

BC GIRLS BASEBALL LEAGUE



2026 RULEBOOK

Note: These rules are adapted from
BC Minor Baseball Association's Rulebook.
Updated June 2026



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Rule 1: Affiliation Fees

Per Player Fees

Affiliation fees are determined as per By-Laws, Article XIII and are set as follows:

14U	\$150 per free agent \$850 per team
12U	\$150 per free agent \$850 per team
9U	\$150 per free agent \$650 per team

Rule 2: Age Requirements

Cut-off Dates/Times

Age limitation cut-off date is 11:59 p.m. as of December 31st of the current year. Exception: All exceptions are to be brought forward to the league "board" and may be approved on a case-by-case basis.

Age by Division

Division	Max. Age (end of year)	Min. Age (start of year)
14U	14	12
12U	12	9
9U	9	6

Roster and Score Submissions

Rosters must be submitted to the League Coordinator prior to the start of game play; rosters must include full names and birthdates of all players.

Scoresheets must be submitted to the League Coordinator by EOD of the day the game has been played, by both teams.

For 14U and 12U, to be eligible for League Championships, players must participate in at least three regular season games. No exceptions will be made.

Temporary Call-Ups

- If a team has 8 players or less scheduled to attend a game, they may utilize call-up players.
- Call-up players for 14U may be any female player aged 10-14; 12U, 7-12; 9U, 6-9. The call-up player may not be a rostered member of the opposing team.
- Teams may utilize a maximum of 3 call-ups per regular season game.
- Teams may not utilize call-ups during playoff games.
- If no call-up players are found and your team has 7 or fewer players for the game, your team must forfeit unless the game is rescheduled. If the rescheduled game is 2

not completed before **August 2nd**, your team will receive a loss, which will affect standings.

- See Rule 9: Obligation of scheduled games for related information.

Required Rest

In the case of double headers there must be a minimum of twenty (20) minutes rest between games.

Rule 3: Managing and Coaching

Age

Managers and coaches should be of the legal age of nineteen (19). However, in the event underage managers and coaches are to be utilized, the Association executive must satisfy itself that these managers and/or coaches display the necessary qualifications to be in full control of their team.

General

- (A) Two coaches may be used on the baseline as base coaches.
 - (B) A coach or coaches may not switch coaching boxes during an inning.
 - (C) Players, managers and coaches must remain in the dugouts, on the benches or in the prescribed areas throughout the game.
 - (D) Cell phones are not permitted to be used on the field during play.
- Note: Cell phones may be used in the dugout/bench area to obtain medical attention for emergencies and other non-game related purposes.

Field Decorum

Managers and coaches must display leadership and sportsmanlike conduct at all times.

Number of Coaches

There is no limit to the number of coaches that may be on a roster.

Rule 4: On and off Field Code of Conduct for Managers, Coaches, Players, Parents and Spectators

Jurisdiction

Baseball BC is committed to providing an environment in which all individuals are treated with respect. Baseball BC supports equal opportunity and prohibits discriminatory practices. Participants are expected to always conduct themselves in a manner consistent with the values of Baseball BC.

The Rule Book extends to all Local Sport Organization (LSO) events, meetings, and gatherings where baseball is the focal point of the assembly. This includes but is not limited to games, tournaments, practices, places where people watch as a spectator, and off-field conduct during team sanctioned road trips. Participants are subject to sanctions according to Baseball BC Discipline Policy for engaging in any of the following behavior:

- A. Not complying with the rules, regulations, or policies of Baseball BC.
- B. Deliberately disregarding the Rules of Baseball, as amended from time to time.
- C. Verbally or physically abusing an opponent, officials, Umpires, spectators, or sponsors.
- D. Showing disrespect to officials, including the use of foul language and

obscene or offensive gestures.

- E. Abusing playing equipment or playing area.
- F. failing to comply with the conditions of entry of an event including any rules regarding eligibility or advertising.
- G. Anyone at any age using tobacco, cannabis, non-prescription drugs, or alcoholic products on-field at any Baseball BC sanctioned competition.
- H. Any other unreasonable conduct which brings the game into disrepute.
- I. Any violation of the Baseball BC Safe Sport Policies.

The BCMBA (BC Minor Baseball) Code of Conduct shall govern all disciplinary matters to the extent that it conflicts with or augments the Code of Conduct of any association. BCMBA reserves the right to adopt and amend policies and rules within the Rulebook as required for the safety of all participants.

Player, Coach, Parent and Spectator Expected Behavior

- A. Players, managers, or coaches engaging or persisting in conduct or actions unfavorable to the spirit, principles and objectives of good sportsmanship may, if the Umpire deems it appropriate, receive one warning from the Umpire. If the offense or offenses continue, offender or offenders will be removed from the game.
- B. Parents and spectators attending Baseball BC sanctioned events are expected to role model appropriate behavior for the youth players competing on the field. When conflict situations occur, parents and spectators are expected to resolve the conflict appropriately. Players, coaches, and Umpires have the right to participate in the game without being subjected to abuse or distractions from outside the playing field.
- C. Examples of unacceptable behavior include but are not limited to showing disrespect to Umpires, opposing players, coaches, parents, and league administrators. This includes taunting, insulting language, angry outbursts, gestures, and physical aggression. Coaches are expected to make their best efforts to ensure these expectations are met by their parents and supporters. Any parent or spectator that fails to meet these expectations may be asked to leave the area surrounding the field by the coach and, or the Umpires.
- D. The Umpire may speak directly to the individual being asked to leave or may choose to have the appropriate coach communicate this decision to the parent.
- E. If a parent or spectator refuses to leave the area surrounding the field the Umpire may suspend the game without making any judgment as to the final score, which will be determined by Baseball BC. Any Baseball BC employee may request that a parent or spectator leave the area surrounding the field of play as per the requirements of Rule 14.
- F. Baseball BC shall review reports submitted in writing regarding unacceptable behavior and may contact the affected member Associations as deemed appropriate and, or issue discipline as warranted.

Prohibition of Cannabis, Tobacco, Alcohol and Non-Prescription Drugs

- A. Non-Prescription Drugs, whether lawful or unlawful, and alcohol are always prohibited on the playing field from the warmup, during game play, and the equipment clean up after the game.
- B. The consumption of alcohol is not permitted at Baseball BC sanctioned games.
- C. Coaches, players, managers, parents, spectators and Umpires, or any Official must not use cannabis, tobacco products including smokeless tobacco or e-cigarettes on the playing field. If anyone is found using any of the above-mentioned items, they will be ejected from the game by an Umpire or Official.
- D. Coaches, Players, Managers, Parents, Umpires, or any Official must not be on the playing field, benches, dugouts, or any areas within the boundaries of the playing field while in possession of or impaired by any legal or illegal substance.

Travesty of the Game

- A. This rule will apply to all Baseball BC sanctioned games, with particular emphasis in tournament situations. Travesty of the game is defined as an attempt to intentionally lengthen or shorten a game or manipulate the score of a game by any means that has players “not playing to win”. This would include batters or runners obviously attempting to make outs, pitchers obviously trying to miss the strike zone when pitching and fielders obviously trying to make errors. The penalties for making a travesty of the game will be the ejection of the Head Coach.
- B. This rule may be enforced by the Umpires or a Baseball BC employee. The game will be defaulted and if the travesty continues during a tournament, disqualification of the team from the remainder of the tournament. Written reports by Umpires will be forwarded to Baseball BC as soon as practically possible. Additional sanctions may be levied by Baseball BC at any time and may extend to the players involved.

Communication Process and Procedures between Coaches, Players and Umpires During Gameplay

Communication

Before, during or after a game coaches or players may not approach an Umpire for any reason except that they may:

- A. Attend the plate meeting.
- B. Request the Umpire to call “Time.”
- C. Raise a safety concern.
- D. Approach the Umpire to make a substitution on defense or offence.
- E. Request the plate Umpire to ask their partner for help on a half swing when the plate Umpire calls the pitch a ball, but not when the pitch is called a strike. The plate Umpire will consult with the other Umpire for a determination which will be final.
- F. Shake the Umpires hands post game.
- G. Thank the Umpires and or offer words of encouragement.

Coaches or Players at any time may NOT:

- A. Argue any Umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out.
- B. No player, manager, coach, or substitute shall object to any judgment decisions.
- C. Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, **to argue on BALLS AND STRIKES will not be permitted.** The Umpire shall immediately eject any manager, coach, player, or team representative that continues to approach an Umpire after their decision has been made.
- D. Harass or verbally abuse any official on the field of play before, during or after any game. Contravention will result will be the person being ejected from the game subject to further possible discipline by Baseball BC.
- E. If the manager comes out to argue with first or third base Umpire on a half swing they may be ejected as they are now arguing over a called ball or strike.

Suspensions and Procedures for Appeals

Power to Suspend with Corresponding Discipline

The disciplinary committee shall have the power to suspend any coach, manager, parent, or other team official violating the provisions of Rule 13. This committee will investigate as they deem appropriate and will communicate their decision to the individual being suspended and the LSO association President. Any decision made by the disciplinary committee may be appealed through the appeal process outlined in Rule 16. A suspension will be held in abeyance until the appeal is heard.

Suspensions for Physical Contact

Suspensions for physical contact between any Manager, Coach, Player, Umpire, Parent, Fan and, or Other Official, or the use of illegal players in any instance deemed severe enough by the President or delegate, will not be held in abeyance until the appeal is heard. All suspensions must be served during any Regular Season game, Post Season game, Provincial Championship game and, or Championship Tournament game.

Automatic Suspension

If a member of the coaching staff and, or a player is ejected from a game, excluding a Provincial Championship, they may not participate in their next scheduled game. If a member of the coaching staff or a player is ejected from the first game of a "Double Header" they may not participate in the second game. ***Invitational Tournament games and Exhibition games do not count in any suspension to be served.***

Suspensions, Discipline Process and Procedures

- A. The Discipline Chair will receive an ejection report or allegation of misconduct from the Umpire and, or Complainant. The Discipline Chair will read the

- written report from the Umpire and, or Complainant.
- B. The Discipline Chair will review and forward the ejection report and the allegations of misconduct to the BC Minor Division Chair or Director for that division and the affiliated LSO President. The LSO President will forward the ejection report and, or allegations of misconduct to the person indicated in ejection report or allegations of misconduct.
 - C. All discipline files will be handled by means of written submissions.
 - D. The Discipline Chair may determine that an Oral Hearing is required. If required, a neutral location will be determined by the Discipline Chair. All Oral Hearings will be heard by a minimum of three (3) Board of Directors and, or representatives appointed by the Discipline Chair.
 - E. If granted Baseball BC will be responsible for all expenses related to the Oral Hearing. When the Discipline Chair requests an Oral Hearing, a decision will be rendered within forty-eight (48) hours. Oral Hearings may be held over electronic means to ensure timely and fair process while avoiding travel and costs. The discretion belongs to the Discipline Chair.
 - F. Any player or spectator who is ejected from a game is automatically suspended for one additional game minimum. If the Discipline Chair believes an ejection requires more than a one game suspension due to elevated inappropriate misconduct the Discipline Chair will notify the LSO President in writing of the finding. The Discipline Committee Chair may review the Umpires or complainants report and make a finding to elevate it to a two, three or five game suspension.
 - G. If the Discipline Chair believes an ejection requires more than the mandatory suspension due to elevated inappropriate misconduct the Discipline Chair will notify the LSO President in writing of the finding. The Discipline Committee Chair may review the Umpires or complainants report and make a finding to elevate it to a three or more-game suspension as deemed appropriate.

One Game Suspensions

- A. One game suspensions will include infractions that are made without malice or ill-intent. They include:
- B. An ejection for arguing balls and strikes or an ejection for arguing a call on the field of play.
- C. A single incident of a disrespectful, offensive behavior directed towards others, including but not limited to peers, opponents, athletes, coaches, officials, administrators, spectators, and sponsors.
- D. Unsportsmanlike conduct such as angry outbursts or arguing.
- E. Basic non-compliance with the rules and regulations under which Baseball BC events are conducted.
- F. Any violation related to the tobacco prohibition.

Two Game Suspensions

- A. Covering any base or Home Plate with dirt, removing any equipment from the field of play, or throwing any object, or any otherwise excessive disagreements while arguing balls and strikes or arguing a call on the field of play.
- B. Repeated incidents or disrespectful, offensive behaviour, or any abusive comments or behavior directed towards others, including but not limited to

peers, opponents, athletes, coaches, officials, administrators, spectators, and sponsors.

- C. Repeated unsportsmanlike conduct such as angry outbursts.
- D. Sustained non-compliance with the rules and regulations under which Baseball BC events are conducted.

Three Game Suspensions

- A. A second suspension after a one or two game suspension.
- B. Coaches at the 12U Age and under who are ejected for arguing balls and strikes or an ejection for arguing a call on the field of play as in Rule 13 above.
- C. Arguing with or mocking an Umpire off the field of play. This includes but is not limited to parking lots or change rooms, or the concession stand.
- D. Any abusive, racist, or sexist, comments or behavior.
- E. Activities or behavior which interfere with a competition or with any athlete's preparation for a competition.
- F. Pranks, jokes, or other activities which endanger the safety of others.
- G. Deliberate disregard for the rules and regulations under which Baseball BC events are conducted, whether at the local or provincial level.
- H. Use of alcohol.
- I. Any violation related to the prohibition of Cannabis, Alcohol and

Non-Prescription Drugs. Five Game Suspensions

- A. Any suspension after a three-game suspension.
- B. Travesty of the Game.
- C. Any physical contact with an Umpire or other game official.

Extraordinary Misconduct and Discipline

- A. The Discipline Chair may remove a Coach, Player, or LSO Official until further notice where they believe any of the following conduct has occurred:
- B. A Coach, Player or LSO Official knows or is a party to a player participating under an assumed name, or has falsified an affidavit or roster, or is giving false information to tournament officials.
- C. A player or coach is knowingly participating while ineligible.
- D. A player, coach or LSO Official is knowingly competing with or against players who have been disqualified.
- E. Any use, promotion or possession of banned performance enhancing drugs or methods.

Should a Coach, Player, or LSO Official be removed the onus is on them to demonstrate why they should be allowed to return. The Coach, Player, or LSO Official may appeal pursuant to Rule 16.

Confirmation of Suspension and Disciplinary Measures

In the case of the Discipline Chair levying any suspension under Rule 13 the Discipline Chair or applicable Division Chair or Director will make a written request by email to the appropriate Member Association President and

request confirmation by the member Association President that the specific discipline has served.

Disciplinary Direction for Corrective Measures

The purpose of this Rule Book is not solely to be punitive. LSO's, Coaches and Players need to learn the Rule Book and abide by required conduct. Where the Discipline Chair deems it appropriate, the Discipline Chair may direct an LSO Official, Coach, Player, or Spectator to:

- A. Undertake a recommended Conflict Resolution Process.
- B. Conduct Training as required to facilitate safe play.
- C. Complete a review of any required section of the Rule Book.
- D. Complete a written apology.

Appeals

Any portion of Rule 13 may be appealed pursuant to Rule 16.

Other Oversight Boards

Notwithstanding anything in Rule 13 or within the Rule Book, should Baseball BC decide to have a superior oversight board administer discipline, or should a superior oversight committee decide to administer discipline, that process will supersede Rule 13 and the Rule Book. The process will not be duplicated as to form any part of double punishment or for two sets of jeopardy for one person who is the subject of the discipline.

Rule 5: Umpires

Number of Umpires

It is required that at least one umpire be used in all games for 14U and 12U. Two umpires are recommended. Playoff games are required to have two umpires.

It is recommended that all 9U games have at least one umpire. Home associations may choose to field two umpires, if desired.

Umpire Payment

Umpire wages are built into the BCGBL fee structure. Baseball BC will cover the costs of two umpires for each 14U and 12U game, and one for each 9U game. Rates are below and are in coordination with BCMBUA.

Age	Plate	Base
BCGBL		
9U	\$20	
12U	\$35	\$25
14U	\$40	\$35

Associations will be reimbursed at the end of the season for all paid umpires; expense forms will be provided and must be submitted by August 15. If an alternative arrangement is required, please contact the League Coordinator.

No Umpires

When no umpires arrive within 30 minutes of the scheduled start time of the game the teams may agree on replacement umpires. If the teams do not agree the game is called. If the game is called it will be made up at the grounds of the visiting team to offset their inconvenience. If only one umpire shows the game will proceed.

Parent/descendent as an umpire

Unless EXTREME CIRCUMSTANCES PREVAIL, it is strongly recommended that any parent or descendent, whether designated official or staff, not umpire in any capacity in any game in which their descendent is participating. Should the requirements of this rule need be circumvented it is strongly recommended that a "Waiver of Protest" be signed by the opposing managers or coaches agreeing to the use of the said parent or descendent as an official or staff umpire.

Rule 6: Playing Field Dimensions**Specific Dimensions by Division**

	9U	12U	14U
Distance Between Bases	60 feet	60 feet	70 feet
Distance between home plate and rubber	42 or 46 feet	46 feet	48 feet
Batter's Box	3 x 6	3 x 6	3 x 6
Foul lines	150-200	180-200	180-225
Height of pitcher's mound		6 inches	6 inches

Fence Top Markers

Any fence top marker band on any outfield fence is considered part of the fence and therefore, part of the playing field.

If a ball hits any part of the outfield fence, including a top marker band and goes over, it shall be a home run, unless the ball hits the ground first, in which case it shall be a ground rule double. If a ball hits the marker band and bounces back into the field of play, the ball shall be considered to be in play.

Rule 7: Equipment

Athletic Support/Jill

It is strongly recommended that League officials make every effort to ensure that all players wear athletic support.

Helmets

Batters, on deck batters, base runners, players used as base coaches or bat people in all age categories shall wear double ear flap helmets which give protection to the temple, ears, base of skull and top of head.

Skull caps and wraparound head gear are not to be used by any player as so defined. All player helmets must have a chin strap or have been manufactured with a C-flap (chin protector) and not contain the snaps for a chin strap.

Catchers' Equipment

It is mandatory that full catchers' helmets or skull caps shall be worn by all catchers, in addition to a normal chest protector, shin guards, face mask - with throat protector - and athletic supporter with jill.

Catchers in all age categories must wear a protective helmet and mask while catching in practice and warm-up situations such as the bullpen or between innings.

Coaches must wear at least a mask in all practice and warm up situations. Associations not enforcing this rule will be subject to a fine as determined by Baseball BC.

Bats

9U Recommended Bats:

- BC Minor Approved Bat: 30 inch, 2 5/8 inch max diameter, unlimited length/weight drop - bats with greater than 2 1/4 in. barrel diameter must be marked "USABB" or stamped with BPF 1.15" (Bat Performance Factor)
- OR Little League approved bat.

12U Recommended Bats:

- BC Minor Approved bat: 32 inch, 2 3/4 inch max diameter, unlimited length/weight drop - Must have "USSSA 1.15 BPF (Bat Performance Factor)" stamp OR "USA" Stamp
- OR Little League approved bat.

14U Recommended Bats:

- BC Minor Approved bat: 32 inch, 2 3/4 inch max diameter, maximum -10 length/weight drop - Must have "USSSA 1.15 BPF (Bat Performance Factor)" stamp OR "USA" Stamp
- OR Little League approved bat.

Ball

The ball must weigh not less than five nor more than five and one quarter ounces avoirdupois, and measure not less than nine or more than nine and one quarter inches in circumference.

A soft or resilient ball may be used for 9U.

Balls will be supplied by the home team.

Uniforms

- Conventional baseball uniforms including a jersey, pants, baseball caps and socks.
- Players may choose to wear a face cage if desired.
- Coaches must wear at least a team cap.
- Managers or coaches occupying a coach's box are allowed to wear matching pullovers, cage jackets or warm-up jackets, and colour-coordinated long pants or shorts.

Footwear

Metal cleats are not permitted.

Gloves

It is mandatory that all players wear fingered fielder's gloves.

It is mandatory at the 14U and 12U divisions that catchers wear a standard catcher's mitt.

Bases

At the 9U and 12U levels, it is recommended that a safety base at first base be used during the Summer season. It is recommended that the use of post or pin design be used to prevent accidental slippage of the base.

Rule 8: Scheduling Games**14U Play**

Scheduling shall be the responsibility of Baseball BC. Rescheduling games shall be the responsibility of the teams playing. Games 1-5 will count towards playoff seeding. Teams will be seeded accordingly to play for league champion on the final weekend.

12U Play

Scheduling shall be the responsibility of Baseball BC. Rescheduling games shall be the responsibility of the teams playing. Games 2-6 will count towards playoff seeding. Teams will be seeded accordingly to play for league champion on the final weekend.

9U Play

Scheduling shall be the responsibility of Baseball BC. Rescheduling games shall be the responsibility of the teams playing.

Rescheduling Games

Games must be rescheduled at least five days in advance of the originally scheduled game. Any cancellation made within that five-day window results in a forfeit. When a game is postponed, the new rescheduled date must be agreed upon and confirmed by both teams within three days of the cancellation. All rescheduled games must be reported to the League Coordinator, so the league schedule can be updated accordingly.

Rule 9: Obligation of Scheduled Games

Game Play

All teams participating are obligated to play all games as scheduled and to participate in all scheduled events including pre-season meetings and post-season meetings.

Exhibition / Invitational Tournaments

Exhibition games and invitational tournaments entered are secondary to Baseball BC scheduled games. Any change to a Baseball BC scheduled game requires the approval of both teams and the League Coordinator.

Forfeit

- To avoid forfeiting, teams must have at least 8 players present at the field to start a game. If the 8th player is late, their spot in the batting order will be recorded as an automatic out until they arrive and are able to participate.
- If no call-up players are found and your team has 7 or fewer players for the game, your team must forfeit unless the game is rescheduled. If the rescheduled game is not completed before August 2nd, your team will receive a loss, which will affect playoff standings.
- If a team has 8 players, it is the discretion of the other team as to whether they want to provide them with an outfielder. The outfielder will still bat for their own team and may rotate throughout.

Rain Outs

"Rain outs" are to be called by the Home team. It is up to the home and away team to find a time to reschedule a rained out game before August 2nd.

Rule 10: Administration of Games

Length of Game

- 9U: 4-6 innings and a 90-minute time limit.
- 12U: 6 innings and a 120-minute time limit.
- 14U: 6 innings and a 120-minute time limit.

Extra Innings

In the 14U and 12U divisions, if the score is tied after 6 innings, one extra inning shall be played. If the game is still tied, the game shall be declared over and end in a tie. This rule does not apply to semi-final or final games which must be played until a winner is declared. The extra inning will be an open inning.

Called Games

If a game is called for rain or darkness, it is an official (complete) game if five innings have been completed or if the home team has scored more runs in four or four and a fraction half-innings than the visiting team has scored in five completed half-innings.

If a game is called after it is an official game for another reason (light failure, fights, serious injury, etc.) the league coordinator will determine whether the

game is completed or whether it is suspended and should be completed as such.

Suspended games

If a game is called for any reason before it is an official game, it shall be considered a suspended game and is to be resumed from the point of curtailment.

Official Games called during an incomplete inning

When a game is called during an incomplete inning, the score reverts back to the end of the last completed inning.

Exceptions: In these cases, the score is final at the point the game is called:

- (i) If the home team takes or re-takes the lead in the bottom half of an incomplete inning
- (ii) If the home team was trailing at the end of the last completed inning and ties the game in the bottom half of an incomplete inning
- (iii) If the home team has scored more runs in its portion of the incomplete inning than the visitors

Time Limit

In 14U and 12U, during all games played in the round robin portion of the schedule, no new inning will commence after 2 hours from official start time.

If a game is within 20 minutes of the time limit after a complete inning, the umpires will declare the next inning to be an open inning. If the open inning finishes before the 2-hour time limit expires then an additional open inning shall be played.

Mercy Rule

If a team is leading its opponent by at least ten (10) runs after five or more equal innings have been played, or after four and one-half innings if the team second at bat should have a ten-run lead at the end of its fourth inning, or before the completion of its fifth inning, the game shall be terminated and the team in front declared the winner. Should a team hit a "walk off" out of the park home run to end a game under the mercy rule all runners including the batter shall be permitted to score (as per the Official Rules of Baseball).

Rule 11: Line-up & Substitutions:

Fair Play Rules (14U and 12U)

- Each player is required to have at least 50% playing time (3 defensive innings).
- Lineups must be submitted at the plate meeting prior to game start.
- Every player will hit; there will be no '9-player ball'.
- Everyone hits (unless injured) in the same order.

Should a player arrive late to a game, her name may be added to the bottom of the batting order.

(B) In the event of an injury the following shall apply:

- (i) to a runner - the last out will be allowed to replace the injured player
- (ii) to a batter - the last out will be allowed to complete the

turn at bat (assumes count)
(iii) to a fielder - any replacement from the bench

Approved ruling:

This rule may not be used in the case of pre-existing injuries. Teams cannot announce before a game that they have a player who requires a courtesy runner should they reach base. If the player is injured and cannot run from first to second, they should not be participating in the game and running from home to first.

- (C) Once an injured player misses part of or their entire turn at bat they may not return to the game.

Approved ruling:

An at bat ends when a player is put-out or becomes a base runner. A runner who is injured may return to the game.

- (D) If a player must leave the park, is injured, or is ejected by the umpire they are simply skipped in the batting order. They are not an automatic out.

- (E) Defensive changes may be made at any time.

Rule 12: Pitching Rules

Number of Pitches and Required Rest

Division	Summer Season
14U	1-30 Pitches = No Rest 31-45 Pitches = 1 Night Rest 46-60 Pitches = 2 Nights Rest 61-75 Pitches = 3 Nights Rest 76-85 Pitches = 4 Nights Rest 85 Pitches = Maximum Players may not pitch more than 4 innings in a row.
12U	1-25 Pitches = No Rest 26-40 Pitches = 1 Night Rest 41-55 Pitches = 2 Nights Rest 56-65 Pitches = 3 Nights Rest 66-75 Pitches = 4 Nights Rest 75 Pitches = Maximum Players may not pitch more than 4 innings in a row.

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

Note #2: Pitch count is recorded after each game. A pitcher who requires rest after the first game of the day cannot pitch in the second game. Example: A 15U AAA pitcher who throws 50 pitches in game one is ineligible to pitch in game two.

Note #3: "If a pitcher has two appearances in the same day his/her total pitch

count for the day is combined for the purpose of rest.” For a pitcher to be eligible in the second game, they must pitch less than the minimum number before rest is required. Example #1: A 15U AAA pitcher throws 46 pitches in game one – the pitcher would not be eligible to pitch in game two. Example #2: A 15U AAA pitcher who throws 30 pitches in game one and 40 pitches in game two has thrown 70 pitches for the day and requires 2 nights rest.

Note #4: “The following is a definition of a night’s rest. Example: Pitcher requires three nights rest after throwing a 1PM game on a Sunday. Pitcher rests Sunday night, Monday night, and Tuesday night and can pitch when they wake up on Wednesday morning. Note #5 The total number of pitches thrown by an ambidextrous pitcher are counted for the purpose of calculating pitch count, regardless of which arm or combination there-of is throwing.

Exceeding Limits to Finish Batter

A pitcher is permitted to exceed the maximum limit (for a day) to complete pitching to a batter.

Note #1: Example #1: Pitcher starts a hitter at 43 pitches. At the end of the hitter the pitcher has thrown 47 pitches and the pitcher is removed. The pitcher’s pitch count is recorded as 47 and they require two nights rest.

Example 2: Pitcher starts a hitter at 93 pitches. At the end of the hitter the pitcher has thrown 97 pitches. The pitcher must be removed, and their pitch count is recorded as 95.

Pitching on Consecutive Days

Pitchers are not permitted to pitch on four (4) consecutive days. A player can only pitch on a third (3rd) consecutive day if ALL the following conditions are met.

(i) Games are during Spring Tournaments, Summer, Single Seasons or Provincials (ii) Their total pitch count on the 2 previous days does not exceed Spring “no rest” limit during Spring and does not exceed the Single Season or Summer Season “no rest” limit for their Division as defined under Rule 24.01.

Example: A 13U pitcher may only pitch on a 3rd day if their combined total for days 1 and 2 does not exceed 35 pitches.

Pitching and Catching on the same day

Once the player assumes the position of pitcher, they cannot catch for the remainder of the day.

Pitcher Removed

A pitcher may not pitch twice in the same game. A pitcher who is removed for a pinch hitter or pinch runner during an offensive inning is considered to have been removed from the game as a pitcher for the purpose of this rule. A coach will be permitted to make a second trip to their pitcher during the same batter (if the pitcher’s pitch count is approaching the minimum rest requirement) to make a pitching change.

Penalty for Violations

(A) Maximum Pitch Count Violation

If a pitcher is about to exceed his/her maximum pitch count for the day the opposing manager and/or official scorekeeper and/or tournament director must inform the pitcher’s manager before the violation occurs. If a violation is discovered after it occurs the pitcher is simply removed from the mound and no further penalty will be invoked.

(B) **Rest Rule Violation**

If a pitcher pitches without proper rest as defined in Rule 24.01 the game will be forfeited to the opposing team. Such a violation may be protested by the opposing team up to 48 hours after the game upon the discovery of the violation. At a Provincial Championship, the violation must be protested at the time it occurs.

(C) **No Eligible Players Available to Pitch**

If a team does not have any player available to pitch at any point during a game due to Pitch Count and/or Rest Rule, the game shall be forfeited to the non offending team.

Approved Ruling:

If the violation is discovered while the ineligible pitcher is pitching, the pitcher will be removed from the mound and his manager ejected and suspended. If the violation is discovered after the ineligible pitcher has finished pitching the manager will be ejected and suspended. Games will never be forfeited at provincial championships due to any pitch count violation because the violation should have been discovered before it occurred.

Enforcement and Tracking

- (A) Managers will be responsible for tracking the pitch count of their pitchers and may assign this duty to their scorekeeper, assistant coach, etc., however it is ultimately the manager's responsibility to ensure pitch count is followed.
- (B) Each team is responsible for maintaining a log of pitches thrown by their pitchers and to submit it to Baseball BC by the EOD of the day the game has been played. A team may request to view their opposition's pitch count log prior to a game. A manager failing to maintain an accurate log may be reported to Baseball BC and may face supplemental discipline including the forfeiture of games.
- (C) Under no circumstances will umpires be expected to track or enforce pitch count.

Rule 13: General Playing Rules

Slide or Avoid

If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'. The ball is dead, and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure.

Force Play Slide Rule

The force-play-slide rule is to ensure the safety of all players by preventing base runners from sliding wide of the base, most often in double play situations, to take out the pivot player who is in a vulnerable position and open to injury. This rule pertains to a force play situation at any base or home plate, regardless of the number of outs. It does not apply to tag plays. Whether or not the defense could have completed the double play or makes an attempt to complete another play has no bearing on the applicability of this rule.

On any force play, the runner must slide directly into the base (except as described in the exception below). "Directly into a base" means the runner's

entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

It is permissible for the sliding base runner's momentum to carry him through the base on the baseline extended (see diagram), provided the slide begins before the base. The runner may not slide to either side of the base and reach in and touch the base with his hand or foot as would be legal at the professional level.

When a runner does not slide directly into the base, the umpire shall rule interference when:

- (i) Any contact occurs between the runner and fielder outside of the straight line between bases or
- (ii) The fielder is forced to avoid contact (by jumping the runner or other means) outside of the straight line between bases. Contact with the fielder is permitted only on a direct slide into the base.

Exception: A runner may slide or run away from a base only if the runner slides or runs in a direction away from the fielder in order to avoid making contact with or altering the play of the fielder. Interference shall not be called.

PENALTY

- (1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and all other runners must return to the base they occupied prior to the pitch. Note: In the event the interfering runner was safe on the play only the interfering runner will be called out, but all runners will return to the base they occupied prior to the pitch. If the interfering runner's slide caused him to be safe (caused the fielder to drop the ball) then both the runner and batter are out.
- (2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.
- (3) If the runner's slide is flagrant and injures or had a high likelihood of injuring the fielder, the runner shall be ejected from the game.

Head First Slides

No head first slides to a base or home plate are allowed. All offending players will be automatically called out. (Diving head first back to a base already legally acquired will be allowed.)

Bodily Fluids Rule (Blood)

(A) Any player during a game who is bleeding or who has an open wound, shall be removed from the field of play by the umpires. The player may return to the game only after the bleeding has stopped and the affected or open wound has been completely and securely covered to the satisfaction of the umpires.

(B) Should the same player start bleeding again or the affected area shows signs of bleeding, the umpires may remove the player for the duration of the game. (C) Should any blood be on the players uniform, it must be washed out completely to the satisfaction of the umpire prior to the player returning to the game.

(D) The substitute player is only a courtesy player until the original player returns. (E) If a pitcher, while pitching, suffers an injury referred to in paragraph (a) above, the umpire will call a courtesy time for no longer than fifteen (15) minutes. If the pitcher cannot return in this time a pitching change must be made.

(F) Should a team only have nine players available at the time of an injury referred to in paragraph (a) above a courtesy time will be called for no longer than fifteen (15) minutes. If the affected player is unable to return after this time, then the game will be forfeited.

Helmet Removal

Any base runner who removes (i.e. Throws helmet off) their helmet while running the base paths, is subject to put out. If, in the judgment of the game officials, a violation occurs the player will receive one warning. If the player in question, after receipt of one warning, is in violation a second time they are automatically called out. If in a given situation the violator represents the 3rd out in any given inning, any previous runs scored will count.

Infield Fly

The Infield Fly Rule does not apply for 12U; it is in effect for all 14U games.

Run Limits

3 outs or 4 runs will constitute an inning (except that a team may score unlimited runs in its last at bat in the 6th inning). A 10-run mercy rule will apply after 5 innings. If, in the top of the sixth inning (or the top of the fifth if declared open), the visiting team goes ahead by ten or more runs, the coach of the home team will have the option of declaring the game over and concede the win to the visiting team.

Leadoffs (14U)

- (A) Leadoffs are permitted at the 14U division.
- (B) The runner may steal any base, including home.

Leadoffs (12U)

- (A) Leadoffs are not permitted at the 12U and 9U divisions. If there is a lead off as described the ball is dead and a no pitch shall be called and the runner(s) will be declared out.
- (B) When the pitcher is in contact with the pitching rubber, with the ball in their possession, preparatory to the act of pitching, all base runners shall return to their bases and cannot leave until the pitched ball crosses the plate.
- (C) The runner may proceed to steal home on a passed ball.

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

After a pitch, if the catcher has possession of the ball in fair territory, any runner between third and home who stops advancing must return to third base. If a runner does not return to third base and the catcher does not make a play or does not throw the ball back to his pitcher the umpire may call time. If the catcher chooses to make a play on a runner returning to third base the ball is alive and in play. The runner may advance.

Dropped Third Strike

In the 12U Division, on a dropped third strike the batter is out and may not become a base runner.

In the 14U Division, the batter may become a base runner. Standard dropped third strike rules apply.

Baseball BC Authority to Overrule Forfeit

Baseball BC has the authority to overrule any umpire's decision to forfeit a

game when Baseball BC feels the forfeit was not in the best interests of the game or contrary to playing rules. In these circumstances Baseball BC may rule the game to be replayed, completed, or left unplaced as they determine is fit.

Balks/Failure to deliver the pitch.

- (A) At the 14U and 12U divisions, balks are not called except as follows:
When with runners on base, the pitcher fails to deliver the pitch after beginning her pitching motion, the umpire shall call, "Time...no pitch."
The umpire shall relate to the pitcher that they must deliver the ball without stopping her motion. No runner may advance on the call. Any subsequent failure to deliver the pitch after starting her motion, the umpire shall call, "Time, ball," and then charge the pitcher with a ball. No runners may advance on the call.

Note: The intent of this rule is to prevent pitchers from stopping their delivery to home plate when they see a batter square to bunt.

Warming-Up Pitchers

Any Manager, Coach, Player, Parent and/or any other person that is warming-up a pitcher must wear a catcher's mask.

Where the location to warm-up the pitcher is located within the field of play, a Manager, Coach, Player, Parent or another person must be used as a spotter, to protect the players from any batted or thrown baseballs. Note, if a player is used, they must wear a batting helmet.

Intentional Walks

No intentional walks permitted in the 14U, 12U, or 9U Division.

Rule 14: Protests and Penalties

Protests will not be permitted.

9U Specific Rules

9U will play regular baseball games in 2026 (ie. no Rally Cap).

Playing Line

- The playing line is an arched line, 15 feet from the tip of home plate down the first and third base lines, used as a guideline for the plate umpire to determine a fair hit ball.
- The line is marked with chalk or other white material across the field.
- A "Fair Hit Ball" is a legally batted ball that, in the umpire's opinion, could have firmly crossed the playing line in fair territory, even if fielded before crossing.
- A "Dead Hit Ball" is a legally batted ball that, in the umpire's opinion, could not have firmly crossed the playing line, even if fielded. However, if the ball is caught in flight, the batter is out and the ball remains alive.

General

- Prior to the game, each head coach must provide a copy of their batting lineup to the opposing team and the umpire.
- The lineup must include first and last names, uniform numbers, and be legible to the plate umpire. The umpire may delay the game until this is provided.
- Home teams are responsible for supplying umpires for their games.
- Coaches or parents may not coach or umpire from behind the backstop; violations will result in warnings and possible ejection.
- The Player/Parent/Coach Code of Conduct applies.
- No new inning may start later than 1 hour from the start of the game.
- A legal game consists of 4 complete innings, with no more than 6 innings played.
- 8-9 players are allowed on the field per inning.
- A minimum of 8 players is required to start a game.
- Each inning ends after 3 outs or a maximum of 4 runs scored, except the last inning, which has a 10-run maximum (see mercy rule).
- There are no walks, no base stealing, and runners can only advance on batted balls.
- Pitching machine/flinger will be the default format of hitting. Coach pitch or tee may be used as needed.
- A maximum of five strikes from the machine/flinger is allowed per batter.
- No walks, but balls do not count against the 5 pitches off the flinger to encourage a good eye at the plate.
- All players must play at least 2 infield innings and 1 outfield inning per game.
- No player may play more than 2 innings in the same position, except the catcher, who may play up to 3 innings.
- All players must sit out once before any player sits out a second time.
- The home team will only bat in the last inning if the run differential is less than 10; if the differential is 10 or more, the mercy rule ends the game.
- Teams may pull their catcher off the bases to get dressed for the next inning with 2 outs; the last player out will replace them on base.
- Every player will hit; there will be no '9-player ball'.
- A regulation hard ball is used. A soft or resilient ball may be used as needed.
- Runners who overrun another base runner are called out.
- No leadoffs; runners may leave the base only after the ball crosses home plate.
- No headfirst sliding; the runner will be called out.
- Bunting is allowed; a missed or fouled bunt is a strike. A fouled bunt on strike three is an out.

- Batters cannot run on a dropped third strike.
- Catcher interference rule is in effect; one warning per catcher, then the batter is awarded first base on subsequent occurrences.
- Slide or avoid rule is in effect.
- Umpires will call obstruction if a defensive player blocks a base or plate without the ball; the runner is awarded the base. No obstruction if the catcher is fielding or has the ball.
- Players are out for throwing their bat; no runners advance.
- If a player leaves due to injury or emergency, they are scratched from the lineup without penalty.
- Players arriving late can be added to the lineup.

Pitching

- Up to two innings per game may be designated as player-pitch. Prior to this, a flinger will be used.
 - Each player may pitch only 1 inning per game (does not apply to tournament play).
 - Pitchers may throw a maximum of 35 pitches per game (does not apply to tournament play).
 - A pitcher may pitch in two games in a single day if the first game total is 25 pitches or less (does not apply to tournament play).
 - Pitchers may pitch on consecutive days if the previous day's total is 25 pitches or less (does not apply to tournament play).
 - Pitchers may not pitch three days in a row.
 - Any pitcher who delivers 1 pitch to a batter is considered to have pitched one inning.
 - Pitchers may pitch from the "set position" without a full stop; no balks will be called.
 - One trip to the mound per inning per player; pitcher must be removed on the second trip and cannot return as pitcher that game.
 - If a batter is hit by a pitch, they are awarded first base.
 - Any pitcher who hits 2 batters must be removed from the mound.
- If a pitcher reaches 4 balls to a batter, to eliminate walks, the ball is given to the coach to pitch, and the pitcher stands beside the coach just off the mound, ready to field the ball. The batter's count remains the same, and the batter cannot walk. After the coach has pitched and the batter has either hit or is struck out, the pitcher comes back in to face the next batter.
- Base stealing is allowed, but runners cannot score on a throw during an attempted stolen base; runs can only be scored on a hit, hit batter, or catcher interference.
- A runner cannot proceed home on a passed ball thrown by the pitcher.
- A runner may attempt to run home on an overthrow back to the pitcher or another position.
- Runners must stop once the pitcher has possession of the ball on the mound.
- If a runner stops advancing when the pitcher has the ball, the runner must return to the previous base.