



Rules & Regulations
Baseball Canada National Championship

The Road To Okotoks
and
The Morneau Cup

Table of Contents

Section 1 – Pre-Tournament Organization

Section 1.1 - Eligibility Rules – Athletes

Section 1.2 – Rosters

- a) Roster Submission
- b) Roster Changes
- c) Ineligible Player on Roster
- d) Roster Distribution
- e) Roster Challenges
- f) Roster Size

Section 1.3 - Tournament Schedules

- a) Determination of Home & Visitor

Section 2 - Tournament Standards

Section 2.1 - Team Conduct

Section 2.2 - Team Dress

Section 2.3 - Personnel in Playing Areas

Section 2.4 - Tobacco

Section 2.5 - Travesty of the Game

Section 2.6 - Other

Section 3 – Tournament Procedures

Section 3.1 - Pre-Tournament Meeting Section

3.2 - Power of Decision

Section 3.3 - Dugouts

Section 3.4 - Tiebreaker Games

Section 3.5 - Tiebreaker Rules

- a) Mercy Rule
- b) Forfeits
- c) Extra Innings
- d) Fractional Innings

- e) Tiebreaker Priorities
- f) Deadlock

Section 3.6 - Arrival Time

Section 3.7 - Infield/Outfield Warmup

Section 3.8 - Start Times

Section 3.9 - Lineups & Re-entry

Section 3.10 - Communication of Pitcher Between Teams

Section 3.11 - Post Game Procedures

Section 3.12 - Protest Procedures

- a) Composition
- b) Procedure
- c) Decision

Section 3.13 - Discipline Process

- a) Application
- b) Process
- c) Automatic or Minimum Sanctions

Section 4 – Safety Rules

Section 4.1 - Protective Headgear

Section 4.2 - Protection for Catchers

Section 4.3 – Arm Smart: Safety Rules Governing the Pitcher

- a) Eligibility
- b) Rest Requirements
- c) Multiple Appearance in a Day
- d) Two Day Maximum Pitch Limits
- e) Pitching on Three Consecutive Days
- f) Four Consecutive Days
- g) Four Day Maximum Pitch Limits
- h) Ambidextrous Pitches
- i) Completing a Batter
- j) Intentional Walks
- k) Returning to Pitch
- l) Penalty
- m) Suspended Games
- n) Second Trip
- o) Pitching and Catching

Section 5 – Game Play Rules

Section 5.1 - Compression Sleeves

Section 5.2 - Designated Hitter

Section 5.3 - Extra Hitter

Section 5.4 - Courtesy/Designated Runners

Section 5.5 - Length of Games

Section 5.6 -Suspended Games

Section 5.7 - Mercy Rule

Section 5.8 - Between Inning Timing

Section 5.9 - Contact Rule

Section 5.10 - Extra inning game procedure

Section 5.11 - Bat Rules

Section 5.12 – Winning Pitcher Determination

Section 5.13 - Technology

Section 1 – Pre-Tournament Organization

Section 1.1 - Eligibility Rules - Athletes

Athletes must be 19 years of age or younger as of December 31, 2026 and can not be an active member of a college or university program. Athletes must be a Canadian citizen or resident or an active member of a Canadian baseball program (non collegiate) of which only three rostered players can be non-Canadian residents or citizens.

Athlete eligibility will be verified and confirmed by Baseball Canada.

Section 1.2 – Rosters

a) Roster Submission

- i) A provisional team roster of no more than 40 players shall be approved by and submitted to Baseball Canada on April, 1st, 2026.
- ii) Final team rosters must be submitted to Baseball Canada by May 1, 2026.
- iii) Final team rosters for The Morneau Cup must be submitted by July 6th, 2026.
- iv) Rosters must include all required information requested on the official roster form provided by Baseball Canada.

b) Roster Changes

- i) Players

No modifications to the rosters submitted to Baseball Canada will be allowed prior to the competition, except for the following situations:

- A player is injured and cannot participate in the championship.
- Baseball Canada must approve any roster substitutions

c) Ineligible Player on Roster

- i) If an ineligible player is identified on a roster during the tournament, all games in which the player participated become forfeits, and the ineligible player shall be removed from the roster immediately.
- ii) If an ineligible player is identified on a roster within 30 days after the event, the matter shall be referred to Baseball Canada for action.

d) Roster Distribution

Team rosters, fully completed, will be publicly shared by Baseball Canada via the official tournament website and/or email to participating teams.

e) Roster Challenges

Any challenge concerning the eligibility of any player must be raised at the Pre-Championship meeting.

f) Roster Size

The maximum roster size is 27 players.

Section 1.3 Tournament Schedules

a) Determination of Home & Visitor

(i) Round-Robin:

Home and away are determined by Baseball Canada as seen on tournament schedules.

(ii) Tiebreaker, Placement and/or Playoff Games:

The team placed higher in the standings, using the tiebreaker criteria, will have the choice of home or visitor team.

Section 2 - Championship Standards

Section 2.1 - Team Conduct

Team discipline is the responsibility of the individual teams and their team staff who shall be held responsible for the maintenance of discipline and proper team or individual conduct. Any breach of discipline, whether on or off the playing field, shall be dealt with by the Baseball Canada Technical Commissioner.

Section 2.2 - Team Dress

Teams shall be dressed in matching uniforms of an acceptable standard. All uniforms, including those of coaches, shall match and be numbered. If a team jacket is worn, it must include the team's official logo and be consistent with the team's uniform color and apparel. If both coaches opt to wear a jacket, the jackets must be uniform. At all other times, coaches are allowed to wear a team-issued jacket. No duplicate numbers shall be permitted unless extenuating circumstances exist (i.e. lost baggage, torn uniforms, etc). Teams must declare their team uniform colors at the Pre-Tournament meeting. If they have only one set of uniforms, this must be stated. Religious headgear that is consistent with Baseball Canada safety and recognized uniform code requirement is permitted.

Section 2.3 - Personnel in Playing Areas

Only authorized personnel will be permitted to occupy the player's benches or dugout areas. Only rostered players, coaches, one trainer, and one bat child in uniform are considered authorized personnel. Bat child must always be wearing, in the field or in dugout, a double ear helmet.

Section 2.4 - Tobacco

The use of vape (e-cigarettes) products and all tobacco products, including smokeless tobacco, by on-field participants (players, coaches, managers, umpires, etc.) shall be prohibited at all competitions sanctioned by Baseball Canada. Any offenders caught using tobacco products will be ejected from the game.

Section 2.5 - Travesty of the Game

The travesty of the game rule will be enforced by the Baseball Canada Technical Commissioner and the umpires at the tournament. The consequence of a violation of the rule is an ejection, first to the manager and then to the player(s) involved in the travesty. Travesty of the game is defined as an attempt to intentionally lengthen or shorten a game or manipulate the score of the game by any means that has players not "playing to win". This would include batters or runners deliberately attempting to make outs, pitchers

obviously trying to miss the strike zone, and fielders obviously trying to make errors.

Section 2.6 - Other

- i) Teams must submit starting lineups to the official scorekeeper a minimum of 30 minutes prior to a game.
- ii) Teams must attend the pre-championship meeting.
- iii) Teams must attend opening and closing ceremonies in Okotoks.
- iv) Teams must advise the host of any change to their travel itinerary.

Section 3 – Tournament Procedures

Section 3.1 - Pre-Tournament Meeting:

- i) The time and location of the Pre-Tournament meeting shall be communicated to teams.
- ii) Each team shall send at least one representative, who shall have the authority to speak on behalf of their team and make decisions concerning their team, which shall be binding. At the meeting, announcements and directions will be made affecting aspects of the Tournament. Non-attendance at the meeting shall not be an excuse for non-compliance.
- iii) The Pre-Tournament meeting agenda will be drafted by the Baseball Canada Technical Commissioner, and made available to all teams.
- iv) At a convenient time prior to the Pre-Tournament meeting in Okotoks, described in section i-iv, the umpiring staff, the Supervisor of Umpires, the Chairman of the Host Committee, and the Baseball Canada Representative shall meet. The discussions will include ground rules, umpiring crews, and any other items the umpiring crews may wish to discuss for the purpose of clarifying rules or procedures.

Section 3.2 - Power of Decision

Prior to the start of a Tournament, the Baseball Canada official shall have the power to make decisions on any point not specifically covered in the Rules & Regulations.

During the Tournament the Baseball Canada Technical Commissioner, in consultation with the Baseball Canada office, shall have the power to make decisions on any point not specifically covered in the Rules & Regulations.

Section 3.3 - Dugouts

The home team will use the third base dugout while the visiting team will use the first base dugout. The host team may choose the dugout of their choice.

Section 3.4 - Tiebreaker Games

A Tiebreaker game will take place if there are teams with only one loss preventing one of the teams from advancing to the playoff round.

If a tiebreaker game is required, using the tie breaking procedures, the 2nd and 3rd ranked teams will play a 3 inning game in place of a full game.

The 2nd place team will have the option of choosing home or visitors.

If the game requires extra innings, the extra innings procedures for the division (outlined in section 5.10) shall be applied.

Section 3.5 - Tiebreaker Rules

a) Mercy Rule

In a mercy rule game, offensive and defensive innings will be credited as follows:

Winning Team - Seven defensive innings; offensive innings as played. Losing Team - Defensive innings as played; seven offensive innings.

b) Forfeits

If a team forfeits a game, the final score will be 7-0. The winning team will get credit for seven defensive innings and zero offensive innings. The losing team will get credit for zero defensive and seven offensive innings.

c) Extra Innings

Only the runs scored and allowed in the first seven innings will be counted when calculating tiebreaker priorities below. The runs scored in extra innings do not count.

For example, if Team 1 and Team 2 are tied 5-5 after seven innings and Team 1 wins 9-8 in ten innings, both teams are credited with five runs allowed in seven defensive innings and five runs scored in seven offensive innings.

d) Fractional Innings

When calculating the number of defensive and offensive innings that are to be credited to each team under the tiebreaker priorities, innings will be calculated on a fractional basis.

For example, if a game ended with one out in the bottom of the seventh, the visiting team would be credited with $6 \frac{1}{3}$ defensive innings.

e) Tiebreaker Priorities

When a multiple tie occurs and is only partially resolved, the placement of the remaining tied teams will be resolved by continuing with the next tie-breaking priority until all priorities have been exhausted. Then, and only then, will the remaining tied teams return to priority number one and proceed through the order again.

Should ties occur between teams, round-robin standings will be decided according to the following priorities:

1. The team with the best win-loss record in the game(s) between the tied teams will place higher in the standings.
2. If the tie persists, the placement of teams will be determined by the ratio of the number of runs against per defensive inning in games between the original tied teams.
3. If the tie persists, the placement of teams will be determined by the ratio of the number of runs scored per offensive inning in games between the original tied teams.
4. If the tie persists, the team with the best win-loss record in 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.

5. If the tie persists, the placement of teams will be determined by the ratio of the number of runs against per defensive innings in all games.
6. If the tie persists, the placement of teams will be determined by the ratio of the number of offensive runs scored per offensive innings in all games.

f) Deadlock

If the tiebreaker priorities above cannot resolve the placement of tied teams, the tie will be broken in a one-inning game using the extra-inning game procedure. If three or more teams are deadlocked, a bracket will be created, and teams will be placed in the bracket by a random draw.

Section 3.6 - Arrival Time

Teams shall arrive at their playing field at least forty-five minutes prior to the designated starting time of their game.

Section 3.7 - Infield/Outfield Warmups

The home team shall have access to the entire field 25 minutes prior to the designated start time for 10 minutes.

The visiting team shall have access to the entire field 15 minutes prior to the designated start time for 10 minutes.

The Baseball Canada Technical Commissioner may cancel infield/outfield warmups due to weather or other delays in the schedule.

Section 3.8 - Start Times

Scheduled starting time means the time indicated on the Tournament schedule created prior to the start of play. Designated starting time means the time determined by the Baseball Canada Technical Commissioner in the event of delays because of inclement weather, lengthy preceding game(s), or other factors. When a previous game concludes less than 45 minutes before the start of another scheduled game, the Technical Commissioner will communicate the designated start time to both teams.

Section 3.9 - Lineups & Re-entry

The starting line-up, including a list of all available substitutes, shall be given to the official scorer at least thirty minutes prior to the start of the game. The list shall include the surname of each player, coach, and manager, with their usual first and last name and uniform number. The uniform number is to be listed to the left of each name and the playing position of the starting players is to be listed to the right of each name.

Any player listed on a team's official roster is eligible to play in a game regardless of their name appearing on the line-up.

Re-entry: Once a player is substituted out of the game, they are entirely ineligible to

return.

Section 3.10 - Communication of Pitcher Between Teams

45 minutes prior to the scheduled start time, team managers will indicate to each other if they plan to start a left-handed, right-handed, or ambidextrous pitcher.

Section 3.11 – Post-Game Procedures

At the conclusion of play, the teams shall line up in the home plate area for the traditional handshakes. Following any post-game ceremonies, teams shall vacate the dugouts in a timely manner to not delay any following games.

Section 3.12 - Protest Procedures:

a) Composition

The Protest Committee for each game shall include the Baseball Canada Technical Official in consultation with the Baseball Canada Office. The Baseball Canada Technical Commissioner will approve the Protest Committee for the Tournament and will communicate this information to teams at the Pre-Championship meeting.

The Baseball Canada Technical Commissioner shall be the chairperson of the Protest Committee.

b) Procedure

When an incident occurs, the protesting team must inform the umpires that they are lodging a protest before the next pitch, play, or attempted play is made. No protest may be made on a judgment call.

To be heard, the protest must be accompanied by a cash deposit of \$200. If the protesting team wins the protest, the cash deposit will be reimbursed.

The umpires shall suspend play and inform the manager of the opposing team and their umpire supervisor that a protest has been lodged.

The Protest Committee, the head coaches of each team and the umpires, shall go to a private area away from the teams, spectators, and other persons.

The Protest Committee shall hear and question in the following order:

- the game umpires, shall explain the play and their decision
- the protesting Head Coach shall state their protest
- the opposing Head Coach (if necessary) shall provide their perspective

The Protest Committee shall have the power to exclude any of these individuals while talking to any of the others.

c) Decision

The Protest Committee shall then discuss the protest in private. Before ruling on the protest, the Protest Committee may confer with any person whom they believe may help assist them reach a decision.

The Protest Committee shall rule on the protest and the chairperson will inform the teams

of the decision.

The umpires shall put the decision into effect and order the resumption of play from the point of suspension. No further argument or comment on the protest shall be entertained. The decision of the Protest Committee shall be final. There shall be no appeal to any other body.

Section 3.13 - Discipline Process

a) Application

This discipline process will be used by the Baseball Canada Technical Commissioner to investigate ejections or misconduct to determine whether supplemental discipline is required.

The Baseball Canada Technical Commissioner may review:

- i) All ejections to coaches and players.
- ii) Any on-field incidents that did not result in ejections, based on personal observation, witness reports, or video.
- iii) Any off-field incident.
- iv) Any spectator conduct issues.

b) Process

The review of misconduct shall include a hearing for the individual accused of misconduct (respondent) that is chaired by the Baseball Canada Technical Commissioner. If the respondent is a youth athlete, a coach, team representative, or parent must be included in the hearing.

The Baseball Canada Technical Commissioner will inform the team's Head Coach of the time and location of the hearing, which will be scheduled before the team's next game.

The hearing will begin with the respondent being given an opportunity to read the umpire's ejection report or in the case of an incident not involving an ejection, be told of their alleged violation. The respondent will then provide the Baseball Canada Technical Commissioner with their perspective on the incident. In the case of a routine ejection, the Baseball Canada Technical Commissioner has the discretion to waive the hearing process. An athlete or coach who refuses to attend a scheduled hearing may be placed in a state of indefinite suspension until the hearing is completed. The Baseball Canada Technical Commissioner may seek witness reports and consider video evidence. The Baseball Canada Technical Commissioner will inform the Head Coach of the decision, which is final and cannot be appealed.

In consultation with the Host Committee, the Baseball Canada Technical Commissioner may remove a spectator from the Championship site and determine whether the spectator is able to return for future games.

c) Automatic or Minimum Sanctions

The following offenses will result in an automatic suspension to be determined by the Baseball Canada Technical Commissioner:

- Contact with an umpire
- Intent to injure; three (3) games
- If incidental contact occurs and the athlete is ejected, a one (1) game suspension may apply in lieu of a three (3) game suspension
- Throwing at a batter; one (1) game
- An ejection that occurs after a game; one (1) game
- A second ejection during the Tournament; one (1) game
- A third ejection during the Tournament; three (3) games
- Manager two (2) games when their team fails to show up for a game

Section 4 – Safety Rules

Section 4.1 - Protective Headgear

All players shall wear a double ear-flap helmet while in the on-deck circle, at bat, and on the base paths in all age categories. The double earflap helmet is required in these situations regardless of whether the activity is a practice or a game situation. This includes the batting cages.

Any player acting as a base coach must wear a double ear flap helmet.

Baseball Canada recognizes NOCSAE as their standard for baseball helmets. Baseball Canada recommends that no modifications to a helmet be made, other than what is done by the manufacturer or is completed at the explicit direction of the manufacturer. Batting helmets do not require facemasks, chin straps, or chin extensions but this rule does not prohibit their use.

Section 4.2 - Protection for Catchers

In a game situation, any player acting as a catcher must wear a complete set of catcher's gear, including a helmet, a mask with a throat protector, a chest protector, a jockstrap with a cup for men and a Jill strap for women, shin guards, and a catcher's glove.

In bullpen and warm-up situations, the equipment listed above is recommended. At a minimum, catchers, in all age categories, are required to wear a mask, with a throat protector, when they are squatting, or when a pitcher is throwing off the mound. Any individual, including a position player or coach, who is acting in the capacity of a catcher, is subject to this rule.

Extension masks are acceptable as throat protection, provided that the throat area is adequately covered in conjunction with the chest protector.

Section 4.3 – Safety Rules Governing the Pitcher

a) Eligibility

Any player on the team is eligible to pitch, and there are no restrictions on the number of pitchers a team may use in a game.

If a pitcher is ineligible to pitch due to pitch count rules (see sections below), this ineligibility starts immediately and continues for the remainder of the calendar day.

If a game continues past 12:01am, those pitches are counted as if they were thrown prior to midnight.

Each required day's rest shall be defined as starting at 12:01am and ending at 11:59 pm of the next calendar day.

For example, if a pitcher throws 70 pitches on Thursday and requires two day's rest, the pitcher is ineligible to pitch **for the remainder of Thursday**, Friday and Saturday.

b) Rest Requirements

The Road to Okotoks/The Morneau Cup	Day's Rest
1-40	None
41-55	1 day
56-70	2 days
71-85	3 days
86-105	4 days
105	Maximum

c) Multiple Appearances in a Day

Pitchers shall be permitted to have two appearances on the same calendar day. If a pitcher does not exceed the minimum rest threshold in their first appearance, the pitcher is eligible for a second appearance that day. The cumulative pitches of both appearances will determine the number of rest days to begin the next day.

For example, a pitcher, with the minimum rest threshold of 40 pitches, who throws 20 pitches in game 1 on Thursday is eligible to pitch in game 2. If the pitcher then throws 25 pitches in game 2 they will require one day of rest.

Pitchers cannot pitch in three games during the same calendar day.

d) Two-Day Maximum Pitch Limits

Pitchers will not be permitted to throw more than the number of pitches shown in the table below, over any two-day period.

<u>Division</u>	<u>Maximum 2 Day Total</u>
The Road to Okotoks and the Morneau Cup	105

For example, a pitcher who throws 20 pitches on Thursday is eligible to pitch on Friday but is limited to a maximum of 85 pitches ($85 + 20 = 105$)

e) Pitching on Three Consecutive Days

Pitchers may pitch on three consecutive days if the pitcher's combined total pitches during the first two days do not exceed the limits in the table below.

<u>Division</u>	<u>Limit</u>
The Road to Okotoks and the Morneau Cup	40

Example 1: A pitcher throws 20 pitches on Thursday and 25 pitches in their first game on Friday, the pitcher is ineligible to pitch in a second game on Friday and is not eligible to pitch on Saturday.

Example 2: A pitcher throws 15 pitches on Thursday, 20 pitches on Friday and 20 pitches in their first game on Saturday. The pitcher is ineligible to pitch in a second game on Saturday and Sunday.

If a pitcher is eligible to pitch on a third consecutive day, the pitcher is limited to the number of pitches shown in the table below, combined, over the course of those three days.

<u>Division</u>	<u>Maximum</u>
The Road to Okotoks and the Morneau Cup	105

f) Four Consecutive Days

A pitcher cannot pitch on four consecutive days

g) Four-Day Maximum Pitch Limits

Pitchers will not be permitted to throw more than the number of pitches shown in the table below, over any four consecutive day period.

<u>Division</u>	<u>Maximum 4 Day Total</u>
The Road to Okotoks and the Morneau Cup	150

Any rest required under this rule is immediate.

For example: A pitcher throws 50 pitches on Thursday, and 35 pitches on Saturday and is eligible to pitch on Sunday but is limited to 65 pitches ($150 - 50 - 35 = 65$).

h) Ambidextrous Pitchers

Pitches thrown by an ambidextrous pitcher are counted regardless of which arm or combination of arms the pitches are thrown with.

i) Completing a Batter

When a pitcher reaches the maximum number of pitches allowed for a rest threshold, the pitcher is permitted to exceed the rest threshold in order to complete the at-bat whether the coach signals to the umpire it will be the last batter or not.

If the coach signals to the umpire that it will be the last batter, the pitch count will then revert to the exceeded threshold which will be recorded on the pitch count log.

If the coach does not signal to the umpire that it will be the last batter, the pitch count will not revert to the exceeded threshold and the actual number of pitches thrown will be recorded in the pitch count log.

If the pitcher has exceeded the maximum number of pitches allowed for a rest threshold after finishing a batter, the coach has not signaled to the umpire that it was the last batter, and the coach allows the pitcher to throw a pitch to a new batter, that is a pitch count violation.

This rule applies to the following:

- 1) **The pitcher reaches the minimum daily rest threshold.** For example, a pitcher has thrown **38 pitches** and has started an at-bat. The coach signals to the umpire that it will be the last batter before the pitcher exceeds the minimum daily threshold (**40 pitches**). The pitcher throws 43 pitches, but 40 will be recorded on the pitch count log.
- 2) **The pitcher reaches the maximum daily rest threshold.** For example, a pitcher has thrown 102 pitches and has started an at-bat. The coach signals to the umpire that it will be the last batter before the pitcher exceeds the maximum daily threshold (105 pitches). The pitcher throws 110 pitches but 105 will be recorded on the pitch count log.
NEW: A pitcher has thrown 102 pitches and has started an at-bat. The coach does not signal to the umpire that it will be the last batter before the pitcher exceeds the maximum daily threshold (105 pitches). The pitcher throws 110 pitches and 110 pitches will be recorded on the pitch count log.
- 3) **The pitcher reaches the threshold to pitch on 3 consecutive days.** For example, a pitcher throws 20 pitches on Day 1 and on Day 2 throws 17 pitches before starting another at-bat. The coach signals to the umpire that it will be the last batter before the pitcher exceeds the minimum daily rest threshold (40 pitches). The pitcher finishes with (24 pitches) to finish the batter but 20 will be recorded on the pitch count log.

The umpire will advise the scorekeeper of the coach's last batter notification. Once the coach has made this declaration, the pitcher must be removed after the at-bat.

4) **The pitcher reaches the threshold in two appearances on the same day.** For example, a pitcher throws 30 pitches in Game 1 and in Game 2 before starting an at-bat the coach signals to the umpire that it will be the last batter before the pitcher exceeds the minimum daily threshold (40 pitches). The pitcher throws 14 pitches and finishes with 44 pitches and 40 pitches are recorded in the pitch count log. The pitcher is eligible to pitch the following day.

5) **The pitcher reaches the four-day maximum pitch limit.** For example, a pitcher throws 50 pitches on Thursday, 35 pitches on Saturday, and is eligible to throw 65 pitches on Sunday. On Sunday, the pitcher throws 60 pitches before starting an at-bat. The coach signals to the umpire that it is the last batter before the pitcher exceeds the four-day maximum pitch limit (150 pitches). The pitcher finishes with 70 pitches but 65 pitches will be recorded on the pitch count log.

NEW: A pitcher throws 50 pitches on Thursday, and 35 pitches on Saturday and is eligible to throw on Sunday (65 pitches only). On Sunday, the pitcher throws 60 pitches and then started an at bat. The coach does not signal to the umpire last batter before the pitcher exceeds the four-day maximum pitch limit (150). The pitcher finishes with 70 pitches and 70 pitches is recorded on the pitch count log.

j) Intentional Walks

Only pitches thrown will be included in pitch count totals. Automatic balls during an intentional walk do not count towards pitch count totals.

For example, if with a 2-0 count, a team signals to the umpire that a batter will receive an intentional walk, only the two pitches thrown will be counted for pitch count.

k) Returning to Pitch

A pitcher who is removed from the mound during a game shall not be permitted to return to pitch in the same game, even if the pitcher is retained at another position.

Approved ruling: a pitcher who is pinch hit or pinch run for in an offensive inning, may not return as a pitcher when the team takes the field on defense.

l) Penalty

When a pitcher is about to become ineligible, all individuals, including scorekeepers and the opposing team coaches, must raise this point and prevent the pitcher from becoming ineligible by advising the pitcher's Head Coach or Manager.

m) Suspended Games

When a game is suspended, the scorekeepers will record all pitches thrown in the pitching log. Required rest will be applied immediately.

When a suspended game is resumed, pitches thrown at the completion of the suspended game will be recorded on the day they are thrown.

A pitcher who is ineligible to pitch on the day a game begins but is eligible on the day the game is completed, may pitch in the completion of the suspended game. A pitcher who is eligible to pitch on the day a game begins but is not eligible to pitch on the day the game is completed, may not pitch in the completion of the suspended game.

A game is suspended when the Baseball Canada Technical Commissioner makes such a declaration and advises teams to leave the park.

A game is delayed when teams remain at the field, with the hope of continuing the game. Delays have no impact on pitching rules.

n) Second Trip

The manager or coach may make a 2nd visit to the mound while the same batter is at bat to remove the pitcher. If the manager or coach makes a 2nd trip to the same pitcher in the same inning it will cause the pitcher's automatic removal from the pitching position.

o) Pitching & Catching

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

Section 5 – Game Play Rules

Baseball Canada Championships shall be governed by the Official Rules of Baseball. This section summarizes modifications to the Official Rules of Baseball for Baseball Canada Championships.

Section 5.1 - Compression Sleeves

All players, including pitchers, are permitted to wear compression sleeves on one or both arms. If only wearing one sleeve, it may be worn on either the pitching or glove arm. A compression sleeve extending only to the elbow shall have the same restrictions as a compression sleeve extending to the wrist. Pitchers must wear compression sleeves which are solid in colour and may not be white or grey. Pitchers may not wear compression sleeves which are distracting in nature, including designs and reflective material. A sports elbow brace may be worn by a pitcher provided it is covered by a sleeve which is not distracting in nature, including designs or reflective material.

Section 5.2 - Designated Hitter

The designated hitter may be used in the Tournament

The *Ohtani Rule* is permitted, see MLB rule 5.11 b) for full wording.

Section 5.3 - Extra Hitter

The Extra Hitter may be used in the Tournament.

An Extra-Hitter (EH) may be placed on the lineup card to get more athletes at-bats throughout the game. When using an EH, the team bats ten players. This rule is optional and does not have to be used by both teams. The EH must be marked on the lineup card at the start of the game and must be used for the entire game.

The EH may be interchanged with any other position during the game and can be changed multiple times, while retaining their place in the batting order. For example, the SS could become the EH and the EH become the SS.

If a player is injured, and the team has no eligible substitutes available, the re-entry rule would apply ([Section 5.11 in Baseball Canada Rules](#)). The team would continue to bat ten players. If the team had no other players available for selection, the game would proceed with 9 players, without forfeit, and without an automatic out. A player removed due to injury or ejection in this circumstance is not permitted to return to the game. Any further loss of players would result in a forfeit.

Section 5.4 - Courtesy/Designated Runners

A courtesy runner will be allowed for the catcher only when there are two outs in an inning using the last out.

Section 5.5 - Length of Games

All games will be seven innings (6 ½ complete innings if the home team is ahead). The Road to Okotoks Championship Game for the Morneau Cup will be nine (9) innings in length.

Section 5.6 - Suspended Games

If a game is suspended for any reason, including but not limited to curfew, darkness, power failure, or weather prior to completion, the game shall be resumed from the point of the suspension.

Section 5.7 - Mercy Rule

The ten-run mercy rule shall apply after the fifth inning or four and a half innings if the home team is ahead.

The fifteen-run mercy rule shall apply after the fourth inning or three and a half innings if the home team is ahead.

The mercy rule does not apply during The Road to Okotoks Championship game for The Morneau Cup

Section 5.8 - Between Inning Timing

The between-innings clock will be set at ninety (90) seconds and will be timed by the umpires, using a stopwatch. The clock will be in effect for the entire game, including any extra innings. It will be activated once the last out of the inning has been recorded, regardless of where the out was recorded on the field. The pitcher will receive five preparatory pitches unless they are entering a game, in which case they will receive eight preparatory pitches. The pitcher may not exceed eight warm-up pitches within the time. The catcher will be instructed to throw to second base with 30 seconds left on the clock. The batter must be entering the batter's box as time expires or when instructed by the home plate umpire. Penalty: Failure to do so will result in an automatic strike being called on the batter. For pitch count purposes, this automatic strike will not be added to the pitch count total. The umpires will use discretion when the catcher is at-bat or on base when the inning ends. The defensive team must be ready to play as time expires. Penalty: Failure to do so will result in an automatic ball being added to the count on the batter. For pitch count purposes, this automatic ball is not added to the pitch count total.

Section 5.9 - Contact Rule

All penalties and enforcement guidelines regarding collisions at home plate and slides at bases apply as outlined in rule 6.01(i-j) of the Official Rules of Baseball.

In addition, any offensive or defensive player who, in the umpire's judgment, makes malicious contact with another player shall be ejected. Contact shall be considered malicious if, in the umpire's judgment, it is the result of intentional excessive force or there is an intent to injure.

Section 5.10 - Extra Inning Game Procedure

All games require a winner. There are no tie games.

- i) Each team will begin the extra inning (and any subsequent extra innings) with runners placed on first and second base only, and no outs.
- ii) The batting order of the extra inning, or any subsequent innings, will be determined by how the previous inning ended.

If the last regulation inning ended with the #6 hitter having the last completed turn at bat, then the extra inning begins with the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.

- iii) 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.
- iv) An exception to the extra inning rule exists only for The Road to Okotoks Championship Game for The Morneau Cup where traditional extra innings will be played. Runners will not be placed on bases should extra innings be required.

Section 5.11 - Bat Rules

Only wood bats, bamboo bats, and wood composite bats will be allowed. Wood composite bats include wood bats with fiberglass sheathing and wood barreled bats with composite handles. Wood composite bats do not include any bat that has any metallic component.

Section 5.12 – Winning Pitcher Determination

The starting pitcher is credited with a win if they complete four full innings. The Morneau Cup championship game will consist of nine innings therefore the starting pitcher is credited with a win if they complete five full innings

Section 5.13 – Technology

An exclusively one-way electronic communication device from the dugout for the purpose of relaying the pitch or play call is permitted. The use of an in-ear communication device shall be limited to the defensive position of the catcher. Players while on offense or defense may use non-electronic communication assistants such as defensive positioning cards.

Baseball Canada does not implement pitch timers.