

Baseball New Brunswick

Tournament Manual 2018

Contents

| | |
|--|----|
| Tournament Manual | 1 |
| Playoff Divisions & Classifications | 2 |
| Hosting Responsibilities | 4 |
| Playoff and Tournament Formats and Draws | 5 |
| Three (3) Team Draws | 5 |
| Four (4) Team Draws | 6 |
| Five (5) Team Draws | 6 |
| Six (6) Team Draws | 7 |
| Seven (7) Team Draws | 8 |
| Eight (8) Team Draws | 9 |
| Nine (9) Team Draws | 10 |
| Ten (10) Team Draws | 10 |
| Pre Tournament Meeting | 11 |
| Game Procedures | 12 |
| Rules Governing Pitching | 14 |
| Umpires and Discipline | 16 |
| Tie Breaking Formula | 17 |
| Protests Procedures | 17 |

Playoff Divisions & Classifications

1. Any player participating in any playoff or tournament game shall be a registered player of the team that he plays for, or an affiliated player who is permitted to play and meets all requirements of Baseball New Brunswick, including the following age criteria:
 - o Mosquito - players who do not reach their 11th birthday before January 1st of the current playing year.
 - o Pee Wee - players who do not reach their 13th birthday before January 1st of the current playing year.
 - o Bantam - players who do not reach their 15th birthday before January 1st of the current playing year.
 - o Midget - players who do not reach their 18th birthday before January 1st of the current playing year.
 - o Junior - players who do not reach their 21st birthday before January 1st of current playing year.
 - o Intermediate - Open classification
 - o Senior - Open classification
2. All teams registered with the Federation shall be guaranteed at least a best two-of-three round competition in Provincial playoffs including any applicable league playoffs), or any other format which guarantees a minimum of two (2) games.
3. Baseball New Brunswick currently conducts annual playoffs leading to the declaration of Provincial Champions in the following Divisions and Classifications;
 - 11U AAA and 11U Competitive (1 to 4 classifications)
 - 13U AAA and 13U Competitive (1 to 4 classifications)
 - 15U AAA and 15U Competitive (1 to 4 classifications)
 - 18U AAA and 18U Competitive (1 to 4 classifications)
 - 21U
 - Intermediate A
 - Intermediate B
 - Senior
4. Provincial champions will represent New Brunswick in Atlantic Playdowns in the following categories:
 - 11U AAA & AA
 - 13U AAA & AA
 - 15U AAA & AA
 - 18U AAA & AA
5. The sole discretion in final classification of teams which are members, or apply to become members of the Federation, rests with the Board of the Federation in compliance with the Constitution and By-Laws. The federation makes their decision based on the classification form submitted at time of registration, submitted scores, sorting tournament results and local zone commissioner information.
6. The following processes shall be followed in order to determine provincial champions and to assign tournaments:
 - A. All teams registering as Competitive by the June 1st deadline will receive contact information for each team registered in their competitive age class division by June 5th.

- B. All registered Competitive teams must submit game scores and pitch counts for all games against teams from within the registered teams in their age class division by July 15th. The scores and pitch counts of these games will be submitted to the Baseball NB office by the deadline. A proper form will be provided to teams which must have opposing coach's signature before submitting to the Baseball NB office.
- C. The Baseball NB Board will review the locations, classification forms and submitted games scores to determine team placement at the age class sorting tournaments to be held on the last weekend in July and the first weekend in August. All teams registered must attend their assigned sorting tournament in order to qualify for Provincials. Completed schedules for sorting tournaments will be posted prior to July 20th.
- D. The Baseball NB Board will review the results of all games from each sorting tournament per age class division. These results will determine the placement of teams for Provincial Tournaments in late August early September. All teams who register and take part in a sorting tournament will be placed in a Provincial Tournament.
- E. Provincial finals shall conform to the rotation system found in the Baseball NB tournament manual. If this rotation cannot be adhered to due to lack of registered teams and suitable hosts in certain divisions or classifications, location may be changed to any area wishing to host, but the prescribed rotation shall be followed in subsequent years.
- F. Applications to host Baseball New Brunswick tournaments are to be forwarded to the Executive Director at the time of team registration (June 1st).

ZONES 1 & 8

| <i>YEAR</i> | <i>DIVISION AND CLASSIFICATION</i> | | |
|--------------------|---|---------|---------|
| 2016 | 11U AAA | 15U A | 18U AA |
| 2017 | 11U A | 13U AAA | 15U AA |
| 2018 | 13U AA | 15U AAA | 18U A |
| 2019 | 11U AA | 13U A | 18U AAA |

ZONES 2 & 3

| <i>YEAR</i> | <i>DIVISION AND CLASSIFICATION</i> | | |
|--------------------|---|--------|---------|
| 2016 | 11U AA | 13U AA | 15U AAA |
| 2017 | 11U AAA | 15U A | 18U AA |
| 2018 | 11U A | 13U A | 18U AAA |
| 2019 | 13U AAA | 15U AA | 18U A |

ZONES 4 & 5

| <i>YEAR</i> | <i>DIVISION AND CLASSIFICATION</i> | | |
|-------------|------------------------------------|--------|---------|
| 2016 | 13U AAA | 15U AA | 18U A |
| 2017 | 11U AA | 13U A | 18U AAA |
| 2018 | 11U AAA | 15U A | 18U AA |
| 2019 | 11U A | 13U AA | 15U AAA |

ZONES 6 & 7

| <i>YEAR</i> | <i>DIVISION AND CLASSIFICATION</i> | | |
|-------------|------------------------------------|---------|---------|
| 2016 | 11U A | 13U A | 18U AAA |
| 2017 | 13U AA | 15U AAA | 18U A |
| 2018 | 11U AA | 13U AAA | 15U AA |
| 2019 | 11U AAA | 15U A | 18U AA |

Hosting Responsibilities

1. The hosting organization shall submit a hosting application to Baseball New Brunswick at the time of team registration and shall submit a list of the Hosting Committee at least 30 days prior to the Tournament. The Committee listing shall include the names of responsible individuals tasked with the roles of Chairman, Protest Committee Chairman, Official Scorekeeper, and Umpire in Chief.
2. For Provincial and Zone Playoffs the Hosting Organization must submit a tournament schedule two (2) weeks prior to the zone or provincial tournament scheduled date to all participants.
3. The Host Committee is responsible for supplying approved baseballs, registered umpires and suitable fields for the entire tournament.
4. The host will not be responsible for vandalism and/or damages by any teams at any tournament or playoff series. If such a report is filed or brought to the attention of the Baseball New Brunswick Executive, the matter may be investigated and any costs of repairs or damages may be assessed that responsible team or their association. Strict measures may be taken in this regard by Baseball New Brunswick.
5. **The Host Organization is responsible for the cost of putting on the Tournament and may be entitled to charge reasonable admission fees for entrance to the games. Teams shall not be charged an entrance fee for Tournaments leading to a Provincial, Atlantic or National Championship. Each team shall be responsible for their own meals, equipment, accommodations and transportation. Baseball NB will reimburse to the host organization the cost of one (1) plate and one (1) base umpire for all round robin games played during sorting and provincial tournaments. Baseball NB will reimburse the host organization the cost of one (1) plate and two (2) base umpires for all semi-final and championship games played during provincial championships.**
6. Baseball New Brunswick shall appoint an Official Representative for each tournament leading to the Provincial Championship. This representative shall act as the official B.N.B. liaison with the Host Committee and is

responsible for the enforcement of these rules and regulations in cooperation with the Host Committee. During the course of any tournament, the Host Committee and the Baseball New Brunswick representative shall have the power to make decisions on any point not specifically covered in the constitution, Rules and Regulations.

7. The consumption or sale of alcoholic beverages will not be permitted at any sanctioned Minor Baseball New Brunswick games, league or playoff games, tournaments, zone tournaments and / or provincial or Atlantic tournaments. Enforcement of this article will be the responsibility of league executives, tournament hosts, and team's coaches / managers, minor association executives and / or host tournament officials. Any violation of this article will be subjected to fines being imposed on those responsible. Defence for the violation of this article will not be accepted because of existing municipal By-Laws to the contrary.
8. The hosting or taking part in baseball games and / or tournaments in or outside the province of New Brunswick must be sanctioned by Baseball New Brunswick.
9. The Executive of Baseball New Brunswick shall have the power to make decisions on any point not specifically covered in these by laws, rules and procedures.

Playoff and Tournament Formats and Draws

1. A) In all minor divisions, Midget AA and below, that no division will be formed with less than three (3) registered teams. Teams will be afforded the opportunity to play the next division up (or down if recommended by the Board) or will have their money refunded.
 B) Team placements in Sorting Tournaments will be determined by a random draw conducted by Baseball New Brunswick President, or the designated Commissioner responsible for the schedule. However, when team travels out of zone, BNB have discretion to accommodate furthest team in draw.
 C) For provincial tournament draws, team placements will be determined by distance traveled, with closest playing first-except in cases of a 7 and 9 team format where a draw will be performed by the Baseball NB president or designate to assign bye and pairings.
 D) In cases where leagues sanctioned by Baseball New Brunswick are in place, draw shall be determined based on league standings in the manner set out by the league constitution. If the league constitution does not address the format of provincial and/or zone championships, this section shall not apply, and draw shall revert to that outlined by 1.C.

Three (3) Team Draws

2. All three (3) team draws shall consist of a double round robin according to the following format:

| | |
|---------------|--|
| Game 1 | A (V) vs. B (H) |
| Game 2 | C (V) vs. A (H) |
| Game 3 | B (V) vs. C (H) |
| Game 4 | B (V) vs. A (H) |
| Game 5 | A (V) vs. C (V) |
| Game 6 | C (V) vs. B (H) |
| Game 7 | Championship or tie breaker |
| Game 8 | Championship if tie breaker game is played |

3. In a 3 team tournament all teams are guaranteed at least two (2) home game.
4. A) If one team is undefeated (4-0) during the round robin, it shall be declared the Champion. Otherwise the 1st and 2nd place teams will play a single game (game 7) for the championship. The tie breaking formula shall be used to determine placement and the higher-ranking team shall have home game in the final.
 B) In the event that three teams are tied, the tie breaking formula shall be used to determine placement of the teams and the higher ranking team shall advance to the championship final. The 2nd place and 3rd place teams

shall play a tie breaker game and the highest ranked team shall be home team in both games.

Four (4) Team Draws

5. All four teams draws shall consist of a single round robin according to the following format:

| | |
|---------------|---|
| Game 1 | A vs. B |
| Game 2 | C vs. D |
| Game 3 | A vs. C |
| Game 4 | B vs. D |
| Game 5 | D vs. A |
| Game 6 | B vs. C |
| Game 7 | Playoff Game (Tie breaker or 1 st championship game) |
| Game 8 | Championship Game |

6. All teams are guaranteed at least one (1) home game. Upon completion of the round robin the first and second place teams shall advance to the championship. If the 1st place team is undefeated (3-0) in the round robin and the 2nd place team has two wins and one loss (2-1), the 2nd place team must defeat the 1st place team twice in order to win the championship and two games shall be played if necessary. The 1st place team shall be the home team in the 1st championship game. If game 8 is required, home team will be decided by a flip of a coin. If two teams only are tied at 2-1 upon completion of the round robin, the winner of the game between the two tied teams shall be declared the 1st place team and will be home team in the championship game. There will be one championship game.
7. If the 1st place team goes undefeated (3-0) in the round robin and all other teams have a record of one win and two losses (1-2), the 1st place team shall be declared champion and no play off will be played. If three (3) teams are tied at 2-1, team standings will be determined by using the tie-breaking system. 1st place team gets bye. The winner of 2nd and 3rd place team shall play the 1st place team for the championship. 2nd place team shall be home team in the tie breaker game and the 1st place team shall be the home team in the championship game.

Five (5) Team Draws

8. All five (5) team draws shall be single round robin according to the following format:

Single Field:

| | | | |
|----------------|----------------------------------|----------------|----------------|
| Game 1 | A vs. B | Game 2 | C vs. D |
| Game 3 | E vs. A | Game 4 | B vs. C |
| Game 5 | D vs. E | Game 6 | A vs. C |
| Game 7 | B vs. D | Game 8 | C vs. E |
| Game 9 | D vs. A | Game 10 | E vs. B |
| Game 11 | Championship Game (if necessary) | | |
| Game 12 | Championship Game (if necessary) | | |

Two (2) Fields

| | | | |
|---------------|-----------------|---------------|-----------------|
| | Field #1 | | Field #2 |
| Game 1 | A vs. B | Game 2 | C vs. D |
| Game 3 | E vs. A | Game 4 | B vs. C |
| Game 5 | D vs. E | Game 6 | A vs. C |

| | | | |
|----------------|----------------------------------|----------------|---------|
| Game 7 | B vs. D | Game 8 | C vs. E |
| Game 9 | D vs. A | Game 10 | E vs. B |
| Game 11 | Championship Game (if necessary) | | |
| Game 12 | Championship Game (if necessary) | | |

9. Each team shall have two (2) home games and two (2) away.
10. If a team goes undefeated (4-0) in the preliminary round and all other teams have at least two losses, the undefeated team shall be declared champions and a playoff round will not be necessary.
11. In the event a team goes undefeated (4-0), the team will have to be defeated twice by the 2nd place team(3-1) in order for the 2nd place team to become champion. In Game 11 the higher-ranking team will be the home team. In the event Game 12 is necessary the teams will toss a coin for home game.
12. A) In the event of 3 teams tied at 3-1, team standings will be determined by the tie breaker formula. 1st place team gets a bye. The winner of 2nd place and 3rd place team shall play the 1st place team for the championship. 2nd place team shall be home team for the tie breaker game and the 1st place team shall be the home team in the Championship game.
 B) If two teams only are tied for 1st place at 3-1 upon completion of the round robin, the winner of the game between the two tied teams shall be declared the 1st place team and will be home team in the championship game. There will be one championship game.
 C) In the event a team goes 3-1(1st place) and 3 teams are tied at 2-2 for second place, team standings will be determined by the tie breaker formula. The highest ranking team among the tied teams shall advance to play the 1st place team in the Championship game. The 1st place team shall be the home team and there shall be one game only.
 D) If all five teams are tied for first place at 2-2 upon completion of the round robin, team standings will be determined by the tie breaker formula. The two highest ranked teams as determined by the tie breaker formula shall play in the Championship game. The highest ranked team shall be the home team.

Six (6) Team Draws

13. All 6 team draws shall be established using the following format:

2 divisions of 3 team each. All teams in pool A shall play all teams in pool B.
 Draw: Division A (Teams A1,A2,A3) Division B (Teams B1,B2, B3)

Single field

| | | | |
|----------------|------------------------------------|----------------|------------------------------------|
| Game 1 | A1 vs. B1 | Game 2 | A2 vs. B2 |
| Game 3 | A3 vs. B3 | Game 4 | B1 vs. A3 |
| Game 5 | B3 vs A2 | Game 6 | B2 vs. A1 |
| Game 7 | A2 vs. B1 | Game 8 | A3 vs. B2 |
| Game 9 | B3 vs. A1 | Game 10 | 4 th vs 1 st |
| Game 11 | 3 rd vs 2 nd | Game 12 | W10 vs W11 (Championship) |

Two (2) Fields

| Field #1 | | Field #2 | |
|----------------|------------------------------------|----------------|------------------------------------|
| Game 1 | A1 vs. B1 | Game 2 | A2 vs. B2 |
| Game 3 | A3 vs. B3 | Game 4 | B1 vs. A3 |
| Game 5 | B3 vs A2 | Game 6 | B2 vs. A1 |
| Game 7 | A2 vs. B1 | Game 8 | A3 vs. B2 |
| Game 9 | B3 vs. A1 | Game 10 | 4 th vs 1 st |
| Game 11 | 3 rd vs 2 nd | Game 12 | W10 vs W11 (Championship) |

**All teams are guaranteed at least one (1) home game.

14. Following round robin play, four teams, regardless of division, will advance to the semi-finals. The 1st place overall in the round robin play shall play 4th place overall in one semi-final and 2nd and 3rd place overall shall play in the other. These two (2) winners shall play a single game final and the highest ranked team shall be home team.
15. There may be ties where a tie breaker will be required to decide what teams advance to the semi-finals, and there may be further ties and a tie breaker is required to determine final placement. The first tie breaker will be to decide the teams that advance to the semi-finals. Once this is determined, another tie breaker will be conducted to decide the final placement of the teams if required.
16. All ties will be broken using the following format, which is slightly different from the BNB tie breaker formula. The results will be decided according to the following priorities:
 - A. The placement of tied teams will be dictated by the ratio of number of runs per defensive innings for all games.
 - B. If the tie still persists, the placement of tied teams will be dictated by the ratio of runs scored per offensive inning for all games.
 - C. If the tie still persists, tied teams will play a single tie breaker game. A tiebreaker game is only required if a team is being eliminated; otherwise, a coin toss will be used for the last tie-breaker for placement between two advancing teams. In the event of a tie breaker game, the home team will be decided by means of a coin toss.

Seven (7) Team Draws

17.
 - a) All seven team draws will consist of a 4 game round robin, a semi final and final. The format does require the use of two fields. Over three days of play.
 - b) Teams / Pairings are drawn out of a hat by the Baseball NB office
 - c) There are no byes
 - d) Every team is guaranteed 4 games
 - e) Home vs away will be determined by flip of a coin before each round robin match
 - f) Top 4 teams overall advance to semi finals, and winners of semi finals move onto finals
 - g) Placement in semi final games is determined by overall record. Baseball NB tie breaker formula will be used when necessary. First place overall will play home to the fourth place team, and second place will play home to the third place team.
 - h) Home and Away in the final match will be determined by a coin flip.
 - i) All coin flips during the tournament must take place with one representative from each team present and the Tournament Chair before the match begins
 - j) All ties will be broken using the following format, which is slightly different from the BNB tie breaker formula. The results will be decided according to the following priorities:
 - I. If two teams are tied and have played against each other. Head to Head will determine placement.
 - II. If two teams have not played each other or more than two teams are tied. The placements will be determined according to the following priorities.
 - III. The placement of tied teams will be dictated by the ratio of number of runs per defensive innings for all games.
 - IV. If the tie still persists, the placement of tied teams will be dictated by the ratio of runs scored per offensive inning for all games.
 - V. If the tie still persists, tied teams will play a single tie breaker game. A tiebreaker game is only required if a team is being eliminated; otherwise, a coin toss will be used for the last tie-breaker for placement between two advancing teams. In the event of a tie breaker game, the home team will be decided by means of a coin toss.

Day One

| Field #1 | Field #2 |
|----------|----------|
| 1 vs 7 | 2 vs 6 |
| 3 vs 4 | 5 vs 6 |



| | |
|---------------|--------|
| 4 vs 1 | 2 vs 5 |
| 7 vs 3 | |

Day Two

| Field #1 | Field #2 |
|-----------------|-----------------|
| 1 vs 5 | 4 vs 7 |
| 6 vs 3 | 2 vs 7 |
| 5 vs 4 | 3 vs 2 |
| 6 vs 1 | |

Day Three (Crossovers and Finals)

| Field #1 | Field #2 |
|------------------------------------|------------------------------------|
| 4 th vs 1 st | 2 nd vs 3 rd |
| Finals (Crossover Winners) | |

Eight (8) Team Draws

18. All eight (8) team draws shall consist of a single round robin play according to the following format:
(A minimum of 2 fields is required for this tournament)

2 divisions of 4 teams each. Each team shall play a single round robin within their division as follows:

| Pool A – Field #1 | | Pool B – Field #2 | |
|-------------------------------|-------------|--------------------------|-----------|
| Game 1 | A1 vs. A2 | Game 2 | B1 vs. B2 |
| Game 3 | A3 vs. A4 | Game 4 | B3 vs. B4 |
| Game 5 | A1 vs. A3 | Game 6 | B1 vs. B3 |
| Game 7 | A2 vs. A4 | Game 8 | B2 vs. B4 |
| Game 9 | A4 vs. A1 | Game 10 | B4 vs. B1 |
| Game 11 | A2 vs. A3 | Game 12 | B2 vs. B3 |
| Crossover & Finals | | | |
| Game 13 | 2B vs. 1A | Game 14 | 2A vs. 1B |
| Game 15 | W13 vs. W14 | Championship Game | |

**All teams are guaranteed at least one (1) home game.

19. BNB tie breaking formula will be used, if necessary, to determine placement.

20. Top two (2) teams in each Division shall advance to crossovers as follows: B2 vs A1 and A2 vs B1. These two (2) winners shall play a single championship game and teams will flip for home in Championship game.

Nine (9) Team Draws

21. All nine (9) team draws shall consist of a double knockout according to the following format:

Round I: Draw for pairings - First team drawn will receive bye. Home team will be decided with the flip of a coin prior to all games.

Round II: L1 plays L2. L3 plays L4. W1 receives Round II bye. Round I bye team plays W2. W3 plays W4.

Round III: L5 and L6 have been eliminated. W5 plays W6. L7 plays L8.

Note: if W2 is W7, they receive the bye in Round III and W1 plays W8. However, if W2 loses G7, W8 receives the bye and W1 plays W7.

Round IV: L9 and L10 have been eliminated. W9 receives the bye. W10 plays L11. W11 plays the Round III bye team.

Round V: L12 has been eliminated. At this point 4 teams remain, 1 is undefeated. Match the 4 remaining teams, avoiding previous match-ups if possible. Where avoiding previous match-ups is not possible, a draw shall be held to determine pairings. If a draw is required to pair the teams, teams of Game 13 are not to be paired together.

Round VI: Note: 2 or 3 teams remain. If 2 teams remain use Bracket A. If 3 teams remain, use Bracket B.

Bracket A Schedule:

Round VI: W14 play W15.

Round VII: If necessary, W16 plays L16.

Bracket B Schedule:

Round VI: Draw for the bye if necessary. Only teams that have not received a bye are eligible to the draw for the bye.

Round VII: L16 has been eliminated. W16 plays bye team in a Sudden Death game.

The following is the tournament schedule of games for a double knockout tournament as per the above rounds of play:

| Round 1 | | | |
|------------------|-------------------------------|----------------|-------------------------------|
| Game 1 | A vs. B | Game 2 | C vs. D |
| Game 3 | E vs. F | Game 4 | G vs. H |
| Round 2 | | | |
| Game 5 | L1 vs. L2 | Game 6 | L3 vs. L4 |
| Game 7 | I vs. W2 | Game 8 | W3 vs. W4 |
| Round 3 | | | |
| Game 9 | W5 vs. W6 | Game 10 | L7 vs. L8 |
| Game 11 | W1 vs. W7 or W8 | (See above) | |
| Round 4 | | | |
| Game 12 | W10 vs. L11 | Game 13 | W11 vs Bye team |
| Round 5 | | | |
| Game 14 | 1 st match up game | Game 15 | 2 nd match up game |
| Bracket A | | | |
| See Above | | | |
| Bracket B | | | |
| See Above | | | |

Ten (10) Team Draws

22. All 10 Team draws shall consist of round robin play according to the following format:
(A minimum of 2 fields is required for this tournament):

2 Divisions of 5 teams each. Each team shall play a single round robin within their Division as follows:

| Pool A – Field #1 | | Pool B – Field #2 | |
|-------------------------------|-------------|-------------------|-----------|
| Game 1 | A1 vs. A2 | Game 2 | B1 vs. B2 |
| Game 3 | A3 vs. A4 | Game 4 | B3 vs. B4 |
| Game 5 | A2 vs. A3 | Game 6 | B2 vs. B3 |
| Game 7 | A4 vs. A5 | Game 8 | B4 vs. B5 |
| Game 9 | A4 vs. A1 | Game 10 | B4 vs. B1 |
| Game 11 | A3 vs. A5 | Game 12 | B3 vs. B5 |
| Game 13 | A5 vs. A1 | Game 14 | B5 vs. B1 |
| Game 15 | A2 vs. A4 | Game 16 | B2 vs. B4 |
| Game 17 | A1 vs. A3 | Game 18 | B1 vs. B3 |
| Game 19 | A5 vs. A2 | Game 20 | B5 vs. B2 |
| Crossover & Finals | | | |
| Game 21 | 2B vs. 1A | Game 22 | 2A vs. 1B |
| Game 23 | W21 vs. W22 | Championship Game | |

23. Tie breaking formula will be used, if necessary, to determine placement. Top two (2) teams in each Division shall advance to crossovers as follows: B2 vs A1 and A2 vs B1. These two (2) winners shall play a single championship game and home team will be decided by the flip of a coin.
24. In tournament play, no team shall be scheduled to play more than 2 games per day. A team may be required to play more than 2 games per day where rain plays a factor and doing up a revised schedule or where championship rounds warrant such.
25. In Mosquito, Pee Wee and Bantam zone and provincial tournaments, all teams must participate in at least one game on the first day.
26. Tournament games must start no later than 5:30 p.m. ADT for all adult and age limit divisions, unless lighted fields are available and used.
27. All teams must be prepared to compete on any day, including both Friday and Sunday.
It is recognized that the times for all draws may vary due to circumstances such as number of fields, lighting, and distance to be traveled, etc. Any variations to, and all, schedules must be approved by Baseball New Brunswick or their appointed supervisor.
28. The Executive of Baseball New Brunswick is empowered to set dates and times for any playoff games or tournament games and the teams must comply. In all provincial playdowns leading to Atlantic's, teams participating must make commitment prior to start of said tournament to attend Atlantic Playdowns. Any team failing to comply with this ruling and reneges on this agreement shall be subjected to a fine of five hundred (\$500.00).
29. In Bantam "AAA" divisions, elimination tournaments shall declare the following: winner onto nationals in current year. Runner up will represent province at respective Atlantic Championship in year where Newfoundland to host Atlantic's. Otherwise, provincial winner will represent province at Atlantic's.
30. In Peewee "AAA" divisions, provincial winner and runner up will represent the province at Eastern Peewee National Championships. In year where New Brunswick is hosting, the province will be represented by the provincial champion and host teams.

Pre Tournament Meeting

1. At a convenient time, prior to the opening game of the tournament, the Pre Tournament Meeting shall be held. The Host Chairman, BNB Representative, Protest Chairman and Umpire in Chief should attend this meeting. The BNB representative shall chair the meeting. Each team shall send at least one representative who shall have the authority to speak on behalf of the team and make decisions concerning his team, which shall be binding. At the meeting, announcements and directions shall be made affecting different aspects of the Tournament. Non attendance shall not be an excuse for non-compliance. All teams shall be bound by decisions of the meeting.

2. The following is the Agenda for the meeting:
 - a. Review of BNB By Laws concerning Playoffs.
 - b. Review of Field Ground Rules and any special conditions.
 - c. Presentation of team rosters, affiliation forms and coaching certification (if necessary).
 - d. Format of tournament explained, playing schedule of each team and determination of home/visitor where it is not specified in the tournament manual.
 - e. Alternate format / re-scheduling of tournament in event of inclement weather.
 - f. Explanation of mercy rule and tie breaking formula.
 - g. Protest procedures.
 - h. Closing ceremonies and awards.
 - i. Question period.
3. Once the Tournament starts, the format may only be changed with the consent of all teams and the approval of the BNB Representative. It will be considered only when inclement weather or uncontrolled circumstances prevent the completion of the Tournament. The teams will discuss this possibility at the Pre-Tournament meeting.
4. In all provincial playdowns leading to an Atlantic, teams participating must make the commitment prior to start of said tournament to attend Atlantic's should they be winning team. Any team failing to comply with this ruling and reneges on this agreement shall be subjected to a fine of \$500.00.

Game Procedures

1. The length of all Mosquito games for BNB Tournaments shall be 6 innings. In all other divisions, whether adult or age class, all tournament games shall be 7 innings.
 - 1.B) In addition to the Baseball NB Game Procedures the following amendments will be included for games during sorting tournaments;
 - I. Each batter is to start with a 1 Ball and 1 Strike Count
 - II. Between Inning time limit of 2 minutes
 - III. During Round Robin - no inning is started after the 2 hour mark. Games can end in a tie.
2. Teams shall arrive at the designated playing field at least forty five (45) minutes prior to the scheduled starting time of the game. Starting 25 minutes before the designated time of the game, the home team shall have the field for 10 minutes for infield/outfield practice. Should either team wish to have batting practice they should arrange with the host committee to use a suitable field or the game field well in advance of the game to allow proper field preparation for the scheduled game. The visiting team shall then have the field for ten (10) minutes for infield/outfield practice. A meeting at home plate among the Head Coaches and the umpires shall follow this. Scheduled starting time means the time indicated on the tournament schedule drawn up prior to the start of play. Designated starting time means the time determined by the Tournament Chairman in the event of delays because of inclement weather, lengthy preceding game(s) or other factors.
3. All games must be completed and will be played until a winner is declared.
 - a) The ten run mercy rule shall apply after the fifth (5th) inning or four and a half inning (4.5) if the home team is ahead. In a mercy rule ball game, the winning team will get credit for 7 defensive innings while the losing team will only get credit for innings played.
 - b) The fifteen run mercy rule shall apply after the fourth (4th) inning or three and a half inning (3.5) if the home team is ahead. In a mercy rule ball game, the winning team will get credit for 7 defensive innings while the losing team will only get credit for innings played.
 - c) Extra inning game procedure

If the game is tied at the completion of regulation (7 innings), the following procedures will be implemented during extra innings:

Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. (see example below to confirm who is on first and second)

The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. (see example below to confirm who is at bat)

The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

Example:

If the last regulation inning ends with the #6 hitter having the last plate appearance (PA), then the extra inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.

With the exception of beginning the inning with runners on first and second base with no one out, all other "Official Baseball Rules" and "Canadian Rules" will remain in effect during extra innings required to determine a winner.

Extra inning game procedure for each division as outlined below:

11U: extra inning procedure for only round robin games.
13U: extra inning procedure for only round robin games.
15U: extra inning procedure for only round robin games.
18U: extra inning procedure for only round robin games.

4. In the event of a game being forfeited, the following shall be recorded for purposes of tournament statistics:
Score: 7-0; Innings: 7 offensive & 7 defensive; Pitching: 0 innings. Offending team may also be dealt with as per article 10.00 PENALTIES of the BNB By-Laws.
5. The starting line up including all available substitutes listed, shall be given the official scorer at least 15 minutes prior to the start of the game. The list shall include the surname of each player, coach and manager with his/her usual first name and his/her uniform number. The uniform number is to be listed to the left of each name and the playing position of the starting players listed to the right of each name.

Twenty minutes prior to turning over the official line-up cards to the umpire, team managers will indicate to each other if they plan "left" or "right" handed pitcher to start the game.
6. A) For all Zone and Provincial tournaments for Mosquito, Pee Wee, Bantam and Midget, the re-entry rule 3.03 in the Official Rules of Baseball- Canadian Content will be implemented which is as follows; "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."

B) For all Zone and provincial tournaments for Mosquito, Pee Wee, Bantam and Midget, a substituted player may return to the game in the event of an injury as determined by the game umpires. Such substitution will occur where all of the players have already entered in the game. The opposing coach shall make the selection of the replacement player whom will not be eligible to pitch in that game. The substitute shall assume the batting order of the injured player. (See following note)
NOTE: Article 6.B does not apply in the event of an ejection from the game. More specifically, if a coach has entered all of his players in the game and a player is subsequently ejected, the game shall be considered a forfeit as the team has no more substitutes. (See 9.5 for Mosquito Division)
7. That for the divisions Pee Wee and below, that safety bases be permitted for optional use.
8. To ensure the enforcement of the official rules of the game as adopted by Baseball New Brunswick, the playing rules as set out in the current Baseball Canada Rule Book shall apply for all classifications. All members shall conduct themselves in a manner considered to be in the best interests of the game.

9. Mosquito Divisions:

- A) Both teams have free substitutions for all defensive positions
- B) Two teams facing each other, the team with the fewer number of players bats all players and the opposing team has the option of batting the same number of players or the entire team.
- C) For Provincial and Zone playoffs in the mosquito B division only; BNB is to adopt a 5 run cap per inning for teams in games with exception to the 6th inning which will remain open.
- D) For Provincial and Zone playoffs in the mosquito A division: BNB to adopt a five (5) run cap per first three (3) innings of game with the remaining three (3) innings open. A 10 run mercy rule will apply after 3.5 innings.
- E) Where all players are placed in the batting order, in the event of an injury/ejection, the team shall skip over the injured/ejected batter turn at bat and proceed to the next batter in the batting order. Where a team has substitutes that are not in the batting order, the team is required to replace the injured/ejected player in the batting order with one of the substitutes.
- F) For Mosquito B only: That for this league only, a pitching machine will be used at zones and provincials tournaments.
- G) For the Mosquito AA category and below the runner at 3rd base can reach home plate only if the ball is hit, or the runner is forced to advance.

Rules Governing Pitching

- 10. Any player on the team is eligible to, and there are NO restrictions to the number of pitchers a manager may use in a game.
- 11. Safety Grid / Pitch Count

| Mosquito (9-11) | Pee Wee (12-13) | Bantam (14-15) | Midget (16-18) | Junior | Rest required |
|-----------------|-----------------|----------------|----------------|------------|----------------|
| 1-25 | 1-30 | 1-35 | 1-40 | 1-45 | None |
| 26-40 | 31-45 | 31-50 | 41-55 | 46-60 | 1 day |
| 41-55 | 46-60 | 51-65 | 56-70 | 61-75 | 2 days |
| 56-65 | 61-75 | 65-80 | 71-85 | 76-90 | 3 days |
| 66-75 | 76-85 | 81-95 | 86-105 | 91-115 | 4 days |
| 75 | 85 | 95 | 105 | 115 | Maximum |

Additional Safety Rules:

- 1. Pitcher cannot pitch 3 consecutive days unless a pitcher's first 2 days combined does not exceed:
Mosquito: 25 Pee Wee: 30 Bantam Boys/Girls: 35 Midget: 40
If pitcher's day 1 + day 2 exceeds figure above for their division, they require at least 1 days rest. Pitcher cannot pitch 4 consecutive days. One (1) days rest is needed.
- 2. Once a player assumes the position of pitcher, they cannot catch for the remainder of the day.
- 3. A pitcher, once removed from the position, may not return to pitch in the same game.
- 5. A pitcher may not pitch in more than 2 games in a day
- 6. Required rest shall be defined in 'Days' starting at 12:01am and ending at 11:59pm of the next calendar day.
- 7. These rules apply to the pitcher – when a pitcher plays for more than 1 team, his pitch counts shall be cumulative, that is, if he / she is on a rest period arising from a game with Team A, the counts still apply to games involving Team B.

Additional Rules to Guide Usage:

8. A pitch is defined as an official pitch made during play in the game.
9. If a pitcher reaches the maximum pitch count during an at bat, he / she can finish that hitter and the change made at the next stoppage. If a runner is retired and the inning ended while that hitter is at bat, the pitcher should not continue with the hitter in the next inning.
10. Pitchers that play in an age category above their own age group, e.g., 14 playing Midget, shall be governed by their actual age. Coaches shall be responsible for monitoring this and will be liable to penalties for any violation.
11. The home / host team is responsible to appoint an official scorekeeper to keep track of the pitch count for all pitchers during a game. That record shall be the officially recognized pitch count for that game.
12. Intentional walks will be included in pitch counts.

Recommended Guidelines for Enforcement Each jurisdiction may adopt enforcement and administration guidelines. These are recommendations; however, we would request that all share information and best practice so we can develop an enforcement / administrative regime that best serves the system. In enforcement, we would request that all stakeholders be proactive in promoting safety. Anybody who is aware of a potential violation during a game is encouraged to bring it to the attention of the coach and the affected athlete prior to a situation arising where penalties would be applied.

13. The designated scorekeeper for each game shall keep a running total of pitches for both teams and make the total available to both teams at the end of each inning. When any pitcher approaches his / her maximum, the scorekeeper will bring it to the attention of the coaches and the umpire. Even if the scorekeeper does not notify the umpires / coaches, the affected pitcher's coach is still responsible for monitoring the count for his player and making the pitching change as required.
14. Game reports shall be filed with leagues / provincial associations for all games – including exhibition, tournaments, regular season and playoffs. Leagues and associations shall monitor / audit the reports to ensure compliance. Coaches will be required to produce their team pitching logs upon request.
15. The Head Coach of each team is responsible for any athletes registered with his team. He is required to maintain a pitching log for all the players on his team. Since players may play as affiliates with other teams or play with provincial representative teams, any information should be made available to the coach and this information included in the pitching log for the affected players.
16. Each player should as well track his own pitching information, particularly where he she plays as an affiliate or on a provincial representative team.
17. Any teams registered with Baseball New Brunswick are to use New Brunswick pitch count numbers when attending tournaments outside the province. Unless the tournaments pitch count numbers is more restrictive within the tournament.

Penalties:

1. In the event of a protest based on pitch count violations, the game may be subject to forfeit by the offending team, or such other penalty as the league / association may determine.
2. First violation by a coach, a written warning will be issued to the coach.
3. Second violation in a season, a 1 game suspension of the coach.
4. Third violation in a season, a 3 game suspension.
5. Fourth violation, an indefinite suspension until the issues are reviewed by the provincial supervising body.
6. The violations relate to any athlete registered on a team. That is, 1st violation by a coach may be for pitcher A and any subsequent violation (for Pitcher B) shall be cumulative.

--Mosquito, Pee Wee, Bantam and Midget:



o Any player on the team is eligible to pitch. There are no restrictions as to the number of pitchers a manager may use during a game.

Note: For Provincial play, all 15U boys and 16U girls (Bantam) divisions will use wooden bats.

Note: All Midget division will use wooden bats.

12. All games started during a tournament must be completed. A game shall be placed in suspension due to weather, darkness, ground conditions, or whatever, at any stage, regardless of the innings played. Upon resumption of play (which is to be decided by the Umpire in Chief) the game resumes from the point of suspension. Any rule limitations on pitching shall continue to apply if the game is suspended overnight.
13. A coin toss shall be held to determine home team if not determined in the schedule or at the Pre Tournament Meeting.
14. In all series leading to Baseball New Brunswick championships, only those baseballs approved by Baseball New Brunswick shall be used.
15. Ground rules shall be made by the Host Committee and the area Umpire in Chief and approved by the Baseball New Brunswick Representative at the Pre tournament meeting. Ground rules are not to be altered or amended during the tournament except for an error or omission, or the necessity for providing added clauses that may be required as the Tournament advances.

Umpires and Discipline

1. Baseball New Brunswick recommends that three (3) umpires to be used for all zone and provincial playdowns, however, a minimum of two (2) is required. And through the host zone umpire-in-chief, shall appoint all umpires.
2. All umpires must be registered with the New Brunswick Baseball Umpires' Association.
3. It is the responsibility of the game crew chief to file with the Baseball New Brunswick representative, a written report giving all facts of any ejection or protest.
4. Team discipline is the responsibility of the individual teams and their coaches or managers, who shall be held responsible for the maintenance of discipline and proper team or individual conduct. Any breach of discipline whether on the playing field or off, shall be dealt with by the Host Committee and Baseball New Brunswick.
5. Only authorized personnel will be permitted to occupy the players' bench or dug out areas. Registered players, 1 head coach, 2 assistant coaches, and 1 manager in uniform are authorized personnel. All names must be reported at the time of team registration.
6. All coaches, managers, players and other team personnel shall be made aware that a second ejection during a tournament for any reason may result in the expulsion from all games during the balance of the tournament.
7. Baseball New Brunswick shall have the power to impose and enforce penalties, including fines and suspensions, or expulsion for any violation of the constitution or playing rules, which power may be exercised by mail, phone or in person by a designated representative.
8. If, at any time, Baseball New Brunswick finds any League or team having done anything which would in any way discredit or prove detrimental to the game, the Executive is vested full authority to deal with the matter.
9. Any team, coach or manager playing, or attempting to play, an ineligible player or players under assumed names in Baseball New Brunswick Tournaments or playoff games will be suspended from further participation for the duration of the playing season. The onus of proof shall be with the teams involved and not with Baseball New Brunswick. Offenders shall be subject to further penalty to be determined by the Executive of Baseball New Brunswick.

10. Any team that fails to field a team for a scheduled tournament or playoff game (not including a league playoff game, where league regulations shall apply), shall pay to Baseball New Brunswick a fine of one hundred fifty (\$150.00) dollars. In addition to such fine, the offending team may be suspended for the balance of the playing season, and Baseball New Brunswick may impose further suspensions on the team officers or officials deemed responsible.

Tie Breaking Formula

Should ties occur between teams, 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.
2. If the tie still persists, the final placement of teams will be dictated by the ratio of number of runs per defensive innings for games between or among the original tied teams.
3. If the tie still persists, the final placement of teams will be dictated by the ratio of runs scored per offensive inning for games between or among the original tied teams.
4. If the tie still persists, the team having the best win loss record of games played versus the highest placed team not in the tie, followed by comparison against the next highest placed team, etc will place higher in the standings.

Notes:

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

Example:

Barnaby River, Semiwagon Ridge and Grey Rapids all tied after the completion of the Round Robin.

Priority 1:

River defeated Ridge 6 - 3

Rapids defeated River 6 - 4

Ridge defeated Rapids 10 - 8

No tie resolved, move on to priority 2.

Priority 2:

River 9/14 - 0.643

Ridge 14/14 - 1.00

Rapids 14/14 - 1.00

River emerges from the tie but other 2 move onto priority 3.

Priority 3:

Ridge 13/14 - 0.929

Rapids 14/14 - 1.00

Rapids emerge from the tie.

b. In the event that priorities 2 and 3 are put into effect (defensive or offensive ratios), innings will be calculated on a fractional basis when calculating the number defensive or offensive innings that to be credited to each team.

Example 1:

If the home team wins in the bottom of the 7th by scoring a run with none out, the Visiting team would have 7 offensive innings and 6 defensive while the home team 6 offensive and 7 defensive.

Example 2:

In a mercy rule ball game, the winning team will get credit for 7 defensive innings while the losing team will only get credit for innings played.

Protests Procedures

1. The host committee shall, in co-operation with Baseball New Brunswick, establish a Protest Committee and name a Chairman of the Protest Committee.



2. The Protest Committee shall be composed of sufficient members to ensure that three (3) members are available to each game.
3. The names of the members of the Protest Committee shall be made known to the teams at the Pre Tournament Meeting. The names of members acting at any particular game shall be identified prior to the game.
4. When a protestable incident occurs, the protesting Head Coach must, before the next play, inform the game umpire in chief that he is lodging a protest. Any protest must emanate from a decision deemed as contradictory to the rules and must be made at the time of the play. No protest must be made on a judgment call. The opportunity of presenting any case in point, in reference to the disputed claim, ceases upon delivery of the first legal pitch or subsequent play immediately the action in question. Only the Head Coach or acting Head Coach can lodge a protest. A \$50.00 fee must accompany ALL protests. Fee will be refunded if protest is upheld.
5. The game umpire in chief shall then confirm that the protest does not relate to a judgment call, suspend play and inform the Head Coach of the opposing team and the Protest Committee.
6. The Protest Committee, team Head Coaches and game umpire in chief shall retire to a private area away from the teams, spectators and other persons.
7. The Protest Committee shall hear and question in the following order:
 - i. Game umpire in chief
 - ii. Protesting head coach
 - iii. Opposing Head Coach (if necessary)The Protest Committee shall have the power to exclude any of these persons in talking to the others.
8. The Head Coaches and umpire in chief shall then leave while the Protest Committee shall discuss the protest.
9. Before ruling on the protest, the Protest Committee may confer with any person whom they believe may be helpful in assisting them reach a decision.
10. The Protest Committee shall rule on the protest and inform the game umpire in chief and he/she in turn will advise the Head Coaches and resume play.
11. The spectators shall be informed of the decision by an announcement over the public address system.
12. The game umpire in chief shall put the decision into effect and order resumption of play from the point of suspension.
13. No further argument or comment on the protest will be entertained. Teams shall obey the direction of the Protest Committee or be liable to immediate suspension and forfeiture of the game.
14. The decision of the Protest Committee shall be final. There shall be no appeal to any other body.