

Rules Summary

Division	Atom		Mosquito			Pee-Wee			Bantam			Midget		
Class	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
Minus 3 bats 103.6	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	1.15 BPF/ USA base.	BBCOR.50	BBCOR.50	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	No	No	No	No	No	No	No	No
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	No	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	Yes	No	Yes	Yes	No	Yes	Yes	No
Reaching the next base with 103.14c a 5-run lead	No	No	No	No	No	No	No	Yes	No	No	Yes	No	No	Yes
Re-entry rule	105.3.4	105.3.4	103.14d	103.14d	103.14d	103.14d	103.14d	103.12	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	Yes	No	No	Yes	No	No	Yes	No	No	Yes
Pitching rubber / machine 105.2.1 - 104 (feet)	44'	44'	44'	44'	44'	48'	48'	48'	54'	54'	54'	60' 6"	60' 6"	60' 6"
Distance between bases (feet) 104	60'	60'	60'	60'	60'	70'	70'	70'	80'	80'	80'	90'	90'	90'
Speed – Pitching machine 105.2.2 (MPH)	37-39	42-44												
Minimum players required 105.3.1 (season)	6	7-9	9	9	9	9	9	9	9	9	9	9	9	9
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 (Mst 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)			2 Innings (may and june) 3 Innings (july and august)			3 Innings (may and june) 4 Innings (july and august)			3 innings	3 innings	3 innings	4 innings	4 innings	4 innings
Pitcher's arm (before rest) 111.1 (tournament-championship)			35 pitches	35 pitches	35 pitches	40 pitches	40 pitches	40 pitches	45 pitches	45 pitches	45 pitches	50 pitches	50 pitches	50 pitches

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INTRODUCTION

Baseball Québec is pleased to publish the English adaptation of its “RÈGLEMENTS DE RÉGIE 2019”.

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.

For this, we apologize and hope that you will forward your comments to our provincial office so that next year’s version can be improved.

Finally, in the event that discrepancies exist between the French and English version of these rules, the French text will prevail.

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 letters Q.B.A.F. are used 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 the Q.B.A.F. must be member in it.

4 - Regulatory organizations

The organisations recognized by the Q.B.A.F. 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 Quebec, Serving our youth

Mission:

To create ideal conditions for the practice of baseball and the acquisition of a healthy lifestyle through programs that encourage active participation, having fun while playing and development of excellence.

Goals:

**Contribute to the development of amateur baseball;
Ensure the development of baseball;
Promote amateur baseball.**

Objectives:

**Sanction baseball events between amateur athletes;
Put in place and execute mechanisms needed to achieve its mandate;
Ensure the supervision and the development of provincial elite;
Ensure that the education and development of all involved at all levels of practice;
Ensure a baseball environment of quality for all involved;
Represent the province of Quebec at the national level.**

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 the Q.B.A.F.

MEMBERSHIP

Annual voluntary registration, required by the Q.B.A.F., of an individual or a collective member using a specific form for which a cost was predetermined by the Q.B.A.F.'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 the Q.B.A.F. or, in rare instances, approved by the two teams, to enforce the playing rules during a game between two Q.B.A.F. 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 the Q.B.A.F. for a specific division.

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

An action that causes for oneself or others. Dangerous behavior includes throwing or projecting of any object that leads to an ejection.

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.

DEPOSIT

Amount that serves as a guarantee and that must be refunded annually.

SLANDERING

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.

DIVISION

Grouping of players having the same age.

PERMANENT RESIDENCE

- a) 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.
- b) 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 Q.B.A.F. recognized activity

COACH

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

HEAD COACH

A person, registered annually with the Q.B.A.F., who is in charge of a team during Q.B.A.F. sanctioned games.

TEAM

Group of players having signed a contract with the Q.B.A.F. 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 Q.B.A.F. 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.

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

A festival is an event bringing many teams together at the end of which no winner will be determined.

SCORE SHEETS

Sheets approved by the Q.B.A.F. 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) and the statistics on the number of innings played are compiled.
- 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 the Q.B.A.F.

PLAYER

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

ACTIVE PLAYER

Player that 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 the regional and provincial championships. At the Midget 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.

INELIGIBLE PLAYER

Suspended player or a player who does not meet the 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.

ABUSIVE LANGUAGE

Action or reprehensible comments made about another member for the purpose of attacking his integrity. Constitute an abusive 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 must 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.

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 Midget AAA, 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 the Q.B.A.F. or, in rare instances, approved annually 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 the Q.B.A.F. to play for a team within a league.

INDIVIDUAL MEMBER

A person accredited annually by the Q.B.A.F. 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 Midget 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 an Q.B.A.F. 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 the Q.B.A.F. 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.

PROTEST

Appeal concerning the interpretation of a rule or a regulation.

REGULATIONS

Group of statutes defining the individual or collective members' participation in the Q.B.A.F.

PLAYING RULES

Group of regulations governing the game of baseball.

RETIREMENT OF A TEAM

Voluntary action that terminates a team's activities.

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 activity of the Q.B.A.F. This penalty must be served at the next scheduled and played game (not including an exhibition game) or a scheduled game won by forfeiture. 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, the bullpens and the stands.

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
ATOM Timbits (9U):	A-B-Grand Slam	8-9 year old during the calendar year
MOSQUITO (11U):	AA-A-B	10-11 year old during the calendar year
PEE-WEE (13U):	AA-A-B	12-13 year old during the calendar year
BANTAM (15U):	AA-A-B	14-15 year old during the calendar year
MIDGET AAA (17U):		17 year old and under during the calendar year
MIDGET (18U):	AA-A-B	16-17-18 year old during the calendar year
JUNIOR ELITE (22U):		18-19-20-21-22 year old during the calendar year
JUNIOR (22U):	AA-BB	19-20-21-22 year old during the calendar year
SENIOR:	AA-BB	At least 23 year old during the calendar year
SENIOR	A	19 years and overs during the calendar year

Note: In the Junior BB division, three 23-year old players are allowed as long as they played Junior BB in the previous year.

8 - Of the classification

The Q.B.A.F. recognizes five levels of play:

- 1 Excellence: Junior Elite and Sports-Studies Midget AAA.
- 2 Competition at the major:
Junior and Senior Class AA, BB and A: Selection of players from the territories recognized by the league and sanctioned by the region. Any player must report to a team from its region.
- 3 The Mosquito AA, Pee-Wee AA, Bantam AA, Midget AA:

Note: For the purpose of calculating the number of teams in an organisation, the girl teams are not taken into consideration.

Although each AA organisation is required to create a minimum of one (1) team in the Mosquito, Pee-Wee and Bantam divisions, a region that contains multiple AA organisations can determine the method by which the teams are divided between the AA organisations.

3.1 Mosquito AA:

A minimal number of Mosquito AA teams are determined for each **AA organization**, based on the number of players in all classes of the Mosquito division in the previous year. **Every AA organisation must create a minimum of one team. A second team must be created when 147 players are reached (15% of the membership), a third team must be created when 413 players are reached (8% of the membership) and a fourth team must be created when 677 players are reached (6.5% of the membership).**

Note: The calculation for Mosquito teams is based on 11 players / team.

3.2 Pee-Wee AA:

A minimal number of Pee-Wee AA teams are determined for each **AA organization**, based on the number of players in all classes of the Pee-Wee division in the previous year. **Every AA organisation must create a minimum of one team. A second team must be created when 160 players are reached (15% of the membership) and a third team must be created when 450 players are reached (8% of the membership)**

Note: The calculation for Pee-Wee teams is based on 12 players / team

3.3 Bantam AA:

A minimal number of Bantam AA teams are determined for each **AA organization**, based on the number of players in all classes of the Bantam division in the previous year. **Every AA organisation must create a minimum of one team. A second team must be created when 160 players are reached (15% of the membership) and a third team must be created when 450 players are reached (8% of the membership)**

Note: The calculation for Bantam teams is based on 12 players / team

3.4 Midget AA:

A minimal number of Midget AA teams are determined for each **AA organization**, based on the number of players in all classes of the Midget division in the previous year. **One team must be created when 36 players are reached (33.30% of the membership). A second must be created when 200 players are reached (12% of the membership).**

Note: The calculation for Midget teams is based on 12 players / team.

4 The association classes:

4.1 Atom Timbits

A minimum number of teams of class A by division is determined for each of the associations from the number of players registered in the Atom Timbits / Grand Slam division the previous season. When 24 players are registered, the association must fill a first A class team:

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

Note 1: The base of calculation for Atom Timbits teams is 10 players by team of class A and 7 players by team of class B / Grand Slam.

Note 2: For the purposes of calculation of the number of players in an association, the players playing within girls' teams are not taken into account.

Note 3: Once the A class teams are formed, the association must assign all others players to the B class, otherwise to the Grand Slam program.

4.2 Mosquito - Pee-Wee - Bantam – Midget

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

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 1: An association may request to underclass a team to the 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 2: According to criterion that a region sets for itself, it can authorize an under-classified team (article 8.4.2-note1) to represent its region during a class B provincial championship. The decision of a region cannot be appealed to the provincial level.

Note 3: For the purpose of calculating the number of teams in an association, the girls' teams are not included.

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.

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.

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.

For the purposes of calculating the maximum gap, girls are not taken into account.

SECTION D - MEMBERSHIP REGISTRATION

9 - Regions, major leagues and interregional minor leagues registration

9.1 - DEMAND

- a) REGION: Any region must present to the Q.B.A.F. its membership request before October 31st;
- b) LEAGUE: Any group of team forming a league must present every year, by March 1st, to the Q.B.A.F. a membership request indicating the division and the class in which it wishes to play and declaring that it conforms and adheres to the statutes and regulations of the Q.B.A.F. as well as to all amendments that may be enacted.

9.2 - REQUIRED DOCUMENTS

For a league to be accepted by the Q.B.A.F. the required documents are:

- a) The league's registration form duly completed;
- b) The league's registration fee paid by cheque or money order;
- c) A copy of the league's By-Laws;
- d) A copy of the special playing rules;
- e) The registration form for each team;
- f) If applicable, the Administrator's Liability Insurance fee.

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 the Q.B.A.F. 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 the Q.B.A.F.'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 the Q.B.A.F. must be a member of the Q.B.A.F. The association must present to its region an association's membership application before March 1st.

10.2 - REQUIRED DOCUMENTS

To become a member of the Q.B.A.F., 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 Q.B.A.F.;
- c) If applicable, the Administrator's Liability Insurance fee.

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 the Q.B.A.F. 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 the Q.B.A.F.'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 the Q.B.A.F.'s By-Laws and these regulations as well as with any amendments that may be enacted. This application must be accompanied by the team's membership fee, as prescribed by the Q.B.A.F.

12 - Teams registration at the minor level

To become member of the Q.B.A.F., 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 interregional minor leagues)

Any 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 - Minor Interregional or major league

15.1 - CONDITION OF TERRITORY

Any team, under the jurisdiction of the Q.B.A.F., who plays in an interregional league, must obtain a written permission from its region.

15.2 - LEAGUE TERRITORY

The Board of Directors of the F.B.A.Q approves the territory of the major and interregional minor leagues.

15.3 - TEAM TERRITORY

The territory of each team is defined: at the major level, by the league; at the minor interregional level, by the regional Board of Directors, and is approved by the Board of Directors of the Q.B.A.F.

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 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 before March 1st of the current season;
- b) The team, not registered on the last day of February, loses his rights and privileges and the players become the property of the league for a period of thirty (30) days;
- c) The league has to hold a draft before April 1st. 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. At the major level, if the player is not registered on the contract, an empty space must be left available for this player.

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. The individual found guilty of having made the tampering may be suspended for a maximum of three years.

17.6 - PLAYER NOT REGISTERED IN A CONTRACT PREVIOUS YEAR (LAY-OFF A YEAR OR MORE)

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 Atom Timbits to Bantam divisions is twenty (20).
The maximum number of players for a team in the Midget and major divisions is twenty-five (25).

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 possible 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 this 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 interregional 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.

19.2 - PROOF OF AGE

No photocopy of a proof of age (see definition) 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 interregional minor: by the registrar from the region in which the team is registered. At the minor: by the regional registrar or its representative.

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 the Q.B.A.F. 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 an organization's directors are responsible for a player's eligibility.

20.3 - CONTESTING AT THE 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 the Q.B.A.F. 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 - Underaged – 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.**

22.2 - PROMOTION

A promotion must be authorized at the regional 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, without requiring a release, before midnight on July 9th. The player's name must be entered in the contract of his new team. He is restricted from being used as an underage player in the season to any team.

22.4 - MAXIMUM NUMBER OF UNDERAGED / **OVERAGE** PLAYERS

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

23 - Irregular participation (provincial or interprovincial)

23.1 - PLAYER

- a) Any player, registered with the Q.B.A.F., 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. For the Senior A division, the registered players can also play, based on their age, in the Junior 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 Q.B.A.F. 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 the Q.B.A.F., any player who is the property of a team and who had a try out in a professional league or a professional association:

- a) If he belongs to a Junior Elite team, his name must appear on protection list of the team for which he intends to play with;
- b) If he belongs to a Junior or a Senior team, a line must be available on the team's contract for which he intends to play with;
- 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 the Q.B.A.F.) 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 or on a coach's certificate issued by the Q.B.A.F. to be authorized to coach a team, before the first game in which he occupies this function.

25.2 - DEADLINE

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

25.3 - SEVERAL TEAMS

A head coach can manage **a maximum of 2 teams, as long as these teams differ from division or from class**. A coach can be an assistant on many teams, as long as these teams differ from division or from class. The accreditation of a coach can be used for more than one team as long as the coach is active with those teams.

25.4 - OF THE NUMBER OF COACH'S FOR A GAME

The number of coaches registered on the line up sheet and present at the game cannot exceed four (4) people during a game.

26 - Mandatory coaches certification

Mosquito AA

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

Pee-Wee AA

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

Bantam AA

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

Midget AA

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

Junior AA

Title	Certification
Head coach	Regional-Trained
One (1) assistant-coach	Regional-Trained or Pitching/Catching & Strategies modules

Junior BB

Title	Certification
Head coach	Regional-Trained

Atom A – Mosquito A – Pee-Wee A – Bantam A – Midget A

Title	Certification
Head coach	Initiation – Trained
One (1) assistant-coach	Initiation – In training
Annual training	One (1) coach per team

Mosquito B – Pee-Wee B – Bantam B – Midget B

Title	Certification
One (1) coach per team	Initiation – Trained
Baseball Québec recommends that one (1) coach per team follows a training course annually	

Atom B / Grand Slam

Title	Certification
One (1) coach per team	Initiation – In training

Rally Cap	
Title	Certification
Association Coordinator	Rally Cap Training

Midget AAA	
Title	Certification
All coaches	Provincial - Certified + 6 modules - Competition-Development (*)

(*) Coaches have two years to complete the six (6) Competition Development technical modules from the year that they first joined the Midget AAA.

Junior Elite	
Title	Certification
Head Coach	Competition-Development-Trained
All assistant-coaches	Provincial-Trained

Annual training

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

Recommendation:

Baseball Québec recommends that all coaches take a course annually.

Baseball Québec recommends that the senior division head coaches be certified « Regional-Trained ».

Penalty for article 26

The coaches, that does not have their certification according to article 26 as of June 20th annually, are not allowed to participate in any regular season, playoff games and in any provincial competition (tournament – championship) as of that date until the required certification is obtained.

27 - Mandatory coaches accreditation - Quebec Games

Coaches who do not have the required accreditation cannot coach a team during the Quebec Games.

Bantam

Title	Certification
Head coach	Provincial – Certified
All assistant-coach	Provincial – Trained

28 - Mandatory coaches accreditation - Canadian championships

Coaches who do not have required accreditation cannot coach a team during a Canadian championships.

Pee Wee

Title	Certification
Head coach	Regional - Certified
All assistant-coaches	Regional - Trained

Bantam (boys and girls) – Midget – Junior

Title	Certification
Head coach	Provincial - Certified
All assistant-coaches	Provincial - Trained

Senior

Title	Certification
All coaches	Initiation – Trained

Baseball Canada Cup

Title	Certification
Head coach	Competition Development – Certified
All assistant-coaches	Two (2) coaches Competition Development – Trained One (1) coach Provincial – Certified (Development coach *)

(*) A province can identify an assistant coach as “Development Coach”. This coach can only be a “Development Coach” for one year. A “Development coach” must be a certified Provincial Coach. If the Coach was to return for a 2nd year to the Baseball Canada Cup, he would need to fully meet the requirements of Competition Development.

Canada Games

Title	Certification
Head coach	Competition Development - Certified
All assistant-coaches	Competition Development - Trained

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 release.
- 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

No release can be asked for or granted before February 1st and after July 9th at midnight, of the current season.

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. Any player, who wishes to obtain his release, must:

- a) Make a written request, by registered mail, to the regional vice-president in charge of releases and send a copy to the association president and to the provincial office;
- b) Bring back to the association all equipment received from it.

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

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 association's president and to the provincial office.

33.3 - DEADLINE

An answer to a release request must be sent 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.

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

TO THE PROVINCIAL RULES COMMITTEE

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, 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 circumstances apply (team folds, moving).

SECTION F - PROVINCIAL CHAMPIONSHIPS AND QUEBEC GAMES

36 - Team obligations in a provincial championship

PRELIMINARY REGISTRATION

- a) IN MOSQUITO AA, PEE-WEE AA AND BANTAM AA:
An all-star team must register a maximum of twenty (20) players and 4 coaches on the preliminary registration form and return it to the provincial office two weeks prior to the championship for approval and validation of the players and coaches. No player or coach can be added to the official list presented at the site of the championship.
- b) IN MIDGET AA:
A participating region must submit the identity of the team that will be its representative to the provincial office no later than on the Monday preceding the championship.
- c) IN THE MINOR FOR THE A AND B CLASSES:
A participating region must submit the identity of the team that will be its representative to the provincial office no later than on the Monday preceding the championship.
- d) IN JUNIOR AND IN SENIOR
The Junior and Senior championships are held on a voluntary basis, with the participation of original or of selection teams. The participation parameters will be known annually based on the criteria established by the appropriate stakeholders.

37 - Suspensions

37.1 - INELIGIBLE PLAYER

Any ineligible player who participates in a championship game is suspended indefinitely and the team who aligns such a player is eliminated.

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) is eliminated.

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 default and the team is eliminated from the championship. The persons involved are suspended indefinitely and the case is referred to the Provincial Rules Committee for study and sanction.

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. During the A and B class championships, article 103.21 is applied in its entirety.

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 the Q.B.A.F. 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 - Equipment

39.1 - PRESENCE TO A GAME

For all divisions, teams must be present at the park one hour before the game.

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 begins at the hour indicated on the schedule. However, each team has the right to a ten (10) minutes of warm-up. See example below.

Home team: 10 minutes Visiting team: 10 minutes

Field grooming: 5 minutes Meeting with the umpires at the plate: 5 minutes before the game

Note: This procedure can be changed if time or weather disrupts the schedule. To use the field for practice before a game, permission must be obtained from the championship supervisor.

40 - Of the game

40.1 - RAIN AND WEATHER RELATED CONDITIONS

- a) In case of rain or weather related conditions, the game is suspended by the supervisor of the competition. It must be resumed at a time determined by the championship supervisor.
- b) All games must be completed.

40.2 - HOME AND VISITOR

a) Round robin:

The team's position for the preliminary round is determined when the calendar is produced, according to the standings in this championship the previous season. 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:

The position of the teams for their first game is determined when the calendar is produced, according to the standings in this championship the previous season. Then, during a game winning vs losing, the winning team will be "home team". Otherwise, there will be a coin toss.

40.3 - TEAM LINE UP

Thirty (30) minutes prior to the scheduled game time, both teams must present, to the official scorekeeper, their line-up card 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 line up sheet, 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

a) Game duration (A and B class):

Atom Timbits, Mosquito and Pee-Wee 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.

Bantam and Midget 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) Regulation game (A and B class):

A game becomes a regulation game when it first reaches either the conditions described in the articles relating to the duration of a game for the Atom Timbits to Midget divisions or when the “last inning” is announced.

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.

From the semi-finals, the games must be completed without any time limit.

c) Mercy Rule:

i) Atom Timbits to Pee-Wee division:

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

ii) Bantam to Senior division:

The ten run “Mercy Rule” shall apply after the 5th inning or 4 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, except for the semi-finals and finals games when the traditional manner is in effect.

41 - The organization

41.1 - GAMES SCHEDULE

The schedule for the championships is prepared by the Q.B.A.F. It can be changed in case of rain or in any other circumstances that may cause delays to the championships. In a round-robin, sections are determined according to the standings in this championship the previous season.

41.2 - SUPERVISOR

The **supervisor of Baseball Québec** is the official delegate of the Q.B.A.F. 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 the Q.B.A.F.;
- The registrar of the competition;
- At the major level, a representative of the participating leagues.

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.

41.6 - TEAM COMPOSITION

- a) **Mosquito AA, Pee-Wee AA and Bantam AA championships**
One hour before the first scheduled game of a championship, each team must identify, on the official list, the players participating in the championship, from the approved names on the preliminary registration form. The maximum is fifteen (15) players. The players selected must appear on the contract of a team of the championship's division. Any delay can result with the team's disqualification.
- b) **Midget AA championships**
Only an original team can participate in this championship. However, it will be allowed to use players from its reserve list.
- c) **A class championship**
Only an original team can participate in this championship. However, it will be allowed to use players from its reserve list. **Based on the previous season's registration, the 4 smallest regions in terms of players by division can create all-star teams for these championships. In the Mosquito, Pee-Wee and Bantam divisions, the regions with the 3rd and 4th smallest number of players can create an all-star team only when they first create an all-star team of players that participates in the Mosquito AA, Pee-Wee AA or Bantam AA championship.**
Note: A player will not be permitted to participate in an AA and A championship on an all-star team.
- d) **B class championship**
Only an original team can participate in this championship. However, it will be allowed to use player from its reserve list. **Based on the previous season's registration, the 2 smallest regions in terms of players by division can create all-star teams for these championships only when they first create an all-star team of players that participates in the corresponding A championship.**
Note: A player will not be permitted to participate in an A and B championship on an all-star team.

41.7 - PENALTY FOR NOT RESPECTING THE STRUCTURE

- a) An organization/region must respect articles 8.3 and 8.6. If it does not, that organisation/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 class A and B teams included in the AA organization 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.

41.8 - TIE BREAKING FORMULA

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: 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 1: 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 2: 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 3: 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 4: 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 determined 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 1/3 defensive innings

Home team: 6 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 2/3 defensive innings

Home team: 4 2/3 offensive innings and 7 defensive innings

SECTION G - TOURNAMENTS

42 - The tournament accreditation

42.1 - JURISDICTION

Any association wishes to present a tournament on territory of the Q.B.A.F. has to make an application at provincial office of Q.B.A.F. 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

The Q.B.A.F. has full authority to determine the amount of the accreditation fee and of the performance bond for all tournaments. The Board of Directors of the F.B.A.Q votes these amounts annually.

42.4 - REGIONAL PERMISSION

Any organisation has to obtain the written permission 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

A tournament must be completed by July 31st. For reasons considered major (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 days (only one weekend). 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 Q.B.A.F. certified umpires and scorekeepers.

43.2 - NEUTRALITY OF THE ORGANIZERS

Any organizer of a tournament accredited by the Q.B.A.F. must refrain from managing a team or from officiating games in his tournament.

43.3 - FUNDAMENTAL RIGHTS

No tournament regulations or ground rules can deprive a team of a fundamental right that is recognised by the Q.B.A.F. 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 is levied. Fine: loss of the security deposit or an equivalent amount.

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:
Pee-Wee and lower: 08h30 and 21h30, Bantam and higher: 08h30 and 22h00
- b) During the preparation of the schedule, a minimum time must be allotted for each game:
Atom Timbits, Mosquito and Pee-Wee: 2 hours, Bantam and higher: 2 h 30
- c) For any games starting at 21h00 or later, it is mandatory that twelve (12) hours of rest 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.

If there is a non-respect of this rule, fine will be the loss of the performance bond.

43.9 - REQUIRED REGIONS

- a) Provincial: The minimum number of required regions, by accredited class, for a provincial tournament is two regions;
- b) National: The minimum number of required regions, by accredited class, for a national tournament is four plus one team, from outside Quebec, affiliated to the F.C.B.A.

43.10 - FINES

Any tournament that does not comply with any tournament regulations may be fined from fifty dollars (\$50) up to the performance bond.

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 the Q.B.A.F.

43.14 - GAMES - AA, A AND B CLASS

- a) Game duration:

Atom Timbits, Mosquito and Pee-Wee 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 Atom B / Grand Slam where article 105.4.2 applies). The game ends after that inning.

Bantam and Midget 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. In Midget AA, there is no time limitation.

- b) 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 for the Atom Timbits to Midget divisions or when the “last inning” is announced. 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. From the semi-finals, the games must be completed without any time limit.

- c) Mercy Rule:

- i) Atom Timbits to Pee-Wee division:

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

- ii) Bantam to Senior division:

The ten run “Mercy Rule” shall apply after the 5th inning or 4 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 (NON APPLICABLE TO ATOM B / GRAND SLAM LEVEL)

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, except for the semi-finals and finals games when the traditional manner is in effect.

44 - Teams obligations

44.1 - GENERAL OBLIGATION

Any team of the Q.B.A.F. 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 the Q.B.A.F.

44.2 - CONDITIONS OF PARTICIPATION

- a) Only an original team can participate in a tournament. However, a team can use players from its reserve list.
- b) Any region **that does not have a 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 - TIME OF ARRIVAL

Each team has to be at the field at least one hour before the game, regardless of the weather.

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. The tournament registration form cannot be amended once provided to the tournament.

44.6 - REQUIRED DOCUMENTS

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

- a) Tournament registration form;
- b) Team contract;
- c) League schedule;
- d) If a team uses reserve list players, 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.

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

A minimum warm up of five minutes will be given to each team before every game (infield only), in a location determined by the tournament.

48.4 - LINE UP SHEET

The line-up sheet 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 in a tournament are allowed. The team must however register in a tournament of its age division.

Example: A Pee-Wee B team can be upgraded to a Pee-Wee A tournament, but cannot be upgraded to a Bantam 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 took the lead in its last at bat (no matter if its half-inning is completed or not).

48.8 - NUMBER OF TOURNAMENTS

AA and A class teams can participate in a maximum of 3 tournaments accredited by Baseball Quebec.
B class 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-one (21) days or less from its beginning, no reimbursement will be made.
- b) If a team withdraws from a tournament more than twenty-one (21) 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 15% 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 play formula.

48.11 - PENALTY FOR NOT RESPECTING THE STRUCTURE

- a) An organization/region must respect articles 8.3 and 8.6. If it does not, that organisation/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.

SECTION H - THE DISCIPLINE

49 - Production of a forgery by a member

Any member found guilty of participating in the manufacture or in the production of a forgery is immediately suspended indefinitely from any activity of the Q.B.A.F. The case is referred to the appropriate authority.

50 - Of the behavior

- a) Any individual or collective member who makes obscene gestures towards another individual or collective member, or tries to ridicule the game by whatever means is liable to be suspended and his case to be referred to the appropriate authority. If this involves directly the board of directors of a region or a member of this board of directors, the appropriate authority is automatically the Provincial Rules Committee.
- b) Any individual or collective member who publicly ridicules Baseball Quebec, its regions or its committees, or guilty of defamation towards another individual or collective member by whatever means, in particular by using the social networks, is liable to be suspended and his case is referred to the Provincial Rules Committee for study and sanction.

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 the regional Board of Directors reserves the right to deny membership in the corporation to any individual who refuses to submit or who does not meet the criteria defined in the Volunteers Screening 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 default and the persons involved are suspended for a maximum period of one year from the time of the event. The disciplinary prefect (minor AA league or major) 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 misbehaviour

55.1 - AUTOMATIC SUSPENSION

Any member who is ejected 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, the automatic suspension code must be added to the other codes.

55.2 - DANGEROUS BEHAVIOR

Any member who is expelled from the game for **dangerous behavior** 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 involved in a fight and having been identified as the aggressor or the instigator is automatically suspended:

- a) First infraction: An additional five games is added to the suspension given as per article 55.5.
- 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 - TO TOUCH

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

55.5 - PREJUDICIAL BEHAVIOUR

Any member who uses an abusive 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 five 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

If an ejected member refuses to leave the playing field or makes obscene gestures, he is suspended for an additional game.

55.8 - ADDITIONAL GAMES

In every case, the disciplinary prefect can add additional games to the suspension, if he considers it necessary.

55.9 - MANDATORY REPORT

- a) For any ejection, the umpire must make a written report to the league, to the region or to the tournament organizers 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 mandatorily communicate the sanction to the umpire involved or to his representative.

55.10 - ENFORCEMENT OF AUTOMATIC SUSPENSIONS

The team involved is entirely responsible for enforcing the automatic suspensions that are the results of an ejection from a game. A suspended member that participates in a game will cause the team at fault to lose the game.

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.

55.13 - INELIGIBLE PLAYER

Any ineligible player, who played in one or many games, loses all statistics accumulated during these games.

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. (Exception: suspension on the last game of the season (including playoffs) of a team, the suspension can be served with the other team). Non-compliance results in the coach being suspended for an additional two games.

56.2 - PLAYER-COACH

A player who is a coach in his division or in a division other than the one in which he plays as a player and where he is suspended, is automatically suspended of any activity as long as he has not completed his suspension in the division and the class where he was suspended. (Exception: suspension on the last game of the season (including playoffs) of a team, the suspension can be 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 plays (contract in which he is registered).
- b) Any player suspended while he was a reservist, must serve his suspension in the division and the class where he plays (contract in which 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 AT ANY TIME

A player or a coach can't, during his suspension, appear on a team's game line up sheet and can't be accepted on the playing field during a game, for the duration of his suspension. Furthermore, 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.

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.

58 - Participation in a non-sanctioned activity

Any member, who wishes to participate in a baseball activity not recognized by the Q.B.A.F. 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 for a minimum of one year, and the case is referred to the provincial rules committee.

59 - Of a suspension being appealed

Any individual or collective 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.

SECTION I - APPEALS PROCEDURE

60 - Appeals

60.1 - PRINCIPLE

Any individual or collective member can appeal any decision that concerns him during the season.

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 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 ten (10) working days following receipt of the appeal. This delay applies **during the regular season. Outside of the regular season, all appeals must be heard within three (3) working days.**

60.3 - INTERMEDIATE LEVEL OF APPEALS

For all activities governed with the Federation, 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 interregional minor, major or provincial league
 - League's disciplinary committee
 - **Provincial Rules Committee**
- c) Umpires and scorekeepers of an interregional 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 the Federation.

60.8 - DEADLINE

- a) **During the regular season**, the committee has to render a decision within 5 business days following the hearing of the case.
- b) **Out of the regular season**, the committee has to render a decision **the next business 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.

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 at least one register of suspension, preferably at the annual general assembly.

Regions and leagues have to send to the disciplinary 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.

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 - AA CLASS (MINOR), AA-BB-A CLASS (MAJOR)

62.1 - GENERAL RULES

I) AA CLASS (MINOR)

- a) It is not necessary to complete a reserve list for the AA class minor teams;
- b) Any AA class team registered with the Q.B.A.F. can use players from teams of a lower class or of an immediate lower division of the same zone, according to the table shown in article 62.8;
- c) A player can be reservist for more than one team.

II) AA-BB CLASS (MAJOR)

- a) Any AA or BB class team registered with the Q.B.A.F. can declare a reserve list resulting from teams of a lower class or of an immediate lower division from the same zone, according to the table shown in article 62.8;
- b) Before the name of a player is registered on the reserve list, the player must be registered on approved team's contract;
- c) A maximum number of fifteen (15) players can be registered on the reserve list.
- d) As soon as a player name is written and approved on a reserve list, he can participate as a reserve player in games;
- e) Any reserve list must be handed to the registrar no later than July 9th at midnight;
- f) Any player having participated in one or more games as a reserve player without first being registered on an approved reserve list is declared an ineligible player and the team will lose all games in which he took part.
- g) A player can be reservist for more than one team.

62.2 - MIDGET AAA

A player evolving in Midget AAA cannot be a reservist for any team.

62.3 - FOR THE A AND B CLASSES

- a) It is not necessary to complete a reserve list for the A and B class teams;
- b) Any A and B class team registered with the Q.B.A.F. can use players 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.
- c) A player can be reservist for more than one team.

62.4 - MIDGET AA

A 18-year-old player Midget AA can participate as reservist with a Junior Elite team during the season, and it without limitation of games.

SECTION K - MODIFICATIONS

65 - Appointment of the rules committee

The Board of Directors of the Q.B.A.F. shall appoint the members of the provincial Rules Committee as of September 1st. This committee shall consult the persons involved in baseball at all levels and report at the annual general assembly of the following year.

66 - Request for proposals regarding modifications to these rules

Annually, the Rules Committee has to study the rules modification proposals submitted by its member. These proposals must be submitted to Baseball Québec no later than September 30th annually.

67 - Study of the proposals to modify these rules

The Rules Committee must propose the modification to these rules and submit them to the Provincial Presidents Commission no later than November 30th of the current year.

68 - Publishing the proposal to modify these rules

The modification to these rules must be published no later than December 20th and distributed to the voting members by mail or electronic mail.

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 will 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 15th.

72 - Approval by the board of directors

During the Board of Directors meeting preceding the Annual General Meeting, the 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

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

SECTION L - WOMEN'S BASEBALL

The following articles are modifications to articles found in mixed Baseball. For consistency, we kept the same numbering for these articles. The age classification table below refers to the divisions in which a girl can play, no matter if it is a girls' or a mixed team.

7 - Age, divisions and recognized classes

Division	Class	Age
RALLY CAP		4-5-6-7 years old during the calendar year
ATOM Timbits	A-B	8-9 years old during the calendar year
MOSQUITO	AA-A-B	10-11 year old during the calendar year
PEEWEE	AA-A-B	12-13 year old during the calendar year
BANTAM	AA-A-B	14-15-16 year old during the calendar year
MIDGET	AA-A-B	17-18-19-20-21 years old during the calendar year
JUNIOR/SENIOR	AA-BB-A	22 years and older during the calendar year

Note: Any women team that wishes to play in a mixed league can do so exclusively in his age division.

Other than in a Midget division, any all-star girls team must play their regular season at the A class.

22 - Underaged – Overage players

22.6 - DEMOTION

- An overage player can play as a pitcher for her team be it girl's or mixed.
- The ability to play underage as a girl is only permitted for girls who are 1st year in the superior division, unless there is an exceptional circumstance where permission will be granted by the permanent members of the girl's baseball committee.**
- During the mixed provincial championships, a girl's team can have a maximum of 2 overage girls in order to represent their region.**

23 - Irregular participation (provincial or interprovincial)

23.1 - PLAYER

- Any player, registered with the Q.B.A.F., can play, simultaneously, for a girl's and mixed team. The player's name must appear on both team contracts.
- The players have to show up at their girl's team if there is conflict of games between the girl's and mixed team, unless an agreement between the implied coaches has occurred. Otherwise, the players are ineligible.
- Other than in the Midget division, a girl playing on a mixed AA team or for Team Quebec cannot play for a girl's team in the B class.**

Note: When a player plays simultaneously for a girl's and mixed teams, it becomes essential that all efforts be made to protect the arm of the pitcher. We instruct the involved coaches, in association with the player, to communicate between them to avoid an overuse of the pitching arm of the player.

41 - The organization

41.6 - CONDITION TO PARTICIPATE

A and B championships

Any original girl's team that plays in a girls or mixed league can represent their region in a provincial championship.

Girls' Championship

This championship is for girls only, including the reserve list.

- An **all-star** team must register a maximum of twenty (20) players and 4 coaches on the preliminary registration form and return it to the provincial office two (2) weeks prior to the championship for approval and validation of the players and coaches. No player or coach can be added to the official list presented at the site of the championship. **As for the 2020 season, it will be mandatory to have one girl coach on the roster for each game of the championship.**
- One (1) hour before the first scheduled game of a championship, each team must identify, on the official list, the players participating in the championship, from the approved names on the preliminary registration form. The maximum is fifteen (15) players. Any delay can entail the team's disqualification.

-
- c) Any overage player must participate in the championship of her age group. Based on the **previous** year membership, the three smallest regions in terms of female players per division can have three 12-years old players in the Mosquito championship, three 14-year old players in the Pee-Wee championship and three 17-year old players in the Bantam championship.
 - d) For the purposes of the girl's championship, it is allowed for girls coming from regions having 20 players and less in a division to join the "Invitational" team formed by Baseball Quebec. This permission will be evaluated annually, according to the region's membership in the current year.
 - e) The **A** class game rules are in effect.

Note 1: The region of membership of a girl for the purpose of the girl's championship will be the one of its permanent residence.

*Note 2: The creation of the "Invitational" team is determined by **permanent members of the girl's baseball committee.***

44 - Teams obligations

44.2 - CONDITIONS OF PARTICIPATION

- a) Girl **all-star** team must inform in writing the Q.B.A.F. provincial office of their intention to participate in a **mixed** tournament.
- b) **A girl cannot simultaneously play in the same tournament in the girls' class and mixed class.**
- c) **A girls all-star team must participate in the A class for mixed tournaments.**

62 - Reserve list

- a) In a league exclusively composed of girls' teams, the reserve list of a girls' team must be exclusively composed of girls.
- b) A girl playing in an AA class can be a reservist for an A class team of a superior division if that team is a girl team.

SECTION 100 - SPECIAL PLAYING RULES

101 - Official playing rules

The official playing rules are the ones published by "Sporting News", a French translation of which is recognised by the Q.B.A.F. with the exception of all articles that follow.

102 - Playing rules and regulations of the C.F.A.B.

In minor divisions, the playing rules and special regulations of the Canadian Federation of Amateur Baseball 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 a 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.
- b) Any major division player or any coach warming up a pitcher must wear a mask, a helmet and a throat protector when he is crouching.
- c) The use of a combined catcher's mask is allowed. For the minor divisions, the combined mask must be worn with a throat protector.

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 Bantam division.

103.5 - GLOVES

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

103.6 - AUTHORIZED BATS

a) Bat type :

Bats made of wood, aluminum, graphite or any other material approved by the Q.B.A.F. are authorized.

At Rally Cap, Atom Timbits (all class), Mosquito (all class), Pee-Wee (all class) and Bantam (A and B) :

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

At Bantam AA, Midget A and B, Junior BB, Senior A and Senior BB :

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

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

At Midget AA and AAA, Junior AA, Junior Élite, Senior AA :

Only wood bats are allowed.

Note: 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 the batter's box with such bat.

Note: 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

The Federation must approve any ball used in competitions recognized by the Q.B.A.F. In the Atom Timbits 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 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

- a. Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has already scored prior to committing the infraction) and is to be automatically ejected as described in article 55.1 (unsportsmanlike conduct) whether or not declared safe.
- b. Contact shall be considered malicious if: the contact is the result of intentional excessive force, and/or there is intent to injure.
- c. Malicious contact is to be penalized whether committed by an offensive or defensive player.

The umpire shall determine whether contact was avoidable or unavoidable whether the runner was trying to reach the base or attempting to dislodge the ball from the fielder.

- If the runner
- 1) could have avoided the fielder and reached the base, or
 - 2) attempts to dislodge the ball, the runner is out even if the fielder loses the possession of the ball. 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.
 - 3) If the fielder blocks the base path, the runner may slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base. IF the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocks the base path clearly without possession of the ball, obstruction is called. The runner is safe and a delayed dead ball is signalled. If the runner collides flagrantly, he/she shall be declared safe due to obstruction but shall be ejected. The ball is dead.

103.11 - USE OF THE SAFE BASE

- a) The use of the safe base at first base is recommended for the divisions where the lead off is not allowed.
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 serves only to the batter-runner who overruns first base without any intention to go to the next base. 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) Pee-Wee AA and Bantam AA 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: The game re-entry described in point 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: When an injury or ejection occurs and that substitute players are available, an available substitute player must be used before using the re-entry described in point i).

When all substitute players have been used, we must first use the game re-entry described in point i). If not possible, a substitute player already used must re-enter the game.

-
- b) Midget AA and 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 allowed in Midget AA, but not in major division.
- c) Pee-Wee AA, Bantam AA, Midget AA 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 (Optional to major division)

- a) Atom Timbits to Pee-Wee division:
The ten run "Mercy Rule" shall apply after the 4th inning or 3 and a half innings if the home team is ahead.
- b) Bantam to Senior division:
The ten run "Mercy Rule" shall apply after the 5th inning or 4 and a half innings if the home team is ahead.

103.14 - PLAY EQUITY FOR THE MOSQUITO (AA, A AND B), PEE-WEE (A AND B), BANTAM (A AND B) AND MIDGET (A AND B) DIVISIONS

- a) On offence
All players are registered on the offensive line up and each one hits at his turn:
- 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 a suspended game.**
 - When a player leaves during the game, he is removed from the batting order. No automatic out is counted.
 - 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.
 - If a player cannot complete his presence on bases, he is replaced by the last out. The replaced player can be reinserted in the game.

Note 1: If a player "skips" his turn at bat but stays in the game, an out will be recorded.

Note 2: The use of a player not appearing on the lineup is not permitted when an ejection occurs, resulting in the minimum number of players required on defense being respected.

An offensive inning ends when three outs are recorded or when the offensive team scores five runs. At the Mosquito B level, the limit is 3 runs per innings. If there is a homerun outside the playing field limits (above the fence), the team will be awarded all runs. 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 an out-of-the-park home run – applicable rule in regular season only.

- b) On defence
Substitutes 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: The enforcement of a playing rule (Baseball Canada) may result in the runners being forced to advance. Example: Ball out of bounds.*
- With no lead on bases
If the runner reaches the next base, the ball is dead and he is returned to his base.
 - 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.
- c) 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 (MOSQUITO 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 LOSING 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 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 – 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 – Unsportsmanlike conduct.

103.22 - DESIGNATED HITTER

For the Midget AA, Junior and Senior divisions, the Designated Hitter rule for the batter is allowed.

103.23 - 60 SECONDS RULE

All the teams of AA, A and B class of Mosquito to Midget 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 the 60 seconds are up, the plate umpire will call up to the pitcher a "last pitch", no matter the number of pitches thrown. 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 - BATTER HIT IN THE HEAD

a) Procedure in Mosquito AA, as well as A et B class

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 mandatorily be replaced by the last out (in correspondance to 104.13 a) iv).

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 103.14 b). 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 103.14 a) 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 103.14 a) iv) note 1 applies (If a player "skips" his turn at bat but stays in the game, an out will be recorded.).

Note: The two options also 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

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.

b) Procedure in Pee-Wee AA, Bantam AA and Midget AA

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 mandatorily 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 use. However, he will have the right to go on defense if all substituats have been used and a player is removed from the game due to injury or ejection by the umpire (in correspondance 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 substitut. 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 substitut 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 substitut. 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 line-up or to make a substitution for this player. This implies that this player can no longer play in the game, no exceptions.

Note: If the offensive at-bat continue 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.

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.

General note, applicable to all members: When a batter hit by a pitch in the head is momentarily removed from the game, it is highly recommended that coaches use the guidelines for detecting concussions, as found inside the lineup book.

104 - Field dimensions

104.1 - ATOM TIMBITS DIVISION

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

(For fields built after November 30, 1979).

104.2 - MOSQUITO DIVISION

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

(For fields built after November 30, 1979).

104.3 - PEE-WEE DIVISION

- a) Distance between the bases is seventy (70) feet or 21,34 meters;
- b) Distance between home plate and the front of the pitcher's rubber is forty-eight (48) feet or 14.3 meters;
- c) The outfield fences, near the lines, are ideally two hundred ten (210) feet or sixty-four (64) meters away from home plate;
- d) The fence in centre field is ideally two hundred forty (240) feet or seventy-three (73) meters away from home plate.

(For fields built after November 30, 1979).

104.4 - BANTAM DIVISION

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

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

104.5 - MIDGET, JUNIOR, JUNIOR ELITE AND SENIOR DIVISIONS

- a) Distance between the bases is ninety (90) feet or 27,43 meters;
- b) Distance between home plate and the front of the pitcher's rubber is sixty feet six inches (60' 6") or of 18,44 meters;
- c) The outfield fences, near the lines are ideally three hundred twenty (320) feet or ninety-eight (98) meters away from home plate;
- d) The fence in centre field is ideally three hundred sixty (360) feet or hundred ten (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 Atom Timbits 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 approximately 44 feet or 13,41 meters.

105.2.2 - Pitching machine's speed

Note: 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: wheels pitching machine (tire), propulsion pitching machine (Zooka), mechanics pitching machine (catapult).

The adjustment of the pitching machine can be made at any time, thus no need to wait for the end of an inning. Remember yourselves that the role of pitching machine is to throw constantly strikes to the batter.

Note: 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.

Atom A:

The speed must be between 42 and 44 miles/hour.

In the Atom A provincial championship, a pitching machine with wheels will be used.

Atom B / Grand Slam:

The speed must be between 37 and 39 miles/hour.

105.2.3 - Foul Ball territory

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 ».

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

Atom A:

- a) During the regular season, a minimum of 7 and a maximum of 9 players can be on defence.
- b) During provincial competition (tournament – championships), 9 players must be on defence.

Atom B / Grand Slam:

At all times, 6 players must be on defence; a maximum of two players at the pitcher's position and the other players are within the fair ball territory. As the batter swings, all players have to be on the infield surface (limit of dirt and grass between infield and outfield).

Note: 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 Atom pitching rubber.

A coach of the defensive team is allowed on the field, he must stand behind all defensive players. If the coach is unintentionally hit by a batted ball or by a throw, the ball is in play.

105.3.2 - Pitcher

One (1) player must mandatorily be positioned behind the pitching machine 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 (Atom A)

He occupies the position behind the batter; he has to wear the complete catcher's equipment.

105.3.4 - Substitute and rotation

- a) **Substituts**, who are on the bench in the first inning, joins the game on a rotational basis from the 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 - OFFENSIVE

105.4.1 - Batting line up

All players are entered on the batting line-up 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 a suspended game.**
- 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 1: If a player "skips" his turn at bat but stays in the game, an out will be recorded.

Note 2: 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

Atom A:

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. 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 an out-of-the-park home run – applicable rule in regular season only.

Atom B / Grand Slam:

- 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: In this case, the batting order remains intact, however starting in the 2nd inning, the 2nd batter 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.

Atom A:

All players receive a maximum of five pitches. From the fifth pitch on, a foul ball is not considered an out. The three-strike rule applies.

The player is called out if he cannot put the ball in play on the last pitch.

Atom B / Grand Slam:

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.

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: The batter must take a full swing off the t-ball. Any attempt of "half-swing" is against sportsmanship and requires another swing by the batter.

105.5 - GAME DURATION

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

Atom A:

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: 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 Atom pitching rubber.

The runners can only go to the next base which they try to reach, at their risk. An out can be completed. If an error is committed during this play by the defensive, the runners can reach the next base at their risk. However, one base only by runner can be granted. In every case of ball off limit, it will not be allowed to take forward the runners.

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

Atom B / Grand Slam:

During a batted ball coming from the pitching machine, we determine a runner's advance at the moment a defensive player 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: 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 Atom pitching rubber.

The runners can only go to the next base which they try to reach, at their risk. An out can be completed. When the t-ball is used, the batter and the runners are limited to one (1) base. In every case of error committed by the defensive or ball off limit, it will not be allowed to take forward the runners.

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.

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 Mosquito 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.
- 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, except as a catcher.
- 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 (Not applicable in Mosquito B)
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 runners 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 AND AUGUST

- 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 days 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 third consecutive day as long as he has not thrown 36 or more pitches in the previous two days. **He will be allowed to throw a maximum of 75 pitches cumulatively for the 3 days.** However, it is not permitted to pitch on four (4) consecutive days no matter the number of pitches thrown.
Example: 18 pitches on day 1 and 12 pitches on day 2. Having thrown 30 cumulative pitches (less than 36), the pitcher is eligible to pitch on a 3rd consecutive day. However, the pitcher is limited to 45 pitches on the 3rd day (75 pitches permitted minus the 30 pitches from the first 2 days)
- 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 Mosquito 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) 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.

106.5 - 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.
- 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: 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.
- d) **There is no limit on the bases obtainable for all other runners.**
- e) The player occupying pitcher's position has to remain in his position, with one foot on the rubber. The player occupying the catcher's position must keep on all his catcher's gear and remain in his position, behind home plate.
- f) **A semi-circle of 10 feet must be drawn from the back point of the plate that intersects the two foul ball lines. A ball hit from the t-ball that stops in this territory or if touched in this territory is considered a foul ball. The batter is out if they do not put the ball in play or hit a foul ball.**

Note: The batter must take a full swing off the t-ball. Any attempt of "half-swing" is against sportsmanship and requires another swing by the batter.

Specific rules Mosquito AA and A classes

106.8 - 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.

106.9 - 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.

106.10 - BALK

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

107 - Playing rules Pee-Wee 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.
- 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, except as a catcher.
- 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 runners 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 6 innings for a period of 7 consecutive days.

Months of JULY AND AUGUST

- iii) A pitcher cannot pitch more than four (4) innings in a day.
- iv) A pitcher cannot pitch more than a total of 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.

Example for a Pee-Wee pitcher in July:

Monday July 1st, he pitches 3 innings, Tuesday 2, day off, Wednesday 3, day off, Thursday 4, he 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 third consecutive day as long as he has not thrown 41 or more pitches in the previous two days. **He will be allowed to throw a maximum of 85 pitches cumulatively for the 3 days.** However, it is not permitted to pitch on four (4) consecutive days no matter the number of pitches thrown.

Example: 18 pitches on day 1 and 12 pitches on day 2. Having thrown 30 cumulative pitches (less than 41), the pitcher is eligible to pitch on a 3rd consecutive day. However, the pitcher is limited to 55 pitches on the 3rd day (85 pitches permitted minus the 30 pitches from the first 2 days).

- 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 Pee-Wee 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 Pee-Wee AA and A classes

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).

108 - Playing rules for the Bantam 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.
- 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, except as a catcher.
- 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 runners 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)
 - i) A pitcher cannot pitch more than seven innings in a day;
 - ii) A pitcher who pitches more than 3 innings in a game cannot pitch again in the same day and must have 2 complete days of rest.
 - iii) A pitcher who pitches more than 3 innings in a day must have 2 complete days of rest.
 - iv) A pitcher who pitches 7 innings in a day must have 3 complete days of rest.A pitch in an inning is considered as an inning pitched.
- 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 third consecutive day as long as he has not thrown 46 or more pitches in the previous two days. **He will be allowed to throw a maximum of 90 pitches cumulatively for the 3 days.** However, it is not permitted to pitch on four (4) consecutive days no matter the number of pitches thrown.
Example: 18 pitches on day 1 and 12 pitches on day 2. Having thrown 30 cumulative pitches (less than 46), the pitcher is eligible to pitch on a 3rd consecutive day. However, the pitcher is limited to 60 pitches on the 3rd day (90 pitches permitted minus the 30 pitches from the first 2 days).
 - 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 - Playing rules for the Midget 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.
- 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, except as a catcher.
- 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 runners 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)
 - i) A pitcher cannot pitch more than seven innings in a day;
 - ii) A pitcher who pitches more than 4 innings in a game cannot pitch again in the same day and must have 2 complete days of rest.
 - iii) A pitcher who pitches more than 4 innings in a day must have 2 complete days of rest.
 - iv) A pitcher who pitches 7 innings in a day must have 3 complete days of rest.
A pitch in an inning is considered as an inning pitched.
- 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 third consecutive day as long as he has not thrown 51 or more pitches in the previous two days. **He will be allowed to throw a maximum of 100 pitches cumulatively for the 3 days.** However, it is not permitted to pitch on four (4) consecutive days no matter the number of pitches thrown.

Example: 18 pitches on day 1 and 12 pitches on day 2. Having thrown 30 cumulative pitches (less than 51), the pitcher is eligible to pitch on a 3rd consecutive day. However, the pitcher is limited to 70 pitches on the 3rd day (100 pitches permitted minus the 30 pitches from the first 2 days).

- 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.

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 of either seven or nine innings to be completed, if time and weather permits. However, in these cases, four and a half (4½) innings constitute a regulation game, if the home team has more runs than the visiting team.
- 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	2 days of rest	3 days of rest
Mosquito	2 (May-June) 3 (July-August)	In the Mosquito division, a pitcher is limited to 4 innings (MAY-JUNE) and to 6 innings (JULY-AUGUST) per week (7 consecutive days).	
Pee-Wee	3 (May-June) 4 (July-August)	In the Pee-Wee division, a pitcher is limited to 6 innings (MAY-JUNE) and to 8 innings (JULY-AUGUST) per week (7 consecutive days).	
Bantam	7 innings	More than 3 innings per game or More than 3 innings per day	7 innings
Midget	7 innings	More than 4 innings per game or More than 4 innings per day	7 innings

Tournaments - Championships

Division	No rest	1 day of rest	2 days of rest	3 days of rest
Mosquito	1-35 pitches	36-50 pitches	51-60 pitches	61-75 pitches
Pee-Wee	1-40 pitches	41-55 pitches	56-70 pitches	71-85 pitches
Bantam	1-45 pitches	46-60 pitches	61-75 pitches	76-90 pitches
Midget	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.

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.

Any infraction to article 111.1 invokes an automatic suspension (55.1) to the head-coach.

VOLUNTEER SCREENING POLICY

1. VOLUNTEER SCREENING POLICY STATEMENT
2. DÉFINITIONS OF TERMS
3. QUESTIONS-ANSWERS ABOUT VOLUNTEER SCREENING POLICY
4. TIMELINES
5. HOW TO APPLY THE POLICY ?

1. VOLUNTEER SCREENING POLICY STATEMENT

Baseball-Québec recommends that all baseball-organizations proceed systematically to the screening of the Individuals Referred. Consequently, any Individuals Referred will have to be the object of a check of its background by the police services.

2. DÉFINITIONS OF TERMS

a) **BASEBALL-ORGANIZATIONS :**

Includes :

- o Locals associations,
- o Regionals associations,
- o Leagues,
- o Baseball Québec.

b) **BACKGROUNDS :**

Conviction of a criminal offense (for example, without limiting the majority of what precedes: assaults, crimes with sexual connotation, criminal acts committed against minors, frauds, embezzlement of funds, drive with weakened faculties, narcotics) or penal incompatible the occupied function, as well as any misbehaviour putting in reasonable fear that the candidate constitutes a potential risk for the safety or the physical or moral health of the people with whom he will be in contact.

c) **INDIVIDUALS REFERRED :**

- i) Coaches (including assistant coaches) ;
- ii) Volunteers likely to be in contact with minor age players ;
- iii) Administrators, leaders and employees of Baseball-Organizations.

3. QUESTIONS-ANSWERS ABOUT VOLUNTEER SCREENING POLICY

a) **WHAT ARE THE PURPOSES AIMED BY THE VOLUNTEER SCREENING POLICY ?**

Avoid any incompatible behavior with the occupied function, as well as any misbehaviour putting in reasonable fear that the candidate constitutes a potential risk for the safety or the physical or moral health of the people with whom he will be in contact.

b) **WHY A COMMON POLICY AT THE PROVINCIAL SCALE ?**

Allow Baseball-Organizations to be equipped with common tools and to standardize the practices of screening and supervision on the subject.

c) **TO WHOM THIS POLICY DOES ADDRESS?**

To the Individuals Referred such as this expression is defined above.

d) **WHICH ARE THE LIMITS OF THE VOLUNTEER SCREENING ?**

In spite of its judicial importance, the background check contains limits and gaps and it does not guarantee alone the integrity, the honesty and the good behavior of a person.

e) **PRECISION ON THE STRATEGY OF VOLUNTEERS SCREENING**

The strategy of screening is at first and above all directed on the occupied function and not on the person who occupies this post. The risk that an incident occurs is estimated according to the nature of the post.

If, for example, a candidate who has background regarding fraud should not act as treasurer of an organization. On other hand, as an example, the same candidate could be eligible to act as a coach if he does not have to manage money. Every application is individually estimated.

f) **DOES THE VOLUNTEER SCREENING POLICY TAKE AWAY THE VOLUNTEERS ?**

The screening and the supervision of the voluntary resources are not an inequitable gesture but rather responsible

The future volunteers who are really interested to get involved will understand easily the concern of an organization to make sure of the quality of the participants and of the services.

4. TIMELINES

a) At the latest September 15th, 2017, all Baseball-Organizations will have to send a resolution signed by their board of directors in due form at Baseball Quebec office demonstrating the adoption of such a volunteers screening policy and their will to apply it according to the parameters planned in the present.

You will have to send your resolution at filtrage@baseballquebec.qc.ca

This resolution will also have to mention the name, address and phone number of the person responsible for the volunteer screening.

b) At the latest on September 15th, 2017, on the websites of each of Baseball-Organizations, an easy to spot tab carrying the title **VOLUNTEERS SCREENING** will have to contain the description of the present policy.

c) At the latest September 15th, 2017, Baseball-Organizations will have to adapt to the need their general regulations to take into account this new volunteer screening policy.

5. HOW TO APPLY THE POLICY ?

a) Every Individuals Referred has to submit himself to a first check of its criminal background during its hiring or before any transfer which would bring him to work with vulnerable people.

b) Appoint a person of your organization as in charge of the application and the management of the volunteers screening.

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- c) Contact your municipal police so that it proceeds to the realization of such volunteer screening. Normally your municipal police signs an agreement with your organization and dictates the manners to make by describing their policy concerning search for judicial information. Their work will consist in proceeding to the judicial background check of the Individuals Referred.
- d) If your organization is situated in a municipality harmed by "Sûreté du Québec", the approach is the same that in the previous paragraph. You will have to sign a form for that purpose.
- e) If for whatever reasons it is impossible to take agreement with the police or "Sûreté du Québec", private enterprises can make this work. At present (in November, 2016), an agreement exists between Sports-Quebec and the company Sterling Talent Solutions. The cost is 25\$ by check. If you are in this situation, please communicate with Baseball Quebec for the procedures and the way of making.
- f) During the registration of the volunteer or when he filled a datasheet, plan a place on the form where will be registered this:

By the present document, I authorize (name of the organization) _____ and/or its representatives to proceed to the check of my criminal background and to register on my file those who have or who could have a link with my activities within (name of the organization) _____.

- g) Send the information of one or several future volunteers in your police so that it proceeds itself to the required checks. It is important to note that it is the police only which will receive the results of its investigation.
- h) **ABSENCE OF BACKGROUND:** When the check demonstrates that the candidate possesses no history, the result of the search will indicate " Absence of background and confirmation of the end of the search ".
- i) **PRESENCE OF BACKGROUND :** Happening the case where the person would not meet the criteria of screening, the result of the search will indicate "Result of the search – Presence of background".

From there, the police allows the candidate to be heard and to modify, if necessary, the result of this check.

During the meeting, the investigator can, where necessary, to recommend to this person not to submit his application within the organization in question.

If the volunteer candidate decides to pursue his claim, the police will inform you that this candidate has criminal background, you will have to (at least two members of the board of your organization) meet the candidate. Afterward, your organization will have to decide if it accepts or not this volunteer.

Note that the result obtained further to the investigation will not reveal the nature of criminal background revealed by the Individuals Referred but must be handled in a confidential way.

From this perspective, Baseball-Organizations is subjected to the Charter of the rights and the liberties of the person (L.R.Q ., c. C-12), in particular articles 18.2 and 20, as well as in the Law on the protection of the personal information in the private sector (L.R.Q ., c. P-39.1) and in the Law on the police record (L.R.C ., (1985), c. C-47).

At the time of making its decision, the Baseball-Organization will have to consider what follows:

- (a) Link between the infraction or infractions and the nature of the post ;
- (b) Number and nature of the charges or the condemnations ;
- (c) Date when the infraction took place ; and
- (d) What the Individuals Referred made since the infraction.

Baseball-Organizations will not refuse inevitably a post to anybody who presents criminal background. If Baseball-Organization determines that the Individual Referred presents a risk for its members and does not suit in the post, this one will inform immediately the person.

- j) Individuals Referred living outside of Canada have to submit themselves to a check of its criminal background or a local police check on the territory where they live and in Canada also if they lived in some time there. These checks will be made by the local police service or the third supplier.
- k) Every 3 years after the initial check, all Individuals Referred have to resubmit in the check of their criminal background.
- l) Meanwhile, Baseball-Organizations reserves the right to proceed at any time to a judicial background check on an individual if they consider it convenient according to circumstances.
- m) If an Individuals Referred supplies false or misleading information, he could be the object of penalty, which could go of the suspension to the eviction or the dismissal under the circumstances.
- n) If an Individuals Referred is afterward accused and condemned or found guilty of a penal or criminal infraction, he has to inform immediately in writing Baseball-Organization which hires him.

QUEBEC FEDERATION OF AMATEUR BASEBALL INC.

EXCERPT FROM THE SAFETY REGULATIONS

NOTICE TO MEMBERS

The following articles are an excerpt from the *An Act Respecting Safety In Sports* (L.R.Q., c.S-3.1) and apply to this regulation.

- | | | |
|---------------------|------|---|
| Decision | 29. | A sports federation or unaffiliated sports body, after rendering a decision in accordance with its safety regulations, shall transmit a copy thereof, by registered or certified mail, to the person affected by the decision within 10 days following the decision and inform the person that an application for a review by the Minister may be filed within 30 days of receiving copy of the decision. |
| | | <u>1979, c. 86, a. 29; 1997, c. 43, a. 675;
1988, c. 26, a. 12; 1997, c. 79, a. 13.</u> |
| Order to comply | 29.1 | The Minister may order a member of a sports federation or unaffiliated sports body to observe the safety regulations of the federation or body where the federation or body fails to enforce them. |
| | | <u>1988, c. 26, a. 13; 1997, c. 79, a. 14.</u> |
| Offence and penalty | 60. | Every member of a sports federation or unaffiliated sports body who refuses to obey an order of the Minister issued under section 29.1 is guilty of an offence and is liable to a fine of \$100 to \$5 000. |
| | | <u>1979, c. 86, a. 60; 1990, c. 4, a. 810; 1997, c. 79, a. 38.
1988, c.26, a. 23; 1992, c. 61, a. 555;</u> |
| Offence and penalty | 61. | In addition to any other sanction that may be prescribed in the statutes or by-laws of a sports federation or unaffiliated sports body whose safety regulations have been approved by the Minister, every person who does not comply with a decision rendered by that federation or body in the application of that regulation is guilty of an offence and is liable to a fine of \$50 to \$500. |
| | | <u>1979, c. 86, a. 61; 1997, c. 79, a. 40.
1990, c. 4, a. 809;</u> |

INTERPRETATION

In this regulation, we consider that:

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|-------------------|--|
| Baseball Canada: | the Canadian Federation of Amateur Baseball; |
| Federation: | the Quebec Federation of Amateur Baseball Inc.; |
| Competition: | a league activity during the regular season and the playoffs, a tournament, a championship and an exhibition game; |
| Neck protector: | a piece of equipment that is added to the mask to protect the neck; |
| Throat protector: | an integral component of the mask that extend beyond the chin. |

CHAPTER I
NORMS CONCERNING THE INSTALLATIONS, EQUIPMENTS AND SERVICES REQUIRED FOR A TRAINING SESSION AND FOR A COMPETITION

Section I
Installations

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| Inspection | 1. The installations and equipments must be inspected by the coach or the umpire before each training session or game. |
| Playing field | 2. The playing field must:
1 conform to the norms specified in article 2.01 of Baseball Canada Official Rules as well as in article 104 of the Federation's Regulations Manual;
2 be clean and exempt of all object not required to practice baseball. |
| Lighting | 3. The lighting must allow the players to see the ball without any difficulties (as per established norms). |
| Lines | 4. No lines on the playing field can be traced using quick lime (calcium oxide) CaO or slate or hydrated lime (calcium hydroxide) Ca(OH) ₂ . Wooden lines or lines made of plastic material are not authorized. |
| Backstop | 5. A screen with a minimal height of 6 m and width of 12 m must be installed being home plate. |
| Players bench | 6. The players bench must be located behind a fence of at least 1,82 m in height. |
| Scorekeeper's box | 7. The scorekeeper's box must be located behind the backstop. |

Section II
Equipment

- | | |
|----------------------------|--|
| Equipments | 8. Home plate, the bases and the pitcher's rubber must meet the norms published in articles 2.02, 2.03 and 2.04 of Baseball Canada Official Rules. |
| Home Plate | 9. The entire surface of home plate must be level with the ground and be solidly anchored in it. It must be made of rubber. Any synthetic box is not allowed. |
| Bases | 10. The bases must be anchored to the ground and be solidly attached to the anchor. |
| Ball | 11. The ball must conform to the norms published in article 3.01 of Baseball Canada Official Rules and in article 103.7 of the Federation's Regulation Manual. |
| Prohibited equipment | 12. A participant cannot use:
1 a bat that has been modified to provoke an unusual reaction on the ball;
2 a substance that can modify the ball. |
| Automatic pitching machine | 13. An adult, member of the Federation must be present when an automatic pitching machine is used. The manufacturer's operating instructions must be adhered to. |

First Aid Kit	14. A First Aid Kit must be accessible near the playing field and must at least contain the following emergency telephone numbers: <ol style="list-style-type: none"> 1 ambulance; 2 hospital; 3 police.
Telephone	15. A telephone must be available at all times near the playing field.
Ambulance	16. The location where the competition is held must be accessible by an ambulance.

CHAPTER II

NORMS REGARDING PARTICIPATION IN A TRAINING SESSION AND A COMPETITION

Section I **General Provisions**

Responsibilities	17. During a training session or a game, a participant must: <ol style="list-style-type: none"> 1 declare to the coach any change in his health that could impair a normal practice of baseball or that can have some negative effects on his body's integrity; 2 declare to the coach that he is using or is under the effects of medications; 3 declare to the coach that he is wearing contact lenses; 4 cannot consume or be under the effects of drug, alcoholic beverage, a doping substance or all forms of tobacco. Non compliance will result in the participant being expelled from the game in progress; 5 cannot wear a cast or medical equipment that has the same function.
Equipment	18. A participant must wear: <ol style="list-style-type: none"> 1 a leather glove or mitt; 2 shoes with or without spikes; 3 a jockstrap with a cup for men; 4 a Jill straps for women. <p>The gloves and shoes must conform to the norms published in articles 3.04, 3.05 and 3.06 of Baseball Canada Official Rules and to articles 103.4 and 103.5 of the Federation's Regulation Manual.</p> <p>19. A participant must use a bat that conforms to the norm published in article 3.02 of Baseball Canada Official Rules and to article 103.6 of the Federation's Regulation Manual.</p>
Catcher	20. The catcher must wear the following equipment: <ol style="list-style-type: none"> 1 a helmet, a mask and a neck protector; 2 a chest protector; 3 a jockstrap with a cup for men and a Jill straps for women; 4 shin guards; 5 a catcher's glove. <p>The usage of an approved combined catcher's mask is allowed. For the minor divisions, the combined mask must be worn with a neck protector.</p> <p>21. Any player acting as a catcher must wear complete catcher's equipment when he is crouching. In the minor divisions, the mask must be worn with a throat protector.</p> <p>Any major division player or any coach warming up a pitcher must wear a mask, a helmet and a throat protector when he is crouching.</p>

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| Batting helmet | 22. The double earflap helmet is mandatory for all batters, runners and, at all times, for the bat boy. Any player in a minor division can act as a base coach as long as he wears a double earflap helmet. |
| | 23. When an automatic pitching machine is in use, the defensive player acting as the pitcher must wear a double ear flapped helmet. |
| Coach | 24. A coach must be present during a game. During a training session, the ratio of participants/coach shall not exceed 25 to 1. |

Section II
Participation in a competition

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| Affiliation | 25. Any team or association that participates in an organized activity of the Federation must be a member of or obtain an authorisation from the Federation. |
| Player's registration | 26. Before participating in his first game, for any team regardless of the division, a player must be registered on the contract issued by the F.B.A.Q. |
| Classification | 27. The participants' divisions and classes must respect the norms established in section C of the Federation's Regulations Manual. |
| Leaving the dugout | 28. No participant can leave the dugout as long as the ball is in play. |
| Pitcher | 29. The pitcher must adhere to the norms described in articles 106, 107, 108 and 109 of the Federation's Regulation Manual. |

CHAPTER III
NORMS PERTAINING TO THE TRAINING OF COACHES AND THEIR RESPONSIBILITIES

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| Registration | 30. All coaches' name must be recorded on the team's contract or on a certificate issued by the F.B.A.Q. to be eligible to coach a team, before the first game in which they will coach. | | | | | | | | | | |
| Classification | 31. Coaches are classified as follows:
<table border="0" style="margin-left: 20px;"> <tr> <td>1 : Annual training;</td> <td>2 : Initiation - In training;</td> </tr> <tr> <td>3 : Initiation-Trained;</td> <td>4 : Regional - In training;</td> </tr> <tr> <td>5 : Regional-Trained;</td> <td>6 : Regional - Certified;</td> </tr> <tr> <td>7 : Provincial-In training;</td> <td>8 : Provincial-Trained;</td> </tr> <tr> <td>9 : Provincial-Certified;</td> <td>10 : Level III.</td> </tr> </table> <p><i>Note: To obtain a status "certified", a coach must be old of at least 16 years.</i></p> | 1 : Annual training; | 2 : Initiation - In training; | 3 : Initiation-Trained; | 4 : Regional - In training; | 5 : Regional-Trained; | 6 : Regional - Certified; | 7 : Provincial-In training; | 8 : Provincial-Trained; | 9 : Provincial-Certified; | 10 : Level III. |
| 1 : Annual training; | 2 : Initiation - In training; | | | | | | | | | | |
| 3 : Initiation-Trained; | 4 : Regional - In training; | | | | | | | | | | |
| 5 : Regional-Trained; | 6 : Regional - Certified; | | | | | | | | | | |
| 7 : Provincial-In training; | 8 : Provincial-Trained; | | | | | | | | | | |
| 9 : Provincial-Certified; | 10 : Level III. | | | | | | | | | | |
| Certification | 32. To be a certified coach, a person must:
<table border="0" style="margin-left: 20px;"> <tr> <td>1 be 14 years of age or older;</td> </tr> <tr> <td>2 be active as a coach in at least one of the last five years following the last course followed;</td> </tr> <tr> <td>3 have met the requirements of the "Community Sport – Initiation Context" profile, of the "Competition – Introduction Context and development context", or level III in baseball, of the National Coaches Certification Program.</td> </tr> </table> | 1 be 14 years of age or older; | 2 be active as a coach in at least one of the last five years following the last course followed; | 3 have met the requirements of the "Community Sport – Initiation Context" profile, of the "Competition – Introduction Context and development context", or level III in baseball, of the National Coaches Certification Program. | | | | | | | |
| 1 be 14 years of age or older; | | | | | | | | | | | |
| 2 be active as a coach in at least one of the last five years following the last course followed; | | | | | | | | | | | |
| 3 have met the requirements of the "Community Sport – Initiation Context" profile, of the "Competition – Introduction Context and development context", or level III in baseball, of the National Coaches Certification Program. | | | | | | | | | | | |
| Equivalency | 33. The Federation can issue a coaching accreditation to a person that does not meet the requirements of article 32 as long as that person demonstrates an equivalent qualification. | | | | | | | | | | |

Level of involvement	<p>34. For the Atom to Midget divisions in the A class, the head coach must be accredited “Initiation - Trained”. 1 assistant coach must have the “Initiation –In Training” accreditation. 1 coach per team must follow a training course annually. For the Mosquito to Midget divisions in the B class, 1 coach per team must have the “Trained – Initiation” accreditation. For the Atom division in the B class and Grand Slam, 1 coach per team must have the “In training – Initiation: accreditation. For the Rally Cap division, the association coordinator must follow the Rally Cap training.</p> <p>35. The head coach and 1 assistant coach of Mosquito division team in the AA class must be accredited “Initiation - Trained”. Two (2) coaches per team must follow a training course annually.</p> <p>36. The head coach of Pee-Wee division team in the AA class must be accredited “Regional-Certified. 1 assistant coach must be accredited “Regional - Trained”. Two (2) coaches per team must follow a training course annually. The head coach of Bantam division team in the AA class must be accredited “Provincial-Certified”. 1 assistant coach must be accredited “Provincial - Trained”. Two (2) coaches per team must follow a training course annually. The head coach in the Midget AA divisions must have be accredited “Regional-Certified”. 1 assistant coach must be accredited “Regional - Trained”. Two (2) coaches per team must follow a training course annually. The head coach in the Junior AA divisions must be accredited “Regional – Trained”. 1 assistant coach must be accredited “Regional - Trained” or the “Pitcher/catcher + advanced strategies” modules. 1 coach per team must follow a training course annually. The head coach in the Junior BB division must be accredited “Regional – Trained”.</p> <p>37. The head coach in the Junior Elite division must be accredited “Provincial-Certified” + 6 modules “Competition-Development”. All other assistant coaches must be accredited “Provincial-Trained”.</p> <p>38. All Midget AAA division coaches must be accredited “Provincial-Certified” + 6 modules “Competition-Development”.</p> <p>39. For the Quebec Games, the head coach must be accredited “Provincial-Certified”. All assistant coach must be accredited “Provincial - Trained”. For the Girls Provincial championship, the head coach must be accredited «Initiation - Trained». The assistant coaches must be accredited «Initiation – In training».</p>
Responsibilities	<p>40. A coach must:</p> <ol style="list-style-type: none"> 1 see that the safety norms defined in chapter 1 are adhered to; 2 inform the responsible personnel of any breakage or malfunction of the installations and complete the Dangerous Situation Report; 3 explain to the participants the characteristics of a good piece of equipment, including its maintenance and adjustment; 4 know the location of the First Aid Kit and of the telephone; 5 have with him the following telephone numbers: <ol style="list-style-type: none"> a) Ambulance; b) Police; c) Hospital; d) Legal guardian or tutor. 6 ensure the participant’s eligibility;

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- 7 never discuss a judgement decision with an umpire;
 - 8 report to the Federation any injury incurred during a training session with twenty business days of the accident on the appropriate form;
 - 9 in case of injuries ensure that the participant receives the appropriate care;
 - 10 educate the participants to the Charter of Good Sportsmanship;
 - 11 respect the coach's code of conduct;
 - 12 take all reasonable measures to ensure that a participant is not under the influence of alcoholic beverages, drugs, doping substance or all forms of tobacco during a training session or a competition;
 - 13 not consume or be under the influence of drugs, alcoholic beverages, doping substance or all forms of tobacco. None compliance will result in his ejection from the game in progress.

CHAPTER IV

NORMS PERTAINING TO THE TRAINING OF UMPIRES AND THEIR RESPONSIBILITIES

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| Umpire | 41. In games between teams, member of the Federation, 2 umpires, member of the Federation, must be present to enforce the playing rules. In case of force majeure, one umpire can officiate in the game. |
| Classification | 42. The umpires are classified as follows:
1: Level 1 umpire; 2: Level 2 umpire; 3: Level 3 umpire. |
| Umpire's certification | 43. The norms and levels of training required to be a certified umpire are: <ol style="list-style-type: none"> 1 be at least 13 years old in the current year; 2 for a Level 1 umpire, attend a Level 1 clinic. The umpire will be evaluated once during the following 24 months; 3 for a Level 2 umpire, have a Level 1 for at least one year, successfully completed the Level 1 "Complete" modules with a passing grade of at least 60%, attend a Level 2 clinic and obtain a minimum score of 70% in the exam. The umpire will be evaluated once at the plate during the following 24 months; 4 for a Level 3 umpire, have a Level 2 certification for at least two years, have successfully completed the Level 2- "Offence" and Level 2 – "Defence" modules, attend a Level 3 clinic and obtain a minimum score of 80 % in the online exam or attend the triennial clinic. The umpire will be evaluated once at the plate and once on the bases during the following 24 months. |
| Level of involvement | 44. The umpire's level of involvement is as follows:
Level 1: Association Minor Baseball;
Level 2: Association and regional minor baseball
Level 3: Regional baseball and 18 years old for major divisions. |
| Responsibilities | 45. An umpire must: <ol style="list-style-type: none"> 1 See that the playing rules are adhered to; 2 Verify at the beginning of the game that the equipment and installations are conform to this regulation and record any defect by completing the Dangerous Situation Report; 3 When the atmospheric conditions (thunderstorm or violent winds) or the field condition deteriorate, consult the teams coaches on the possibility or not to continue the game and decide when to suspend play; 4 In the case of an ejection, submit a written report to the league, zone, region, the tournament's organising committee and to his immediate supervisor no later than 24 hours following the game; 5 Not consume or be under the influence of drugs, alcoholic beverages, doping substance or all forms of tobacco. |

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46. The plate umpire must wear the following protective gear:
 - 1 a mask;
 - 2 a throat protector;
 - 3 a chest protector;
 - 4 a jockstrap with a cup for men and a Jill straps for women;
 - 5 shin guards.

CHAPTER V

NORMS PERTAINING TO THE ORGANISATION AND EXECUTION OF A COMPETITION

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| Tournament or championship | 47. For a tournament or a championship, an organisation must: <ol style="list-style-type: none">1 Obtain the Federation's sanction;2 Refrain from managing a team or from officiating games in his tournament;3 Ensure that medical and ambulance services are available. |
| Organiser's Responsibilities | 48. The organiser must: <ol style="list-style-type: none">1 Before the competition:<ol style="list-style-type: none">a) Planned for qualified support staff as defined in chapter IV and necessary for the competition to be held;b) Know Baseball Canada's and the Federations rules;c) Verify the participant's eligibility according to the norms specified in articles 25, 26 and 27;d) Ensure that the installations, equipments and services conform to the norms defined in chapter I;e) Ensure that the scorekeeper is located behind the backstop.2 During the competition:
Ensure that no alcoholic beverages, drugs, doping substance or all forms of tobacco are consumed in the areas reserved to the participants and the umpires;3 After the competition:
Provide to the Federation, within 20 days from the end of the competition, a report pertaining to any dangerous situations, accidents or injuries using the appropriate forms and on any offence to this regulation that happened during the competition. |

CHAPTER VI

CONSEQUENCES FOR NON RESPECT OF THESE REGULATIONS

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| Penalty | 49. An organiser that contravenes to any section of these regulations may be refused the right to hold any competition sanctioned by the Federation for the current year and for the duration of the following season. |
| | 50. A participant, a coach or an official that contravenes to any section of these regulations may be expelled and suspended for a period determined by the Federation that is appropriate to the extent of the fault. |
| Notice of infraction | 51. The Federation must inform in writing the person that has committed the infraction and give him the opportunity to be heard in a reasonable timeframe. |
| Decision and notice of appeal | 52. The Federation must send to the concerned person within ten days of the decision, by registered or certified mail, a copy of its decision and inform the person that an appeal can be made to the Minister. The appeal must be made within 30 days of receipt of the decision, as stipulated in An Act Respecting Safety In Sports (L.R.Q., c.S-3.1) |

CHARTER OF GOOD SPORTSMANSHIP

Good sportsmanship means:

- Article I Strictly obeying all rules and refusing to win by illegal methods or cheating.
- Article II Good sportsmanship means respecting officials. The presence of officials is essential to the proper functioning of a competition. Officials have a tough role to play and deserve our respect.
- Article III Accepting their decisions without questioning their integrity.
- Article IV Graciously acknowledging the better opponent in defeat.
- Article V Accepting victory with humility and without putting down the opponent.
- Article VI Respecting the opponent and recognizing that his or her participation is an essential part of true competition.
- Article VII Good sportsmanship means competing in the spirit of fair play. It means counting on sheer talent and ability to win.
- Article VIII Refusing to win by illegal means and by cheating.
- Article IX For officials, it means knowing all the rules and applying them impartially.
- Article X Good sportsmanship means remaining cool and showing self-control at all times. It means refusing to let physical or verbal violence get the better of us.

CODE OF CONDUCT FOR COACHES

1. Integrity

In performing his duties, a coach must use integrity in his dealings with players, colleagues, officials, administrators and the sport of baseball.

2. Competency

A coach must prepare himself to best serve his players, in a professional manner, on the technical, physical, psychological and social aspects.

3. Respecting the athletes

A coach must respect the players at all times and act in the best interest of their safety and their development.

4. Respecting the rules

A coach must accept and apply the official rules of baseball as well as Baseball Quebec's rules.

5. Respecting the officials

A coach must accept and understand the role of the officials as well as their decisions. Any interaction with them must be made with the utmost respect.

6. Behaviour with other coaches

Your behaviour towards other coaches must be one of courtesy, respect and good faith

7. Personal conduct

A coach must be a role model for the players by maintaining the highest standards of behaviour while supporting the principles of good sportsmanship.

I have read Baseball Quebec's Code of conduct for coaches and I agree to respect it during the activities of the upcoming season.

Coach's signature

CODE OF CONDUCT FOR PARENTS

Given that—

Sports have enormous potential to contribute to personal health, balance, and development
My child's wellbeing and fulfillment are a priority far more important than performing and winning

As the parent of a young athlete, my words and actions show that—

1. I understand that my child plays sports for his or her own pleasure and not for my own.
2. I treat victory as one of the pleasures of playing sports, I avoid dramatizing defeat, and I recognize that making mistakes is part of the learning process.
3. I respect coaches and the volunteer work they do.
4. I understand that officials have a tough job and respect their decisions.
5. I recognize good performance, whether in my child or other competitors.
6. I accept my child's limitations and never place undue expectations on him or her.
7. I agree to learn and understand the rules so that ignorance does not bias my judgment against the coaches' and officials' decisions.
8. I do not treat young athletes as miniature adult athletes.
9. I instill the values of respect, discipline, effort, and fair play in my child.
10. I neither tolerate nor encourage physical or psychological violence.
11. I encourage my child to develop his or her abilities and sportsmanship.

I have read Baseball Québec's the Code of conduct for parents and I agree to respect it during the activities of the upcoming season.

Parent Signature



INSURANCE IN CASE OF 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. You 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.*