). However, he cannot pitch on three consecutive days, so he is ineligible to pitch on Sunday, regardless of his previous pitch count.
- **Scenario 2:** David throws 15 pitches over two games on Friday (6 in the morning + 9 in the evening = 15 total). Can he pitch on Saturday?
Yes, since he did not exceed the 35-pitch cumulative limit on Friday. He is eligible to pitch up to a maximum of 60 pitches on Saturday (75-pitch daily limit minus the 15 pitches from Friday). However, he cannot pitch on three consecutive days, so he must rest on Sunday. Based on his pitch count on Saturday, he must also rest on Monday

Question: *How do you calculate the number of rest days needed?*

Answer: Rest days are calculated based solely on the number of pitches thrown on the most recent day, **NEVER on the cumulative total from multiple days**.

Situations:

- **Scenario 1:** David throws 75 pitches on Friday. Rest days are determined based on the pitches thrown that day (75), so he must rest for **three days** (Saturday, Sunday, and Monday). days, so he is ineligible to pitch on Sunday, regardless of his previous pitch count.
- **Scenario 2:** David throws 25 pitches on Friday and 50 pitches on Saturday (75-pitch limit over two days). Rest days are determined based on the number of pitches thrown on the most recent day (50), so he must rest for **two days** (Sunday and Monday).

- **Scenario 3:** David throws 15 pitches on Friday evening and 15 pitches on Saturday. Rest days are based on the number of pitches thrown on the last day (15), so he is not required to rest. However, since he pitched on both Friday and Saturday, he **must** rest for **one day** (Sunday), as he cannot pitch for three consecutive days.
- **Scenario 4:** David throws 35 pitches on Friday and 35 pitches on Saturday morning, making him eligible to throw **5 more pitches** in a second game on Saturday afternoon (75-pitch limit over two days). Rest days are based on the number of pitches thrown on the last day (40), so he must rest for **one day** (Sunday). Additionally, he **cannot** pitch on three consecutive days.

Question: *David starts the 3rd inning against Paul and has thrown 49 pitches so far. His coach wants to remove him before facing another batter after his 50th pitch. What happens if he reaches 50 or even 60 pitches? Can he finish the batter in these situations?*

Answer: Yes, he can always finish the batter.

- **Scenario 1:** David throws 5 pitches to Paul, who gets a hit (totaling 54 pitches). Then, David's coach removes him before he faces the next batter. In the pitch count log, **50 pitches** will be recorded, and David will need **one rest day**.
- **Scenario 2:** If Paul keeps fouling off pitches and takes 13 extra pitches before getting out on a fly ball, David's final count reaches 62 pitches. If David is removed before facing another batter, the official record **still** shows **50 pitches**, requiring **one rest day**. However, if David throws even one pitch to the next batter, the actual number of pitches is recorded.

Question: *How does pitch count announcement work?*

Answer: The pitch count always **resets to zero** at the start of a new game in a day. The only time cumulative pitch counts apply is when a pitcher throws in two games on the same day. In this case, the proper practice is to **announce the total pitch count for the day, not just for the current game**.

Question: *David is registered for a tournament starting Friday. How can we determine if he is eligible to pitch?*

Answer: **ALL** pitchers are eligible to pitch when the tournament starts, **EXCEPT** those who have pitch on **both of the two consecutive days prior to the tournament** (in this case, Wednesday and Thursday) due to the **three-day consecutive rule**.

Question: *David pitches 2 innings on Wednesday night in his league and then throws 15 pitches at the tournament on Thursday. Can he pitch on Friday in the tournament or in his league?*

Answer: No. Pitching on three consecutive days is prohibited, regardless of whether pitches were thrown in league play, a tournament, or a championship.

Question: *What happens to David's pitch count if a game is suspended under the situations described in Baseball Canada Rule 7.02?*

Answer: **All pitches are counted.** The pitcher receives credit for those pitches, and tracking must reflect that, even in a suspended game. Normal rest applies if David has thrown **36 or more pitches** at the time of suspension.

Question: *If a suspended game resumes on the same day, can David continue pitching?*

Answer: Yes. If David was the active pitcher at the time of the suspension, he can continue pitching when the game resumes, and his pitch count carries over. However, if he was removed from the mound before the suspension, **he cannot return as a pitcher**.

Question: *If a suspended game resumes on the next day or even 3 day later, how to determine if David is eligible to pitch?*

Answer: A pitcher removed **before the suspension cannot return** to pitch when the game resumes. The pitcher who was active at the time of suspension **can** return **if he is not on a rest day**. If the game resumes the next day and David had thrown **25 pitches** before the suspension, his pitch count resets to **zero**, but he is limited to **50 pitches** (due to the 75-pitch, two-day limit). If the game resumes **two or three days later**, and David had thrown **25 pitches**, his pitch count resets to **zero**, and he is eligible for **75 pitches** in the resumed game.

Question: *David is pitching a perfect game/no-hitter and reaches his pitch limit. Can he continue pitching?*

Answer: NO, arm care and injury prevention take priority over game situation.

INSURANCE IN CASE OF AN ACCIDENT, CLAIM PROCEDURE



It is important to note that:

1. The member must mandatorily be affiliated to Baseball Québec and the claim must be approved by the provincial office.
2. An accident report must be completed by a person in charge when the accident occurs and sent to Baseball Québec within thirty (30) days following the accident.
3. The member must obtain the Proof of Loss – Accidental Medical (Sports Insurance) form from the Baseball Quebec web site at **www.baseballquebec.com** under the "**Documents**", "**Assurances**" section. Note that there is a different form for a dental claim. The Consent to collect, use and disclose personal information must be completed for all claims.
4. The member must complete all sections of the Proof of Loss as well as have the attending physician complete his declaration on the back of the form and return the document to Baseball Quebec within thirty (30) days following the accident. Please note that expenses incurred to have the insurance form completed are not reimbursed by the insurance company.
5. When you complete the Proof of Loss, it is important that you specify if you have personal insurance, otherwise the form will be returned to you.
6. You are allowed ninety (90) days to send to Baseball Quebec the original invoices for your claim. If you proof of loss is incorrectly completed, it will be returned to you and the treatment of your file will take longer.
7. In order to be reimbursed by the insurance company, the member must consult a doctor within thirty (30) days of the accident and be referred by him PRIOR to having physiotherapy or chiropractic treatments. The attending physician declaration must be normally used for that purpose.
8. The insurance policy covers the reimbursement of expenses resulting by a corporal injury that is only the result of an accident. Expenses resulting from an injury caused by overuse of a limb or a muscle are not reimbursable.
9. Baseball Quebec's insurance coverage applies AFTER the member's or his parent's other insurance coverage, if applicable. It can be used to cover the portion that was not paid by the first insurer. Yu must send us the accident report and the Proof of Loss within the specified deadline and, when you receive your insurer's reimbursement, you must send us the descriptive stub.

*For all information concerning the accidental insurance claim procedure and for all other insurance coverage, please refer to the Baseball Quebec web site at **www.baseballquebec.com** in the "**Documents**", "**Assurances**" section.*

New



Integrity protection policy, rules and procedures

PLAYER/ATHLETE/PARTICIPANT'S CODE OF CONDUCT

To benefit optimally from the practice of sport or leisure, the player, the athlete, or the participant must have an attitude and behaviour which derive from the purest sportsmanship or camaraderie. The important thing is not to win or lose, but the way she or he practices the discipline (sports or leisure). She or he should never lose sight that this is a game.

To get the most fun, any player, athlete, or participant will have to: _____

- » Play for fun while remembering that the practice of sport or leisure is not an end in itself, but a means;
- » Strictly observe the rules of the game and the charter for sportsmanship
- » Accept and respect the officials' decisions at all times;
- » Respect at all times, the officials, opponents, and their supporters who must not become enemies;
- » Always remain in control of yourself;
- » Have exemplary conduct on and off the sets, using language without insult, vulgar expression, or profanity;
- » Respect your coach and managers and follow their instructions when they are not against your well-being;
- » Engage all your strength in the game by avoiding discouragement in failure, and vanity in victory;
- » Respect the property of others and avoid theft or vandalism;
- » Refuse and not tolerate the use of drugs, medication, or any stimulant to improve performance;
- » Know that no abuse, harassment, negligence, violence, or inappropriate behaviour is tolerated, and report immediately to the coach or any person in authority any such act committed against another person or yourself;
- » Read the "athlete" section of the www.sportbienetre.ca platform.
- » Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member.
- » Ensure that everyone is treated with respect and fairness.

Player/athlete/participant's, don't take any situation lightly or brush it off



Name and First Name

I hereby acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligations contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

Signature

Date

New



Integrity protection policy, rules and procedures **COACH'S CODE OF CONDUCT**

The coach must first and foremost be aware of the importance of his role and the great influence he has on the participants and on people around him. He must carry out a mission of education and of physical, moral, and social training with participants, and be worthy of this responsibility. He needs to focus more on the well-being and interests of the participants rather than on their results. He should not consider sport and leisure as an end in itself but as a tool for education.

To accomplish his task, the coach must: _____

Physical safety and health of the participants

- » Ensure that training, competition, or activity facilities are safe at all times;
- » Be prepared to respond quickly and appropriately in case of an emergency;
- » Avoid putting participants in situations that are unnecessary or unsuitable for their level;
- » Seek to preserve the health, safety, integrity, and well-being, present or future, of participants;
- » Obtain parental consent to drive a minor participant to or from practice, competition, or an activity.

Coaching in a responsible way

- » Use the authority associated with his position wisely and make decisions that are in the best interests of participants;
- » Promote the development of the participants' self-esteem;
- » Avoid taking personal advantage of a situation or decision;
- » Know your limits in terms of knowledge/skills when making decisions, giving instructions, or taking action;
- » Honor the commitments, the word given, and the objectives on which there was agreement. Maintain the confidentiality and privacy of personal information and use it appropriately;
- » Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member;
- » Refrain from all alcoholic beverages or drugs during the execution of duties and make players aware of the problems related to the use of these products as well as doping in sports;
- » Ensure that everyone is treated with respect and fairness.

Integrity in relationships

- » Avoid situations that may affect the objectivity, impartiality, or integrity of coaching duties.
- » Refrain from any behaviour that constitutes abuse, harassment, negligence, and violence, or any inappropriate relationship with a participant.
- » All activities should be planned so that a coach is never alone in a closed private location with a participant, or someone involved in the community. This location can be real (a room, a bedroom, lockers, a car) or virtual (message system, social networks).
- » **In particular:**
 - Electronic communications between a participant and a coach must include the participant's parents if participant is under the age of 18.
 - Group e-mail must be preferred to private messages.
 - The coach must request the presence of another adult when a participant visits his office or his room.
 - The coach must not drive participants under the age of 18 to or from an activity (practice, party, competition, or other) without their parents' consent. He must get parental consent for any exceptional case.
- During trips involving a stay, the coach makes sure that the chaperones stay in a room next to the participants rooms.
- The coach must limit visits in the hotel rooms to same-sex visitors.
- The coach must ensure that the room checks are done by trained adults and preferably mixed pairs.
- » Ensure that participants understand that abuse, harassment, negligence, violence, or inappropriate behaviour are not tolerated, and encourage the practice among participants to disclose and report such behaviours.
- » The coach must refer to the guidelines offered on the www.sportbienetre.ca/ website.

Respect

- » Ensure that everyone is treated equally, regardless of age, descent, color, race, citizenship, ethnicity, place of origin, language, belief, religion, athletic potential, disability, family status, marital status, gender identity, gender expression, gender, or sexual orientation;
- » Preserve the dignity of each person when interacting with others;
- » Respect the guidelines, rules, or policies in force.

Honor of sport

- » Observe and enforce all regulations strictly;
- » Wanting to compete against an opponent in fairness;
- » Maintain dignity in all circumstances and exercise self-control;
- » Respect the officials and accept their decisions without doubting their integrity.

Coach's, don't take any situation lightly or brush it off



Name and First Name

Signature

Date

I hereby acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligation as contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

New



Integrity protection policy, rules and procedures **OFFICIAL CODE OF CONDUCT**

No competition may take place in a satisfactory manner without the presence of officials. Good ensures the pleasure of playing under the rules of the game and the protection of the participants. However, the decisions of the officials are often the source of many frustrations, their judgment rarely making unanimity.

An efficient and competent official must, therefore: _____

- » Protect the integrity of the competition and the safety of the participants;
- » Know the rules and their interpretation; Comply with the rules set out;
- » Apply the rules objectively and impartially, fairly, and wisely;
- » Communicate respectfully with participants;
- » Be physically and mentally fit to complete the task;
- » Avoid imposing oneself too much in order to stand out to the detriment of the participants.
- » Plan all activities so that an official is never alone in a private closed location with a participant, or someone involved in the community. This location can be real (a room, a bedroom, lockers, a car) or virtual (message system, social networks).
- » **In particular:**
 - Electronic communications between a participant and an official must include the participant's parents if participant is under the age of 18.
 - Group e-mail must be preferred to private messages.
 - The official must request the presence of another adult when a participant visits his office or his room.
 - The official must not drive participants under the age of 18 to or from an activity (practice, party, competition, or other) without their parents' consent. He must get parental consent for any exceptional case.
- During trips involving a stay, the official makes sure that the chaperones stay in a room next to the participants' rooms.
- The official must limit visits in the hotel rooms to same-sex visitors.
- The official must ensure that the room checks are done by trained adults and preferably mixed pairs.
- » Must refer to the guidelines offered on the www.sportbienetre.ca website.
- » Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member.
- » Refrain from all alcohol or drug use in the execution of duties.
- » Ensure that everyone is treated with respect and fairness.

Official, don't take any
situation lightly or brush it off



Name and First Name _____

Signature _____

Date _____

I hereby acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligation as contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

New



Integrity protection policy, rules and procedures ADMINISTRATOR'S CODE OF CONDUCT

The decision-making process rests in the hands of the administrators. They have the ultimate responsibility for the quality of sporting or leisure activities. A local, regional, or provincial administrator must ensure that the practice of sport or leisure activities is in line with the values pursued by educational and social purposes.

To perform his role properly, the administrator must _____

- » Recognize the participant as the central element of any decision or action
- » Ensure that an equal opportunity to participate in the activities is offered to all participants, regardless of age, gender, or skill level;
- » Ensure that the participants are supervised by skilled individuals who respect the principles valued by the organization;
- » Promote fair play, social and civic engagement, and the spirit of solidarity;
- » Promote all volunteer's participation in training programs or the advance courses
- » Take all necessary measures to value and impose respect towards the officials;
- » Take all necessary measures to ensure the safety and integrity of the participant;
- » Ensure that the premises, facilities, equipment, and rules of the game meet the interests and needs of the participant;
- » Ensure good relationships and contacts with the media, the public, and all organizations or individuals associated with the organization;
- » Plan all activities so that a worker (coach, administrator, therapist, volunteer, official, etc.) is never alone in a closed private location with a participant, or someone involved in the community. This location can be real (a room, a bedroom, lockers, a car) or virtual (message system, social networks);
- » Refer to the guidelines offered on the www.sportbienetre.ca website;
- » Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member;
- » Refrain from all alcohol or drug use in the execution of your duties;
- » Ensure that everyone is treated with respect and fairness.

Administrator's, don't take any situation lightly or brush it off



Name and First Name

Signature

Date

I hereby acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligations contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

New



Integrity protection policy, rules and procedures **PARENTS CODE OF CONDUCT**

Parents concerned about the development of their child should take an interest in their well-being and know the educational underlying values of sport or leisure. They must therefore collaborate in the use of sport or leisure as a means of education and expression so that their child can benefit from it.

To properly carry out their duties, parents must adopt the following behaviours:

- » Show respect for coaches, managers, and officials;
- » Have a good behaviour and use appropriate language;
- » Avoid any verbal abuse towards the participants and support all efforts in this regard;
- » Never forget that their child plays in a sport or takes part in a leisure activity for his pleasure, not for his parent's pleasure;
- » Encourage their child to respect the sportsmanship charter, the rules of the game, or the internal management rules of their team or program;
- » Recognize their child's outstanding performance as well as those of opposing participants;
- » Help their child to improve their skills and develop sportsmanship or camaraderie;
- » Teach their child that an honest effort is just as good as a victory;
- » Objectively judge the possibilities of their child and avoid projections;
- » Help their child choose one or more activities to their likings;
- » Never ridicule a child for making a mistake or losing the game;
- » Encourage their child, by their example, to respect the rules and resolve conflicts without aggression or violence;
- » Read the guidelines offered on www.sportbienetre.ca website;
- » Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member;
- » Ensure that everyone is treated with respect and fairness.

Parents, don't take any situation lightly or brush it off



Name and First Name

Signature

Date

Name and First Name

Signature

Date

I hereby acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligation as contained in the Integrity Policy and its Code of Conduct is punishable by sanction.



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