

Level 1 2025

Complete Training



Umpire Information

Instructors' Names:

Contact Info:

My Association Representative:

Contact Info:



/officielsbq



<https://page.spordle.com/fr/officiels-baseball-quebec>



<https://www.baseball.ca>

UMPIRE INFORMATION



Umpire Curriculum

1 Associative

2 Regional

3 Regional

Provincial - National

5 Provincial – National -
International

Level	Number of years	Annual Training
1	1	
2	2	Year 1: Level 2 - Trained Year 2: Level 2 - Certified
3	Depends on Provincial Championship recommendations	Online exam + Practical clinic
4-5	Depends on National Championship recommendations	Annual clinic (provincial) + online exam (BCan)



Characteristics of a Good Umpire

Characteristics	Ranking (1 to 7)
Speaking and acting in a courteous manner towards all players and coaches.	5
Knowing the rules well.	1
Having good judgment.	2
Having a clean and proper uniform.	7
Being in good enough shape to follow the play.	6
Mastering the signals and having a strong voice.	3
Being happy to be on the ball field and showing positive attitude.	4

Uniform



Stopwatch

Black short sleeve undershirt

Black leather belt

Charcoal grey pants

Black running shoes. Cleats are allowed. A little bit of white (ex: trademark) is allowed.



Black Baseball Québec cap

Powder blue polo shirt with Baseball Québec Umpire Logo

Optional items

Coat	Black with the Baseball Quebec Umpire crest on the left side.
Gloves	Totally black. For base umpire only
Lineup card holder	A stiff board to keep behind the lineup cards when writing on them which makes it easier to take changes.
Sunglasses	When it is sunny out, glasses with a black frame and black opaque lenses are allowed. As a courtesy, the umpire should take them off whenever speaking with a coach.



Plate Umpire Uniform



Chest Protector



Black Ball Bag



Athletic support



Mask or Hockey-Style Helmet



Shin Guards



Indicator



Brush

Plate Shoes



Uniform

Where to buy the necessary equipment?

Polo, cap, and coat: these are official pieces of equipment that must be those prescribed by Baseball Quebec. Available at authorized dealers and at <https://boutique.baseballquebec.com/boutique/>

Pants: Charcoal grey is the official pant color. You can acquire them online from specialist suppliers:

- <http://www.homerunsports.com/>
- <https://www.ump-attire.com/>
- <https://gerrydavis.ca/collections/umpire-combo-pants>
- <https://www.baseballtown.ca/us/umpires/umpire-pants/>
- And more...

Protective equipment: in sporting goods stores and from specialist suppliers.



Pre-Game

The umpires must arrive at least 30 minutes before the game.

5 minutes before the game, the umpires must present themselves at the Plate for the plate-meeting.

Ask the Home team coach to go through the ground rules.



Plate Meeting

Do:

- Introduce yourself to the coaches with your first name and a handshake.
- Exchange and verify the lineup cards:
 - Numbers
 - Names
 - Positions
 - Coaches
- Review certain and specific rules to the level that you are officiating (really important at the beginning of the season)
- Ask the home team coach to go through the ground rules.

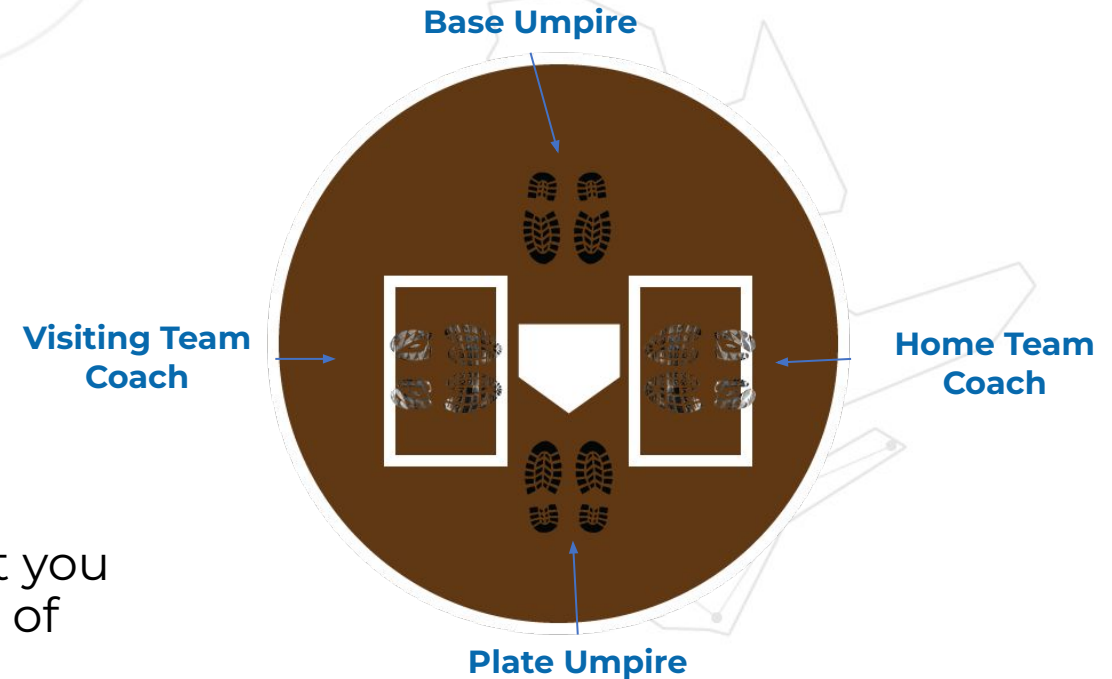


Plate Meeting

Don'ts:

- **Don't** use an aggressive tone (the game hasn't even started yet!)
- **Don't** start a discussion about the rules.
- **Do not discuss** the strike zone.
- **Don't talk** about what happened in the last game or any previous game. Do not issue threats or give warnings (unless a prior situation has arisen or is required by the league executive or umpire supervisor)



Lineup Cards

Which lineup card does the plate umpire receive first?

Home Team

After receiving the lineup cards, check the following items:

- The pitcher is identified.
- No name or number appears twice.
- The names and numbers of the coaches are listed.

If you notice errors on an alignment card, correct them immediately without penalty.



Find the Errors

ORDRE DES FRAPPEURS

N° PARTIE 009	DATE : JJ/MM/AAAA 09/07/2023		RECEVEUR <input checked="" type="checkbox"/> VISITEUR		
DIVISION RC 9U 11U 13U 15U/16UF 18U/21UF JR SR			CLASSE GC B (A) AA AAA ÉLITE		
ÉQUIPE <i>Panthères de L'Étèveville</i>					
OPPOSANT <i>Bleus de Baie-Comeau</i>					
LIGUE <i>Régionale</i>					
N°	NOM	PRÉNOM	POS	SUBS	POS
1	15	Malo, Jonathan			
2	32	Peley, Josue			
3	19	Blaquière, Jean			
4	25	D'Aoust, Patrick			
5	26	Martin, Russell			
6	10	Naccarata, Ivan	1		
7	15	Jones, Jonathan	RL		
8	1	Boucher, Seb			
9	31	Aumont, Philippe			
10					
11					
12					
13					
14					
15					
N°	SUBSTITUT		N°	SUBSTITUT	
A			F		
B			G		
C			H		
D			I		
E			J		
N°	NOM	PRÉNOM			
ENTRAÎNEUR			CHEF		
			ADJOINT		
			ADJOINT		
			ADJOINT		

Number 15 is written twice

Note: The second number 15 might be a call-up. If so, make sure he or she is properly identified.

Coaches are missing



Ground Rules

- These pertain to the specific rules of the field. All of which are not covered by the rules of Baseball.
- According to the rules, the home team coaches is responsible for going through the ground rules during the plate meeting. However, the umpires can help if needed. Never shall the ground rules go against official baseball rules.

Example: “We award a triple if a batted ball goes under a fence” - the official baseball rules state that this is ruled a double.

- Here are some examples of key points that can be covered during the plate meeting:
 - The presence of a net: is it in play or out of play?
 - A **Hole** in the fence;
 - A post or obstacle in play that might constitute a source of danger or distraction;
 - Any other unexpected abnormality.

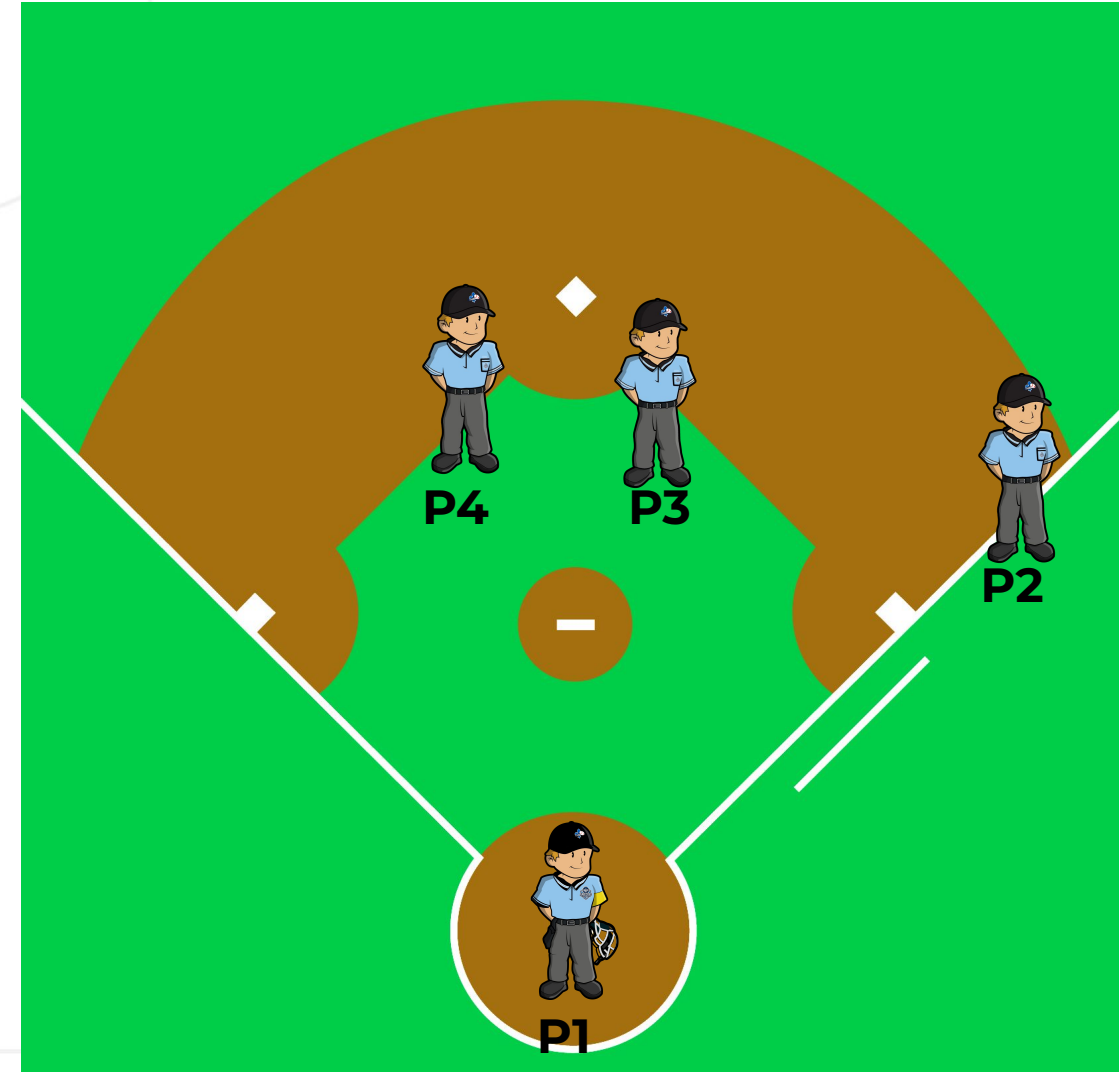


BASIC POSITIONS



Basic Positions

P1	Plate Umpire
P2	Base Umpire with no runners on base (facing home plate)
P3	Base Umpire with Runner on first base only (facing home plate)
P4	Base Umpire with runner(s) on any other base (facing home plate)

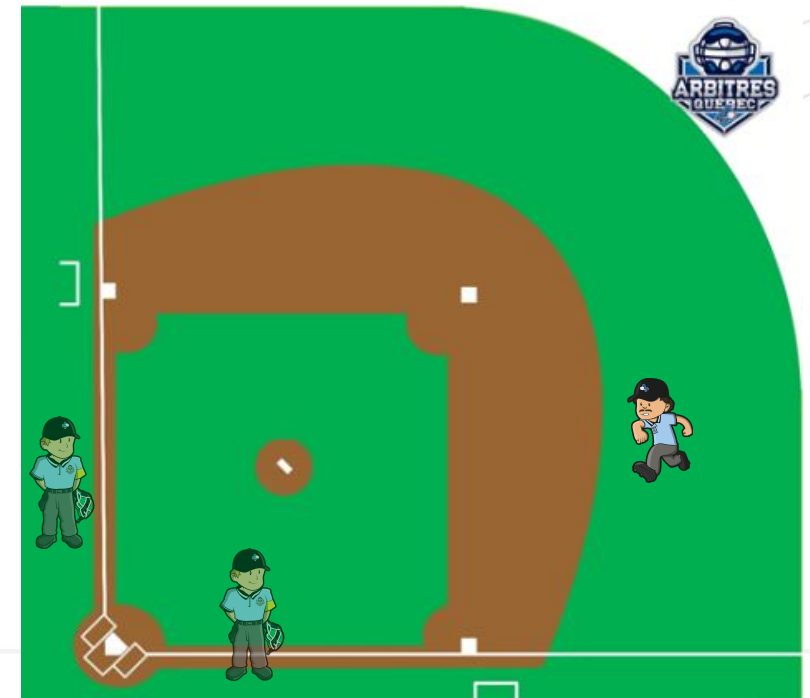


Positioning Between Innings

Between each half-inning, both umpires must have the teams respect the time allocated to change between offense and defense. The objective is to speed-up the game by reducing time outs. In order to be effective, each umpire must assume a responsibility and remain alert at all times.

The **base umpire** positions himself behind the infielders, between 1st and 2nd base. Stopwatch in hand, he must advise the plate umpire using a signal when 60 seconds have passed since the 3rd out of the inning.

The **plate umpire** positions himself every half-inning on the 1st or 3rd base line. He must stay in contact with the pitcher and catcher and inform them when there is only 1 warm up pitch remaining.



Positioning Between Innings



The 60 seconds rule

All teams in AA, A and B classes of 11U to 18U divisions have to make their defensive-to-offensive and offensive-to-defensive changes within 60 seconds. Every half-inning, from the time of the last out, the base umpire will time 60 seconds. When the 60 seconds are up, the plate umpire will call up to the pitcher a “last pitch”, no matter the number of pitches thrown. The umpires have to restrict gathering at the mound further to this last pitch, including that from the catcher to the pitcher.

In spite of rule **5.07b** in Baseball Canada’s rules, a pitcher will be entitled to five (5) warm-up pitches, without a time limit, strictly during the following 2 situations:

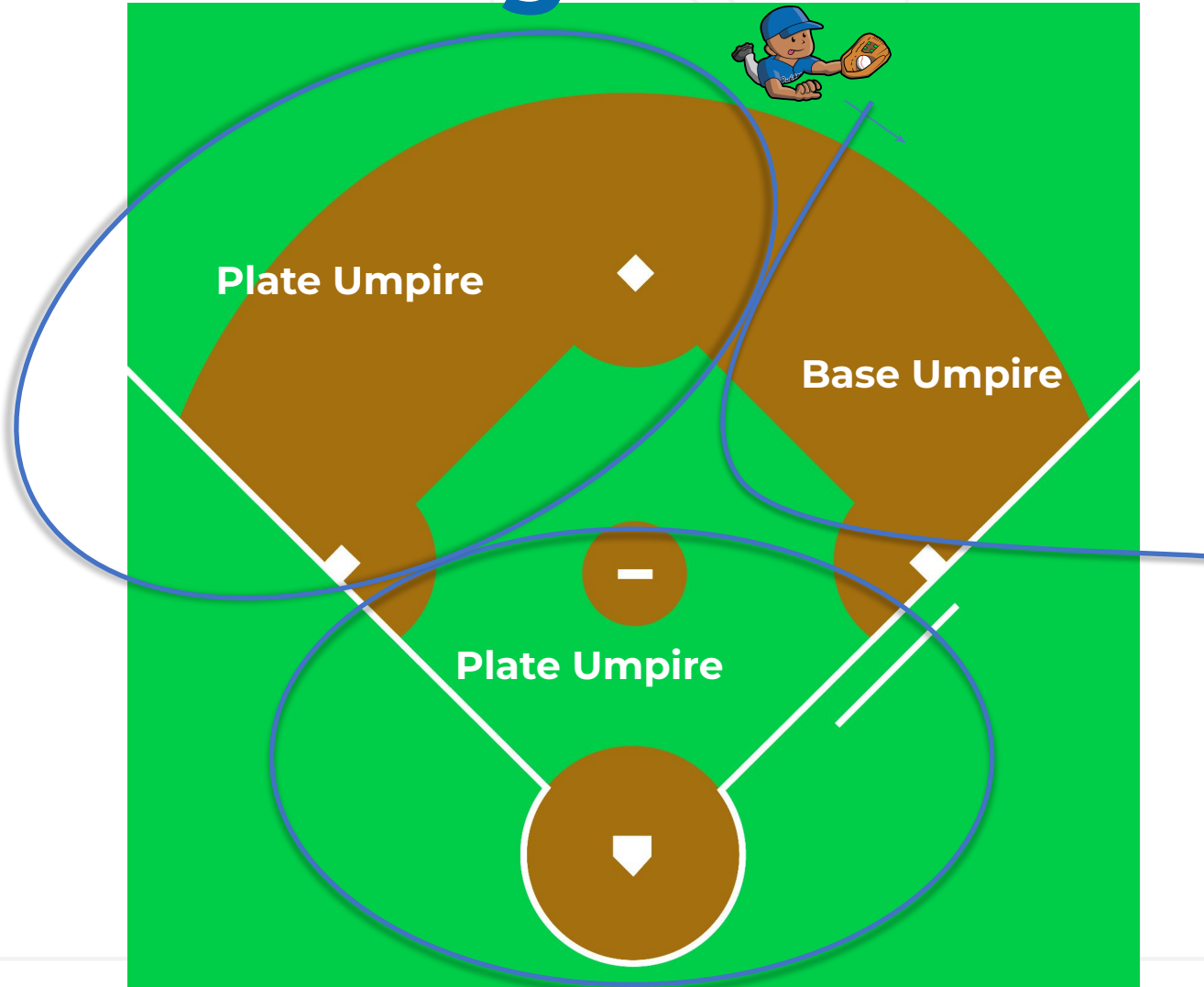
- a) At the top and bottom half-inning of the first inning;
- b) During a pitcher’s substitution while the half-inning is already in progress.



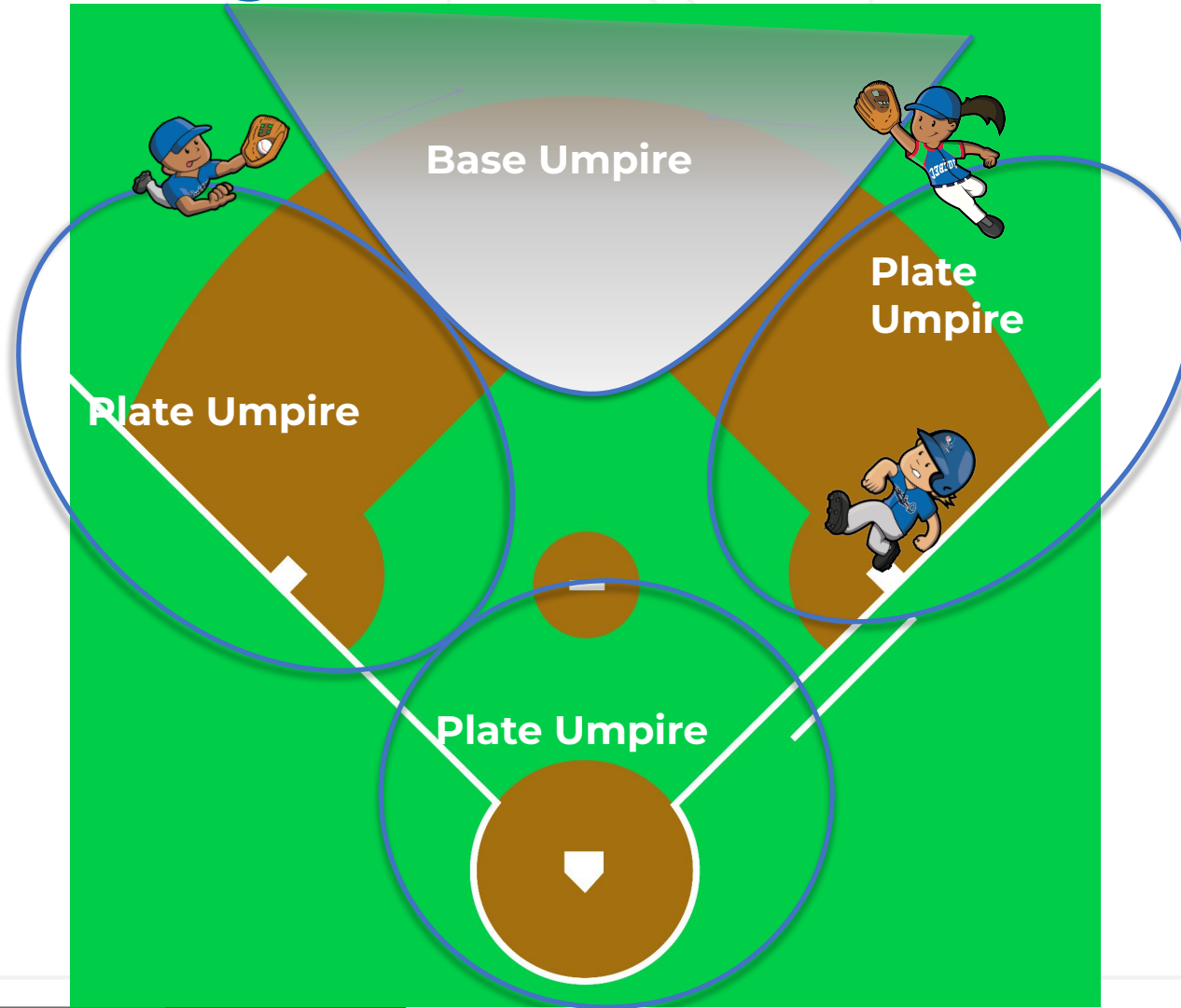
FLY BALL COVERAGE



Fly Ball Coverage – No Runners



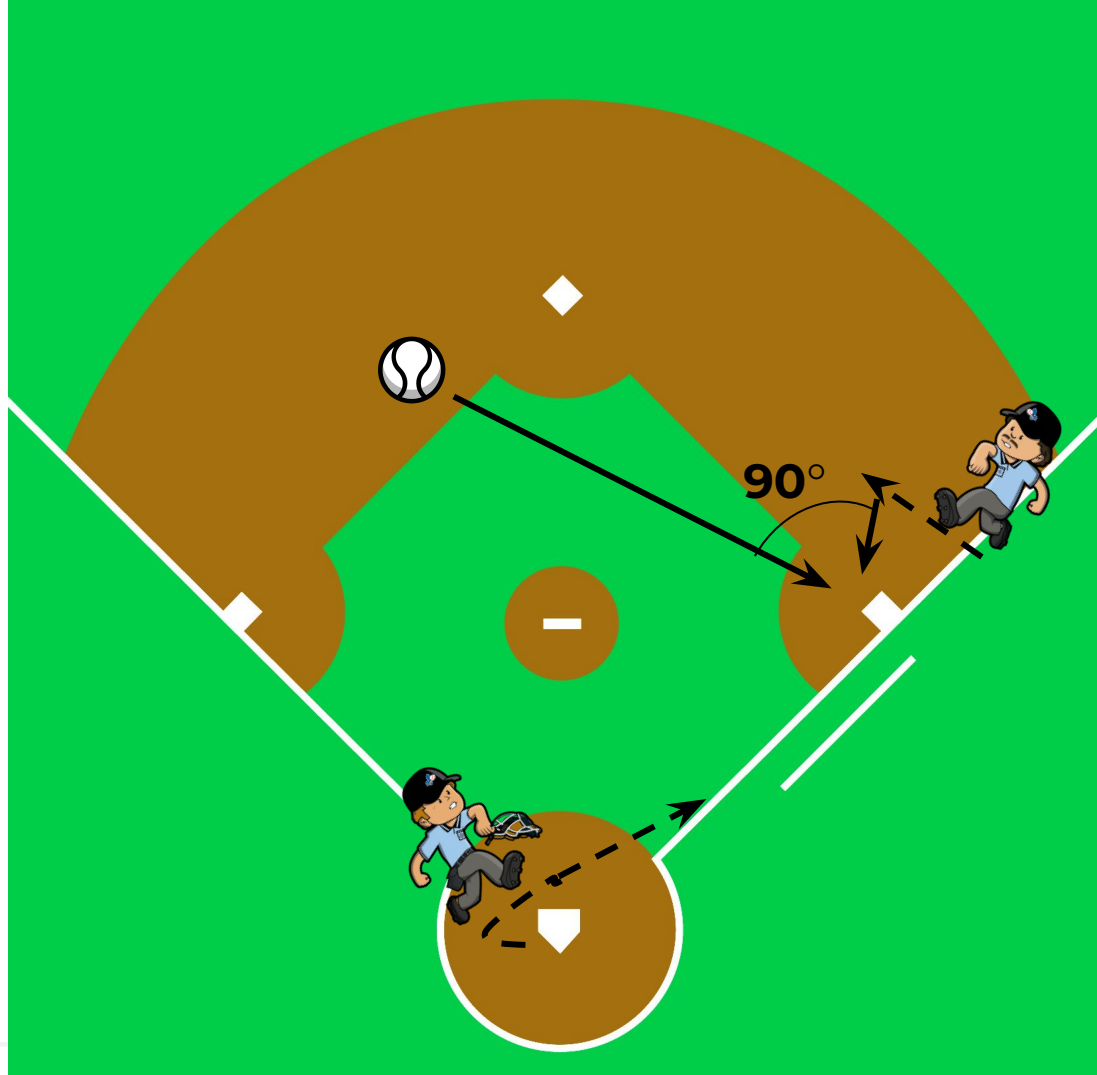
Fly Ball Coverage – With Runners



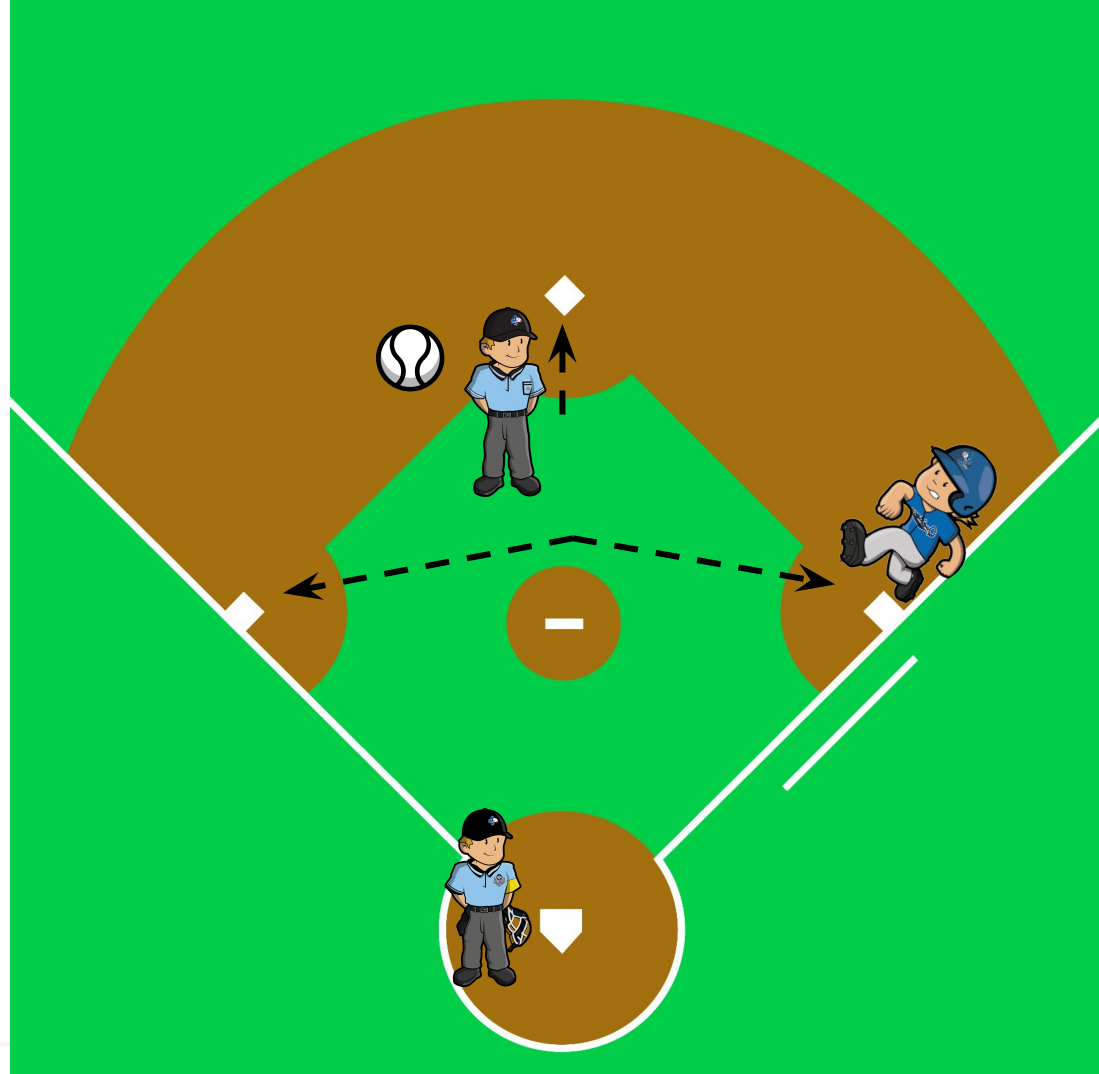
GROUND BALL COVERAGE



Ground Ball Coverage – No Runners



Ground Ball Coverage – With Runners



Ground Ball Coverage

Without Runners



<https://www.youtube.com/watch?v=-2l7lNaells>

With Runners

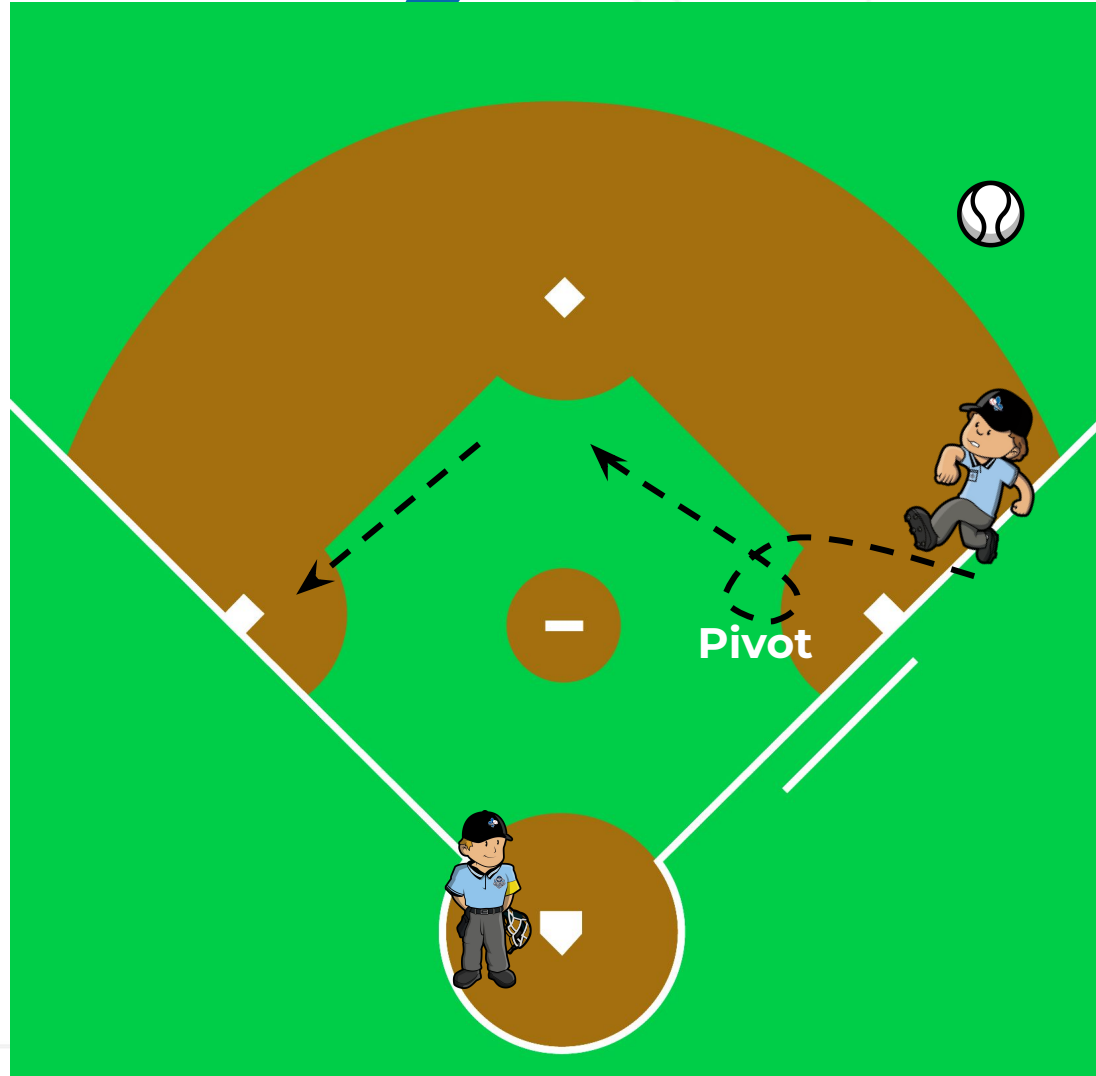


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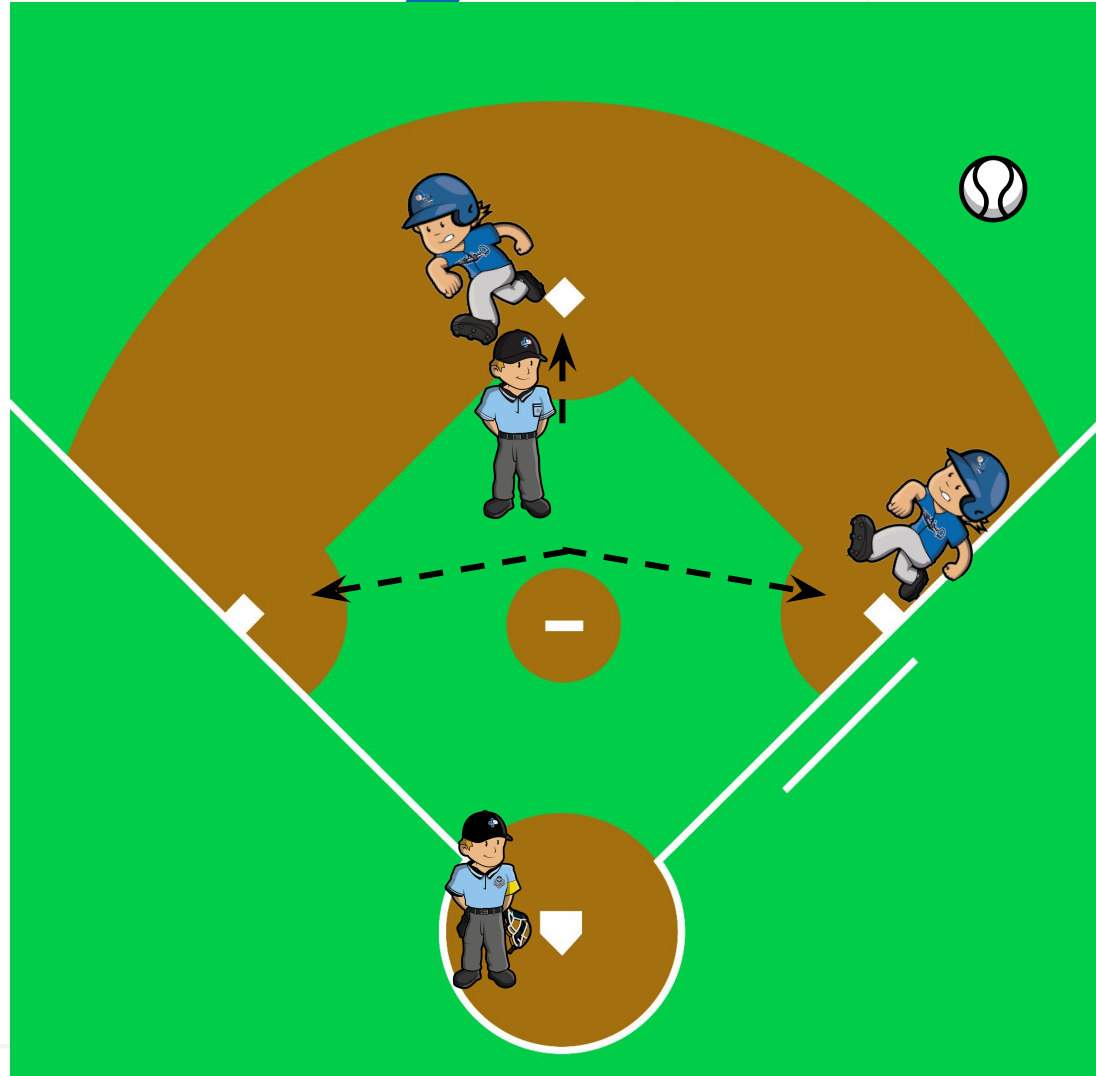
BASE HIT COVERAGE



Base Hit Coverage – No Runners



Base Hit Coverage – With Runners





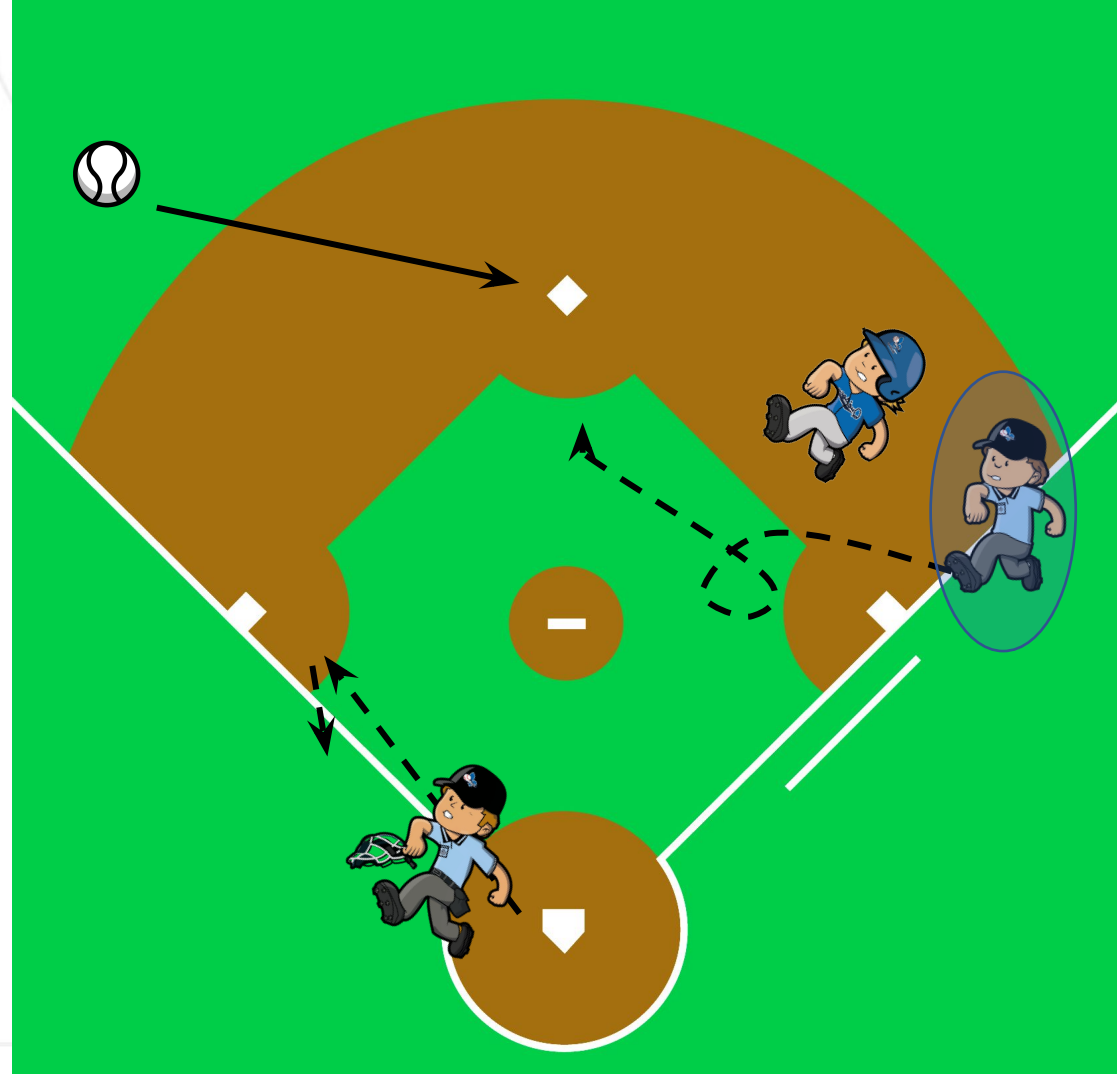
POSITIONING REVIEW

In each situation below, show the position of the plate umpire (P) and base umpire (B). Use arrows to show each umpire's starting and ending positions. Circle which umpire will make the call.



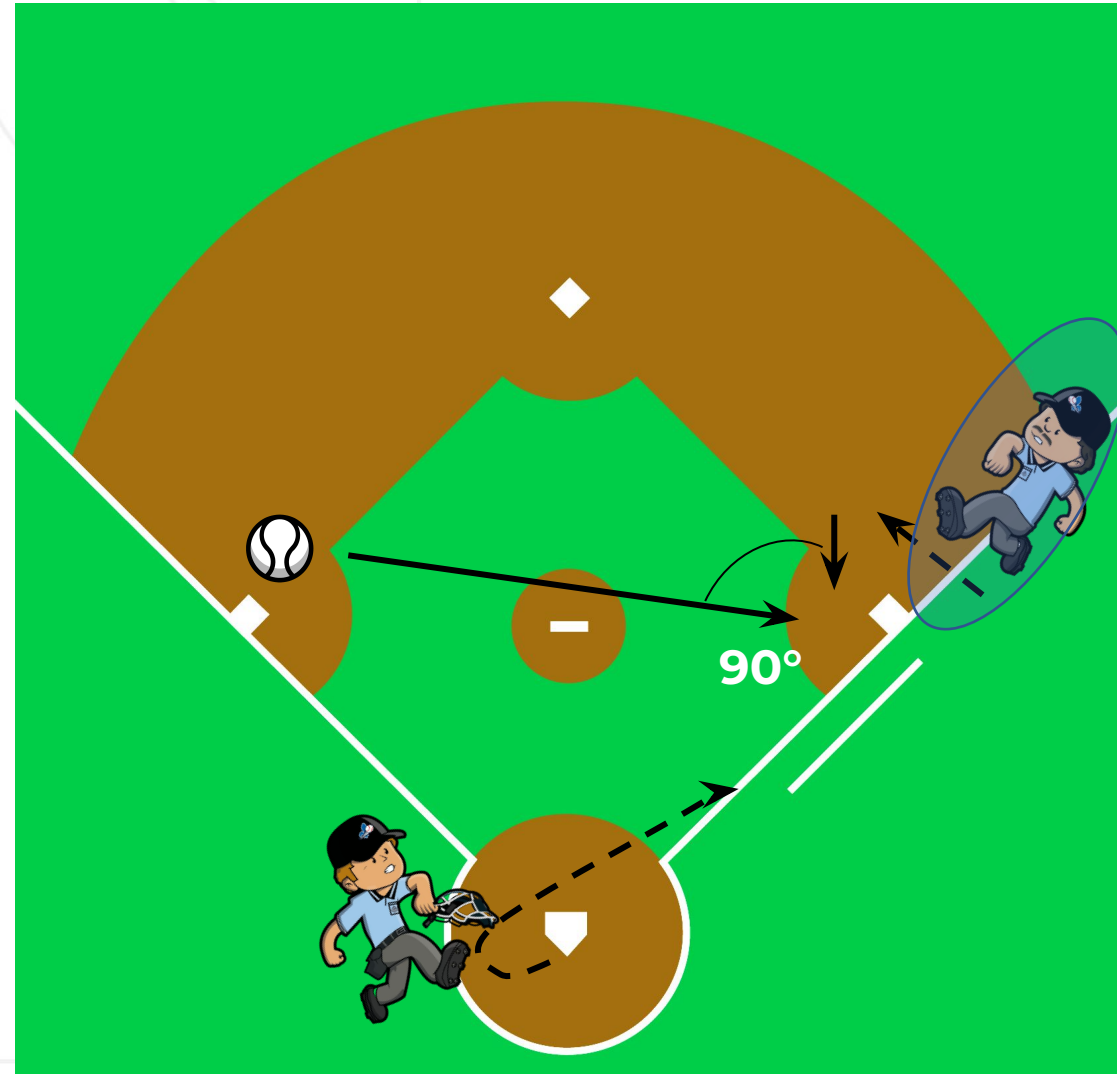
No Runners

The batter gets a base hit to left field and tries for a double. The left fielder's throw to 2nd base results in a close play on the batter-runner.



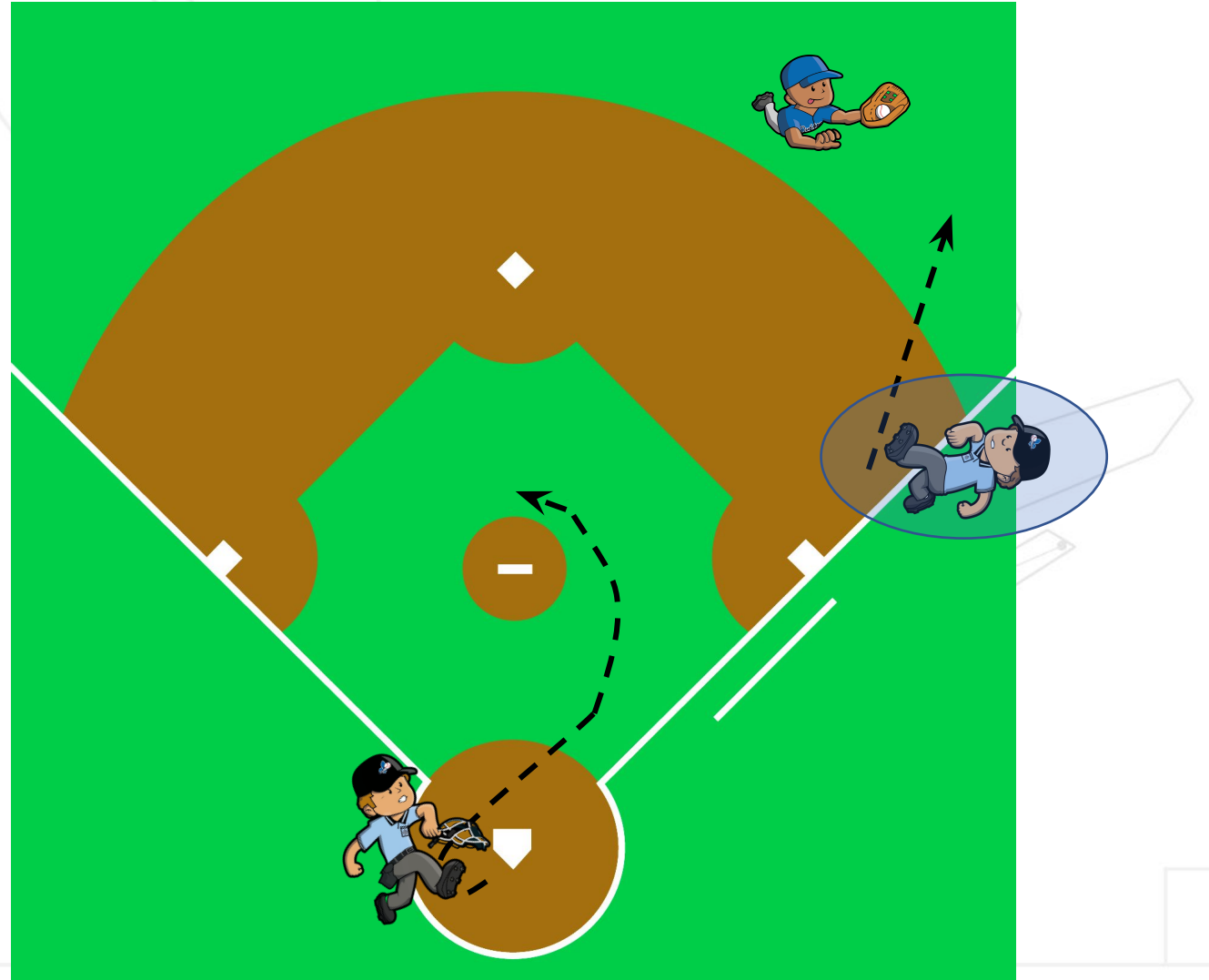
No Runners

An easy ground ball is hit to the third baseman, who throws to first to get the batter-runner out.



No Runners

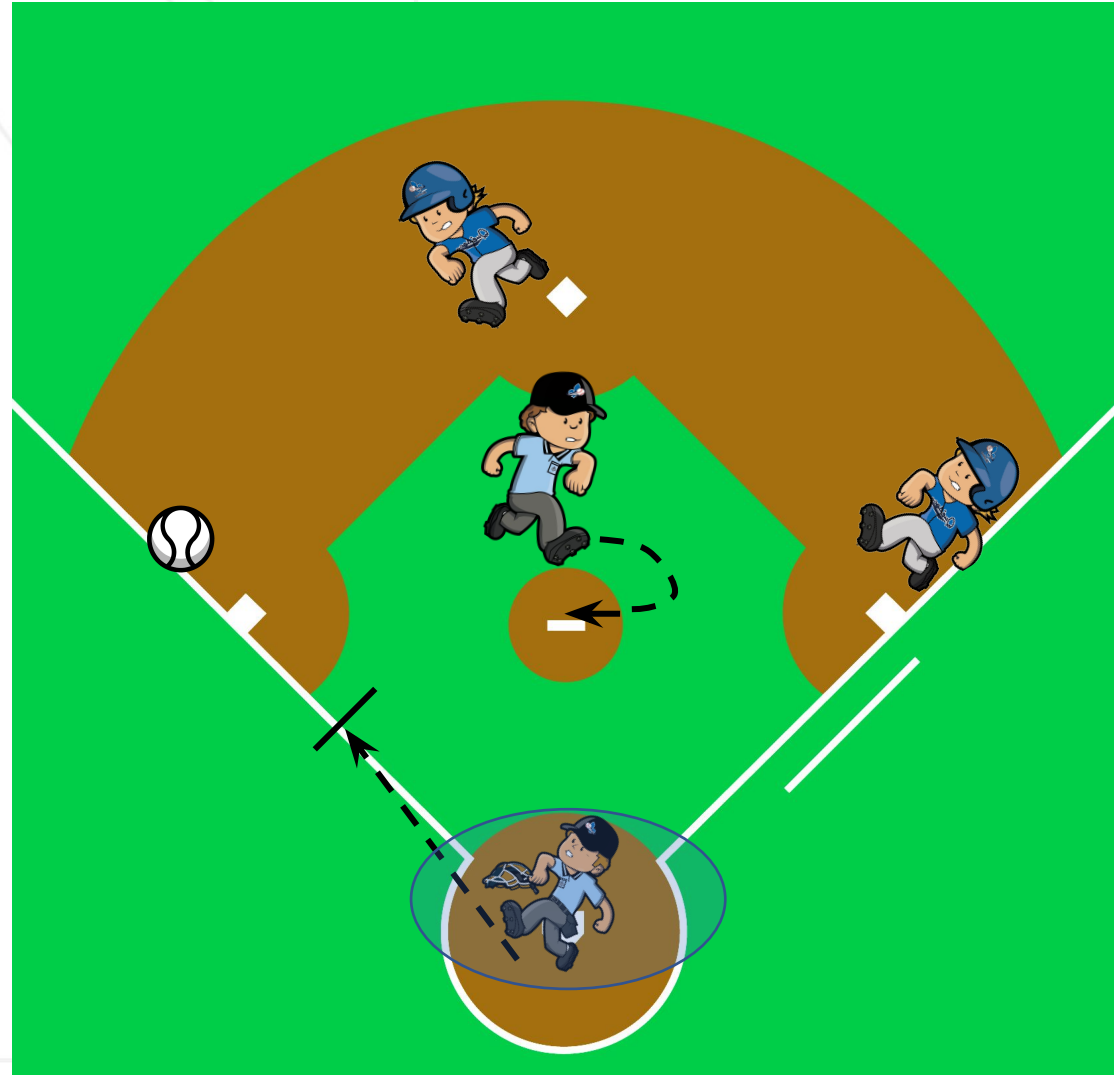
A fly ball is hit to the right fielder, who makes a great diving catch.



With Runners

R1 and R2

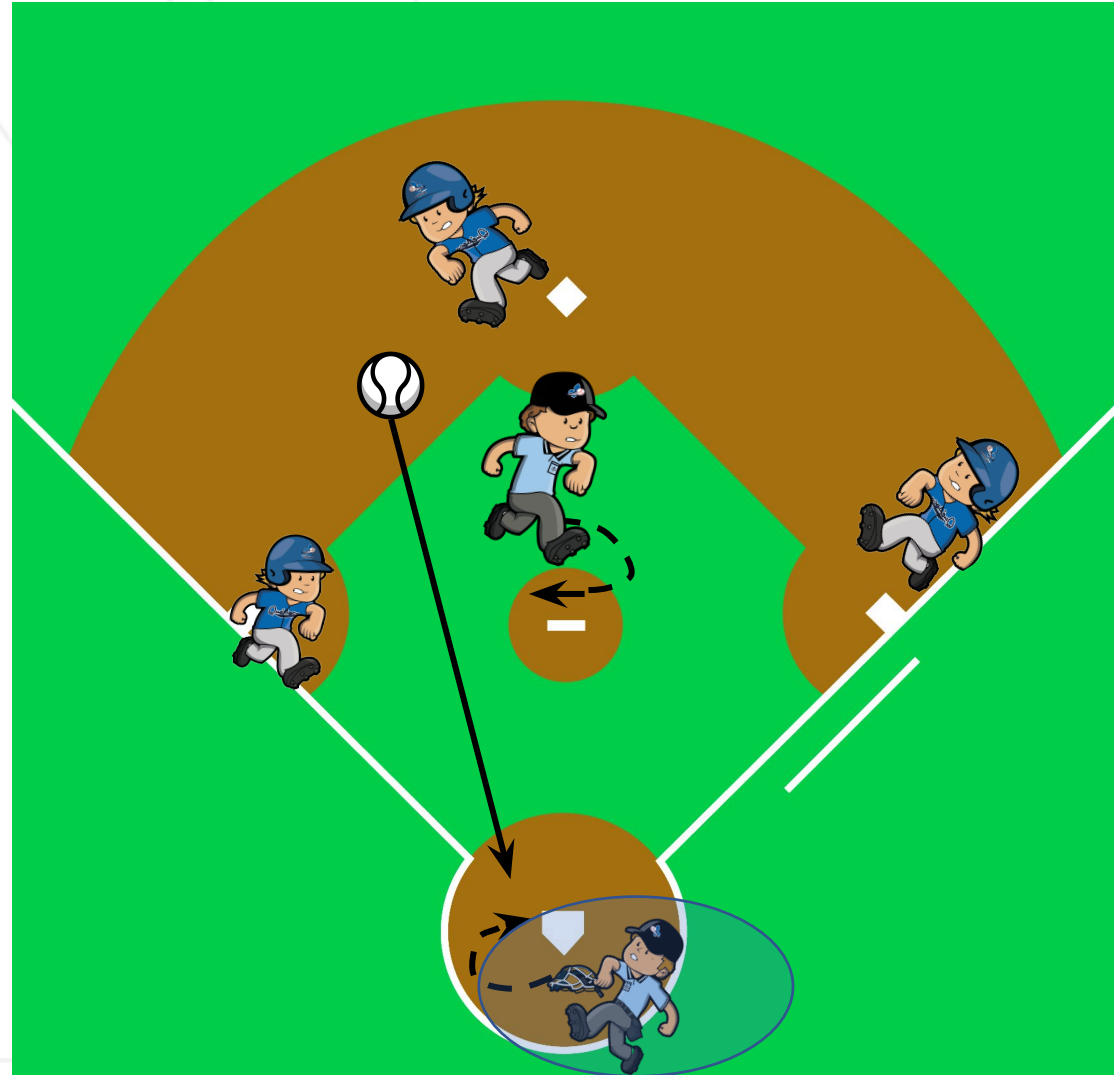
A high fly ball just behind third base causes the shortstop and third baseman to collide. The third baseman makes a great play to hold the ball for the catch.



With Runners

R1, R2 and R3

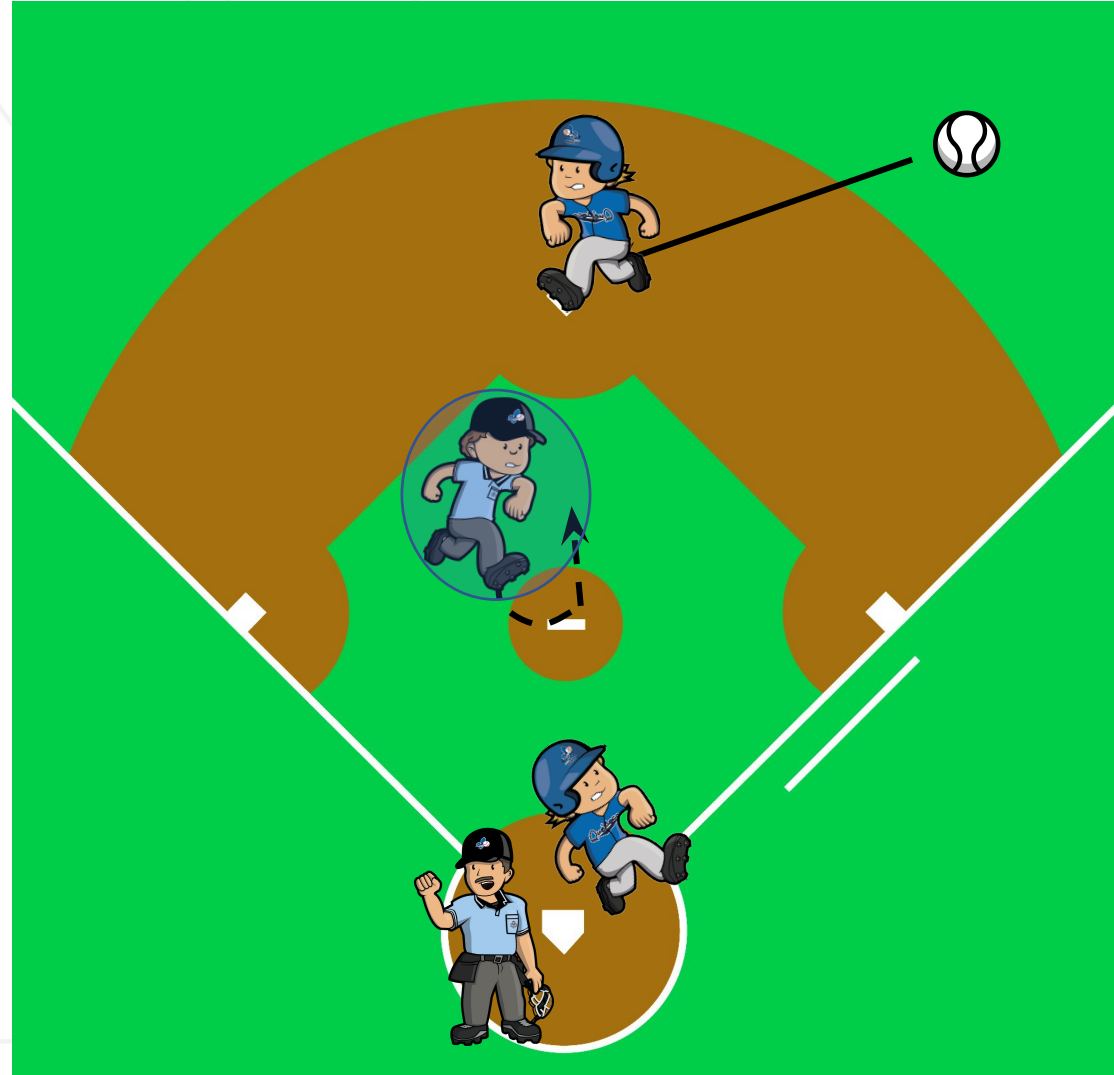
The batter hits a ground ball to shortstop, who throws to home plate to get the force out on R3.



With Runners

R2

The batter gets a clean base hit to right field allowing R2 to score easily. The right fielder throws to second base for a close play.



Umpire Responsibilities – Summary Chart

Responsibilities	Plate Umpire	Base Umpire	Both Umpires
A. Keeps eye on the ball.... ALWAYS!			X
B. Calls every pitch a ball or strike.	X		
C. Awards first base when a pitch hits the batter.	X		
D. Communicates to partner on fly balls to outfield.			X
E. Covers fly balls to right field with no runners on base.		X	
F. Puts the ball back in play after time has been called.	X		
G. Makes all fair / foul decisions before first or third base.	X		
H. Controls the conduct of the game and enforces any necessary rule.			X



Umpire Responsibilities – Summary Chart

Responsibilities	Plate Umpire	Base Umpire	Both Umpires
I. Calls “TIME” when appropriate.			X
J. Cleans the plate.	X		
K. Waits part way up the foul line between innings.	X		
L. Makes CATCH or NO-CATCH calls in the outfield.			X
M. Makes SAFE or OUT calls on the bases.			X
O. Covers fly balls inside the “cone” with runners on base.		X	
P. Pivots into the infield on a bases-empty base hit.		X	
Q. Takes a 90° angle for plays at first base with no runners.		X	
R Proceeds to home plate 5 minutes prior to the game.			X



RULES SESSION



Live and Dead Ball (p.12)

- A live ball is a ball that is in play.
- A dead ball is a ball that is not in play. The umpire must call **FOUL** or **TIME** when the ball becomes dead.



Live and Dead Ball

Examples of When to Call Time

1. Foul ball not caught.
2. Ball goes out of play.
3. Batter hit by a pitch.
4. Brushing the plate.
5. Any coach or player makes a reasonable request for time.

Important Note

The umpire does not have to grant time when requested, and the ball remains live if a request for time is not granted by the umpire

Live and Dead Ball

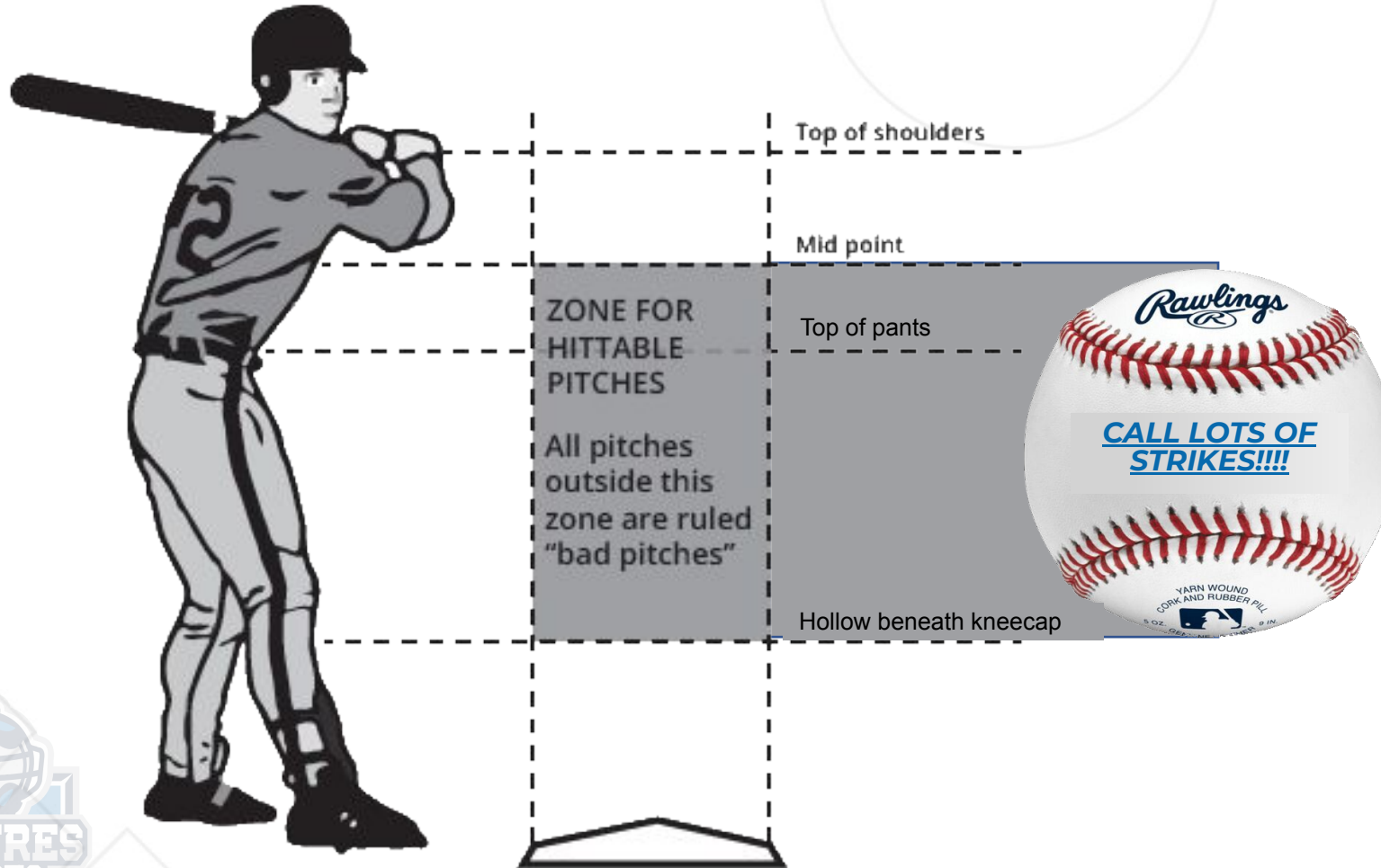
After calling time, many umpires forget to put the ball back in play. There are two things that must happen every time in order for a dead ball to become live:

1. Pitcher has possession of the ball.
2. Pitcher is in contact with the rubber.

When both criteria meet, the home plate umpire should point to the pitcher and say “play”.



Calling pitches



Check Swing

Criteria

The pitch would be a ball – **BUT** – The batter makes a half swing

Enforcement

The plate umpire must decide if the batter attempts to hit the pitch.

Mechanic

If umpire judges batter attempted to swing:

- Point at the batter with the hand closest to the batter and say “Yes ... (s)he went”
- Make a strike mechanic
- Add a strike to the count
- Give the count

If umpire judges batter make no attempt to swing:

- Say “Ball ... No (s)he didn’t”
- Add a ball to the count
- Give the count



Check Swing



<https://www.youtube.com/watch?v=vnU5JFaWtB0>

Foul Tip

Criteria

A batted ball that goes **sharp** and **direct** from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

If a foul tip first strikes any part of the catcher's body or paraphernalia and is caught by hand or glove against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out.

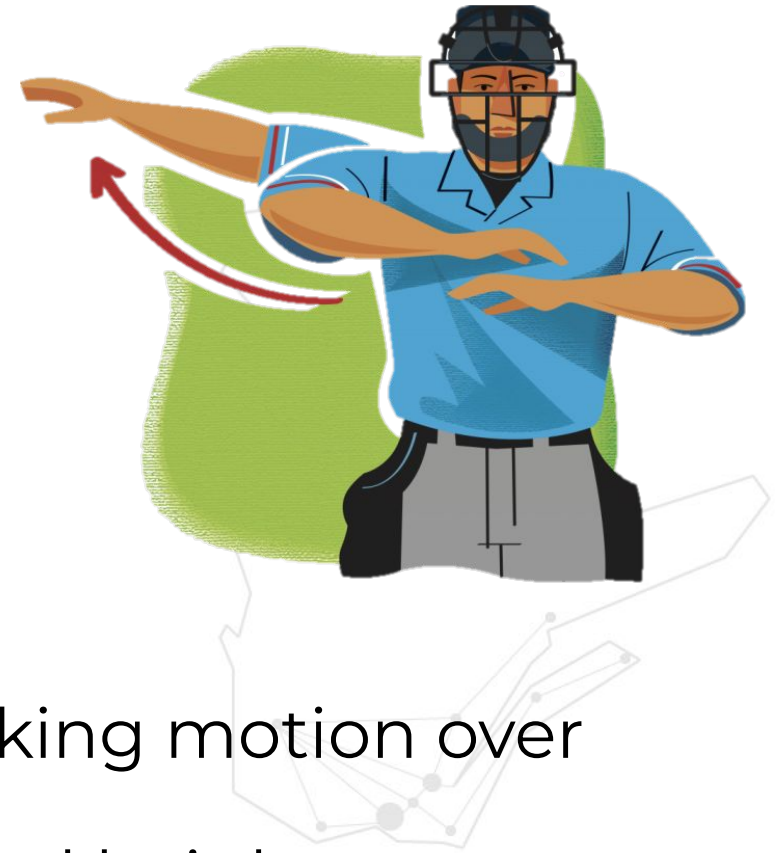
Foul Tip

Application

- The pitch is a strike
- The ball is in play

Mechanics

- Cross left arm in front of body
- Use right hand to make a brushing or nicking motion over left-hand fingertips
- Ensure right hand finishes at or above head height
- Finish with a strike mechanic as taught above, being sure to verbalize the number (i.e. **“STRIKE TWO”**)



Foul Tip



<https://www.youtube.com/watch?v=sXuDcd6g6AA>



Foul Tip



**“A RUNNER STEALING ON A PITCH THAT IS FOUL TIPPED AND CAUGHT
MUST RETURN TO THEIR BASE.”**

*REALITY: ON A LEGALLY CAUGHT FOUL TIP, THE BALL IS LIVE, AND RUNNERS MAY ADVANCE AT THEIR OWN
RISK.*

Hit by Pitch

Criteria

A batter has been hit by a pitch even if:

- the pitch bounces first
- the pitch only hits the batter's clothing
- the pitch hits the batter's hands

Enforcement

- The ball is dead
- The batter is awarded 1st base
- Other runners advance, if forced

Mechanics

- Call "TIME"
- Exit to the catcher's left and move in front of the plate
- Get between the batter and pitcher when doing award.
- Point to batter and say "**You, first base**"



Hit by Pitch

Exceptions

- The batter is NOT awarded first when hit by a pitch if:
- The pitch is in the **strike zone** –OR–
- The batter **swung** at the pitch – OR –
- The batter made no effort to get **out of the way**

In these cases, the ball is still **DEAD** but the batter remains at-bat.



“THE HANDS ARE PART OF THE BAT.”

REALITY: THE HANDS ARE PART OF THE BATTER'S BODY. A BATTER HIT IN THE HANDS HAS BEEN HIT BY A PITCH, AND IS AWARDED FIRST BASE.

Hit by Pitch

Directive to umpires: the notion of “Effort” and Hit Batsman

A controversial situation to the hit batter rule comes up when the batter does not move away or moves slightly from the pitch towards him. Here is the scenario which happens the most:

“A pitcher, aiming to hit the inside corner, pitches a curveball. The ball does not curve enough and it hits the batter's arm.

On his end, the batter looks for the curve. At the very last moment, he only has time to stiffen and close his eyes, awaiting the pain.”

The home plate umpire should then decide whether to send the batter to first base or not. Let's look at the rule:

5.05(b)

The batter becomes a runner and is entitled to first base without liability to be put out and touch first base when:

- (b) He is touched by a pitched ball which he is not attempting to hit:
 - (1) The ball is in the strike zone when it touches the batter,
 - or
 - (2) The batter makes no attempt to avoid being touched by the ball;



Hit by Pitch

The Directive:

The umpire should, in the case of batter being hit, awards first base to the batter, unless the batter is touched by the ball in strike zone or he moves towards the pitch trajectory in order to get hit deliberately.

This directive has the objective of:

- Not penalizing the batter unfairly in expense of a pitcher's "error".
- Eliminating any exaggerating actions concerning the batter's effort when the pitch is coming towards him.
- Putting in consideration that the batter can simply be "frozen" by seeing the pitch is coming towards him.



PLAYER HIT IN THE HEAD



PLAYER HIT IN THE HEAD

Important Note

The umpires are the sole judges of a ball that hits the batter in the head, or any part of the body above the shoulders.

When play equity applies (11U - AA and 9U to 18U - Classes A and B)

Batter or runner hit in the head	Defensive player hit in the head
<p>He must be removed from play for the half inning. (Unless he comes back to bat a 2nd time in the inning)</p> <p>The last out replaces him/her.</p>	<p>He must be replaced for the remainder of the defensive half inning. (We could continue the game with 8 players...)</p> <p>The pitcher could return to pitch later in the game even though he left the mound.</p> <p>The catcher wearing his mask/helmet does not have to be removed from the game.</p>



After the pitch...

The batter swings and misses.	Live
Foul tip (pitch nicks the bat and goes sharply and directly to the catcher's hand or glove first, and is then caught by the catcher).	Live
Foul ball with less than 2 strikes (with 2 strikes a foul ball is not considered a third strike)	Dead
Bunted foul with two strikes (batter is out as this is considered a third strike).	Dead
Any portion of the ball passes through the strike zone (strike zone is explained below).	Live
The catcher drops a third strike (batter may run to first base if there is no runner on first base or any time there are two outs)	Live

Important Note

1. Any pitch that is not hit, and does not fall into one of the categories above, is a BALL.
2. If a batter can reasonably hit the ball, call it a STRIKE.

Play/No Play

There are 5 ways of having a play.

1. Tag or tag attempt of a base in an attempt to retire a runner.
2. Tag or tag attempt of a runner.
3. Throw to a fielder in an attempt to retire a runner.
4. Rundown.
5. Balk.

Why is this important?

There are several places in the baseball rules where it is important for umpires to know if a play has occurred:

- **Overthrows** – the number of infield **PLAYS** made affects the award of bases.
- **Appeals** – a team cannot make an appeal after a subsequent **PLAY**.
- **Obstruction** – different awards are made depending upon whether a **PLAY** is occurring on the runner.



Play/No Play



“IS IT CONSIDERED A PLAY WHEN A DEFENSIVE PLAYER CATCHES A FLY BALL AND THROWS IT INTO THE INFIELD?”

REALITY: A CATCH IS NOT A PLAY. A THROW IS ONLY A PLAY IF IT IS THROWN IN AN ATTEMPT TO PUT OUT A RUNNER.

Catch / No Catch

A batted ball has been legally caught when the fielder shows:

- Entire possession of a batted ball that was in-flight.
- Control of ball and body.
- Voluntary release of the ball.

For each of the following situations circle whether it is a Catch or No Catch:

A fielder gloves the ball, takes 5 more steps, then collides with another fielder and drops the ball.	No Catch
After catching the ball, the fielder falls and the ball rolls out of his glove.	No Catch
A line drive deflects off the pitcher and is gloved by the short stop without touching the ground.	Catch
A batted ball deflects off the base umpire and is then gloved by the second baseman.	No Catch
A batted ball is gloved by a fielder who then deliberately flips it from his glove to his hand. The ball falls onto the ground.	Catch

Catch / No Catch

Important Note

A batted ball is no longer in-flight once it touches an umpire, runner or the ground. A batted ball that hits a fielder is still considered in-flight



<https://www.youtube.com/watch?v=rC-bSCkiAlU>



<https://www.youtube.com/watch?v=DLs0pjWnzTY>



Catch / No Catch



“IF AN OUTFIELDER DROPS A BALL AFTER HOLDING IT FOR 5 SECONDS, IT IS CONSIDERED A CATCH.”

REALITY: IT IS CONSIDERED A CATCH ONLY IF THE OUTFIELDER VOLUNTARILY RELEASES THE BALL.



“THE GROUND CAUSED THE BALL TO COME LOOSE.”

REALITY: THIS IS A FOOTBALL RULE.

Fair Ball and Foul Ball

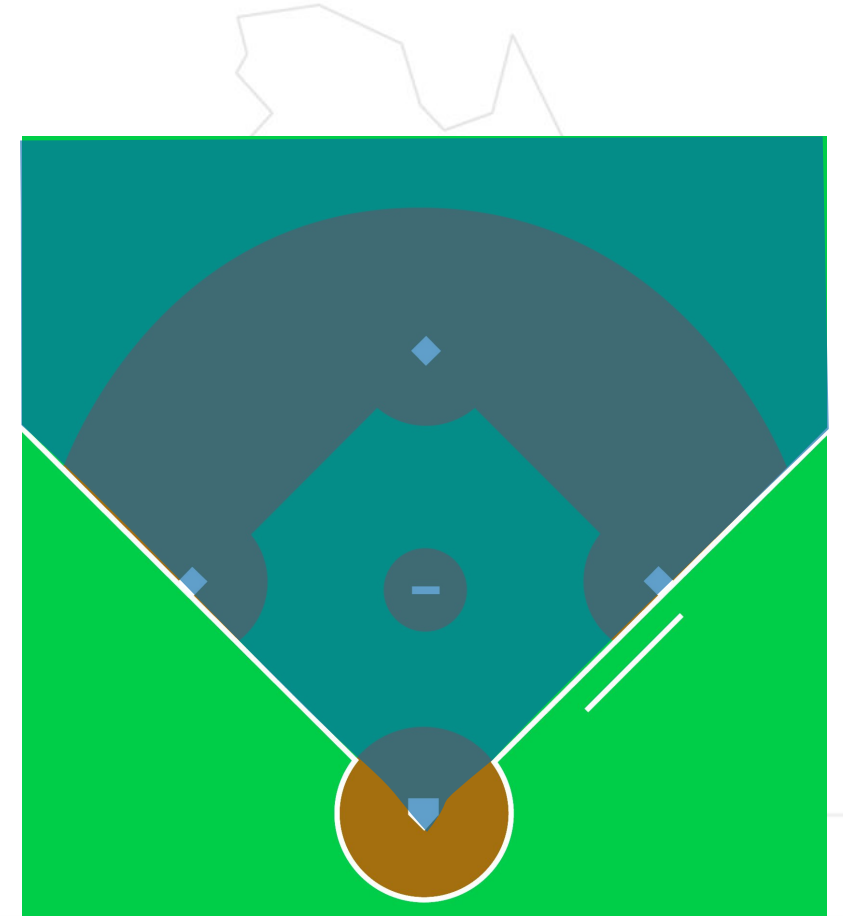
Fair territory is the area of the field between the lines and the outfield fence, from post to post.

Both foul lines and posts are actually part of the **fair** territory.

Fair ball situations

A batted ball is considered fair when:

- a) The ball is touched or stops in fair territory **before** having passed 1st or 3rd base.
- b) A ground ball bounces on or over fair territory as it passes 1st or 3rd base.
- c) The ball touches any part of 1st or 3rd base.
- d) A ball in flight hits the ground in fair territory beyond 1st or 3rd base.
- e) A fielder touches a ball in flight when the ball is situated over fair territory. The position of the fielder does not matter. The question you must ask yourself is: “where was the ball when it was touched”.



Fair Ball and Foul Ball

Foul Ball Situations

A batted ball is considered foul when:

- a) The ball is touched or stops in foul territory before it has reached 1st or 3rd base.
- b) A ground ball bounces on or over foul territory as it passes 1st or 3rd base.
- c) A ball in flight hits the ground in foul territory beyond 1st or 3rd base.
- d) The ball touches a player, umpire, coach or other object (ex: bat) in foul territory.
- e) The ball hits the batter in the batter's box.



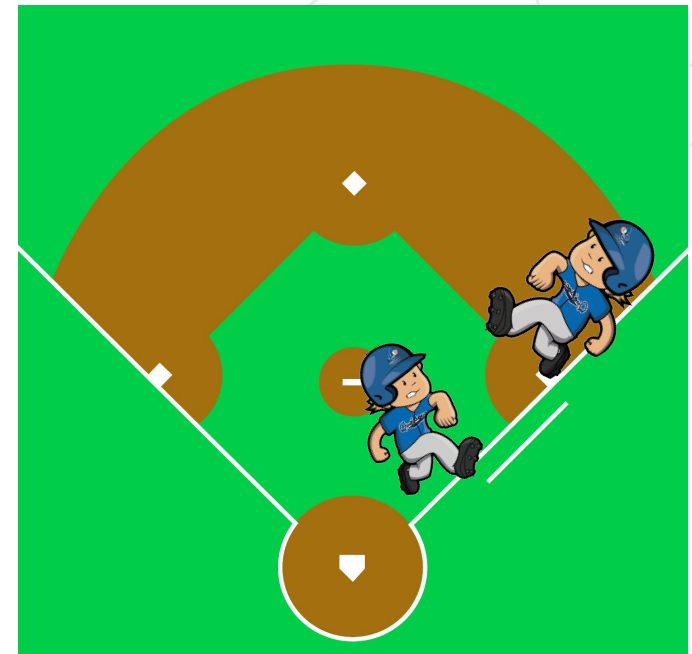
Fair Ball and Foul Ball

Base position



Force Play

This type of play occurs when a runner loses the right to occupy a base because the batter becomes a runner. There are two ways to put out a runner on a force play, by touching the **base** while in possession of the ball or by touching the **runner** with the ball.



Force play

Example: R1, groundball to the shortstop, the put out of R1 at 2nd base is a force play?



Example: R1, groundball to the shortstop, he throws the ball to the 1st base to put-out the batter-runner. The 1st baseman then throws to the 2nd baseman to try and put-out R1. The put-out of R1 at 2nd base is a forced play?



Tag-up

Action by a runner who returns to touch a base to conform to a rule of play. Following a catch, a runner has the obligation to retouch the base he was occupying at the time of the pitch, thereby, a runner may not leave the base before a ball in flight is caught by a defensive player.

Example: R1, flyball to the right fielder, R1 takes a couple of steps toward 2nd base. R1 must retouch 1st base after the catch before going to 2nd base?



Overthrows

An overthrow is:

- A thrown ball
- That ends up outside the limits of the playing area.

Pitcher

- All runners receive **1** base(s) from the time of the pitch.

EXAMPLE: R1 AND R3. FROM THE RUBBER, THE PITCHER OVERTHROWS FIRST BASE ON AN ATTEMPTED PICK OFF.

Place the runners:

- A) R3 at home plate, R1 stays at 1st base;
- B) R3 at home plate, R1 at 2nd base;
- C) R3 stays at 3rd base, R1 at 2nd base.



Overthrows

Infielder

(we also consider the pitcher an infielder who is not on the rubber)

First Play

All runners, including the batter-runner, receives **2** base(s) from the time of the pitch.

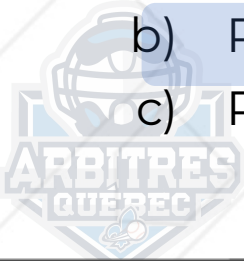
EXAMPLE: R2, 1 OUT. THE SHORTSTOP FIELDS A GROUND BALL AND OVERTHROWS FIRST BASE.

Place the runners.

- a) R2: home batter-runner: first
- b) R2: home batter-runner: second
- c) R2: third batter-runner: second

EXAMPLE: R2, 1 OUT. THE SHORTSTOP FIELDS A GROUND BALL, STEPS TOWARDS R2 BUT MAKES NO TAG ATTEMPT, THEN THROWS TO FIRST BASE RESULTING IN AN OVERTHROW.

- a) R2: home batter-runner: first
- b) R2: home batter-runner: second
- c) R2: third batter-runner: second



Overthrows

Second Play

All runners, including the batter-runner, receive 2 base(s) from the time of the throw.

EXAMPLE: R1, 0 OUT. THE SHORTSTOP FIELDS A GROUND BALL AND FLIPS TO THE SECOND BASEMAN TO BEGIN THE DOUBLE PLAY. THE UMPIRE RULES THAT R1 IS SAFE AT SECOND. THE SECOND BASEMAN NOW OVERTHROWS FIRST BASE.

Place the runners.

- a) R1: home batter-runner: first
- b) R1: home batter-runner: second
- c) R1: third batter-runner: second

EXAMPLE: R1, 0 OUT. THE FIRST BASEMAN FIELDS A GROUND BALL AND TAGS FIRST TOO LATE TO RETIRE THE BATTER-RUNNER. R1 ROUNDS SECOND BASE AND IS RUNNING TO THIRD. THE FIRST BASEMAN OVERTHROWS THIRD BASE.

Place the runners.

- R1: home batter-runner: third
- R1: home batter-runner: second
- R1: third batter-runner: second



Overthrows

Outfielder

All runners, including the batter-runner, receive **2** base(s) from the time of **the throw**.

EXAMPLE: 0 RUNNERS. 0 OUT. BASE HIT TO RIGHT FIELD. THE BATTER-RUNNER ROUNDS FIRST. THE RIGHT FIELDER THROWS BEHIND THE RUNNER TO FIRST, BUT THE BALL GOES OUT OF PLAY.

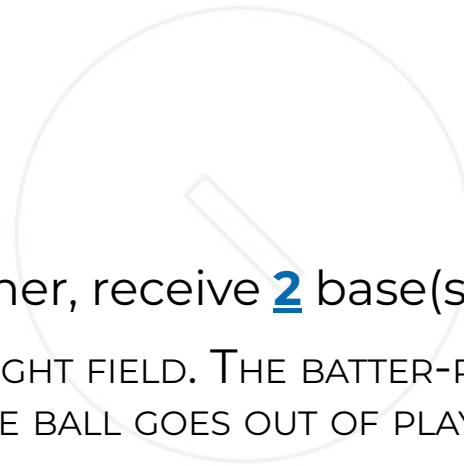
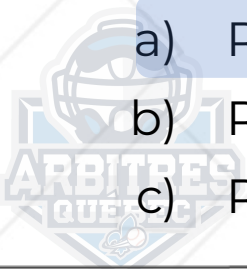
Place the runner.

- a) batter-runner: first
- b) batter-runner: second
- c) batter-runner: third

EXAMPLE: R1, 0 OUT. THE BATTER HITS A FLY BALL TO RIGHT FIELD WHICH IS CAUGHT. THE RIGHT FIELDER THROWS TO FIRST AS R1 IS RETURNING. THE BALL GOES OUT OF PLAY.

Place the runner.

- a) R1: third
- b) R1: second
- c) R1: third



GAME MANAGEMENT AND EJECTION REPORT



Strategies for Effective Game Control

Do

- Stay calm and keep language and gestures under control.
- Answer questions with short and precise answers.
- Use positive non-verbal body language.
- Be alert of the surroundings at all times to prevent difficult situations.
- Act and react dynamically.

Don't

- DON'T use an overly firm voice, except in situations that require stepped up directions
- DON'T issue ultimatums (for example: "Don't do that ... or I will throw you out").
- DON'T eject people needlessly... Try to keep players, coaches, and team personnel in the game if possible.
- DON'T allow trash talk or banter to go back and forth between teams (proactively direct them to stop – this is a good step towards preventing a problem later).
- DON'T use aggressive body language (arms crossed, hands on hips, etc) except when needed to convey a message to a coach or player.
- DON'T touch, threaten or swear at a coach or player.
- DON'T get into overly friendly discussions with players or coaches – it may give the perception to the other team that you are not impartial.



EJECTIONS

Criteria

Step 1

If it is the first time you have heard something and it is not a direct insult, use the phrases “**THAT’S ENOUGH**” or “**KNOCK IT OFF**”, these are indirect warnings.

Step 2

If it continues or it is aggressive, you can issue a direct warning, “**THAT’S A WARNING**”. Remember to avoid ultimatums, just say it’s a warning.

Step 3

If the coach/player’s behaviour is excessive or out of control, and you feel that you have tried the other steps, as a last resource you can eject the coach/player by saying “**YOU’RE GONE**”.



EJECTIONS

Important Note

Depending upon the severity of the coach/player's behaviour, it may be necessary to move directly to Step 2 or even Step 3 without going through the earlier steps. Umpires must use their best judgment in handling such situations.

Ensure you are aware of what coaches and players can and cannot question.

- Coaches **can** question or protest rulings the umpire has made.
- Coaches/Players **can** ask you why you called or what you did.
- Coaches/Players **cannot**:
 - Run out screaming, jumping up and down, pointing or gesturing (to re-enact the play), humiliate, threaten, insult or swear at you.
 - Touch you.
 - Question balls and strikes.

EJECTIONS

Don't forget rule 103.21 in the BQ rulebook:

103.21 - TRIPS TO THE UMPIRE – 11U AA, 13U AA AND ALL A AND B CLASSES

No coach or player can make a visit to the umpire except for a protest or substitution. Otherwise, he will be ejected according to article 55.1 – Unsportsmanlike Conduct.



EJECTIONS

Mechanic

- The following mechanic is used to eject a player or coach/manager.
- feet planted shoulder width apart
- use right hand to point at the offender
- while taking a small step, make a sweeping motion with right arm away from the field
- add voice “**You’re gone.**”



EJECTIONS

Must Eject Situations

- Fights or pushes opposing players
- Intentionally bumps/touches/hits an umpire
- Intentionally defies an umpire's repeated direction
- Tries to embarrass or humiliate an umpire
- Mimics or acts out play that caused the argument (including drawing a line to show a pitch's location)
- Uses insulting or abusive language toward an umpire or about an umpire
- Makes malicious contact with another player (see Baseball Quebec Contact Rule)
- Coach/Player threatens someone from the other team or the umpire
- Continues to argue after you have used Step 1 and Step 2



EJECTIONS

Warning Situations

- Coaches/Players trash talk or banter between each other
- Coach/Player does not follow the umpire's directive
- Players start to argue with each other
- The coach/player continues to argue and won't sit down even after you have explained yourself and told him **"THAT'S ENOUGH"**
- The coach/player says **"THAT WAS A BRUTAL CALL"** but does not insult you personally
- The coaches/players shout out to you about a call or try to make a 'scene' after a call they don't like

Important Note

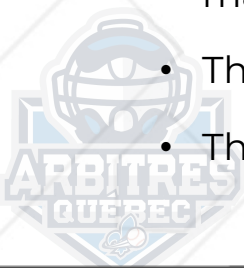
After issuing a warning, the umpire should eject if any of the above situations are repeated.



EJECTIONS

Do Not Eject Situations

- If the coach asks you to explain your ruling
 - **(Attention to rule 103.21 - Visit to the umpires – 11U AA, 13U AA and all A and B classes!)**
- If the coach asks for clarification on something you have called
- If the coach tells you that you were out of position for a call (and you were)
- Any time that you know you have made an error - you can't immediately eject a coach/player for getting ANGRY as long as he doesn't break any of the 'must eject' guidelines - listen to what he has to say, explain yourself. If your error is one that you can fix... FIX IT!
- Two players bump into each other or there is a hard slide that is part of the play and it is not intentional nor malicious
- The players/coaches are 'muttering' in their dugout and you can't really hear what they are saying
- The spectators are yelling at you or booing at your call



Dealing with Spectators

- **IGNORE THEM!**

- You have no control over the spectators; umpires can't throw spectators out of the park.
- If you react to what the spectators are saying, their heckling will only get worse.
- Sometimes spectators yell at umpires because they think it is what they are supposed to do at a ball game – it is not PERSONAL!
- If spectators threaten you, try not to react to it, leave with your partner, and be sure to call your umpire supervisor to report their conduct.
- If spectators severely affect the progression of the game, have their respective coach help you to restore order.



What to include in an ejection report

- The names of the umpires.
- When did the incident happen? (innings, runners and outs)
- What was said or done to bring about an ejection?
- Use the exact words if possible, but only if you are sure.
- Give as much detail as possible while remaining objective. Describe exactly what happened: how people moved, what they said, etc. Try to give readers as much information as if they were watching a video.
- It is possible to paraphrase, but the words used to report someone's words should be as close to the truth as possible. On the other hand, it must be specified that the comments are reported approximately.
- Record if a warning has been given before. For example, if the umpire has previously said "Knock it off!" or "That's enough!" " , before the events escalated to ejection, this must be recorded in the match report.
- Include comments from both umpires in the report (not just the umpire writing it).
- Was it a routine ejection or a much more serious situation?
- Disciplinary codes related to ejection. This will greatly facilitate the work of the disciplinary prefect.



What should not be included

- Your opinion and speculation regarding the motives and intentions of players and coaches.
- Recommendations about sanctions the league should impose.
- Report unnecessary information. A report should be brief, precise and concise.
- Spelling errors can damage your credibility and the quality of your report. It is also very important to write down the names of the people involved when re-reading the alignment sheets.
- Your phone number and email address. You never know who will have access to your report. That said, if the league wants to join you, they can always go through a referee representative.
- Handwritten on the back of a game sheet. It may very well be that the match sheet is not transmitted to the authorities in the required time. Out of professionalism, a report should be made using the official form, electronically whenever possible.

Report Submission Deadline



24 Hours



“Umpires determine suspensions”

Reality: The league's disciplinary prefect will read the report and impose sanctions based on the umpires' reports and the disciplinary codes that occurred.

Ejection Codes

Code	Title	Description
55.1	Automatic Suspension	Any member who is ejected from the game is automatically suspended
55.2	Dangerous Behavior	Any member who is expelled from the game for dangerous behavior is automatically suspended. Specifically, a dangerous behavior includes throwing/projecting of any object that causes danger for oneself or others.
55.3	Aggressor or Instigator	Any member identified as an aggressor or instigator and involved in a suspension of codes 55.2, 55.4, 55.5 or 55.6 is automatically suspended
55.4	General cases of member misconduct, dangerous conduct, touching (a.k.a To Touch)	Any member who is ejected from the game for dangerous conduct, touching a player, a coach, an umpire, a scorekeeper or any person in authority is suspended indefinitely and its case is referred to the appropriate authority:
55.5	Prejudicial Behaviour	Any member who uses an abusive language, spits at another member, shoves, attempts deliberately to injure or is involved in a fight with a player, a coach, an umpire, a scorekeeper or any person in authority is suspended.



Ejection Codes

Code	Title	Description
55.6	Assault	Any member who commits an assault against a player, a coach, an umpire, a scorekeeper or any person in authority is suspended indefinitely and its case is referred to the provincial Rules Committee.
55.7	Refusal to Leave the Field	If an ejected member refuses to leave the playing field or makes obscene gestures, he is suspended for an additional game.
55.12	Ejection & Additional Suspension	When an ejection arises, causing the minimum number of players required on defense to no longer be attainable, an additional game is added to the ejected player's suspension. <i>Note: If the player is ejected while their team is on offense but their team never returns to defense in the game, the player in question does not receive an additional suspension in relation to this article.</i>



BASEBALL QUEBEC RULES



PROTECTION FOR THE BATTER, THE RUNNERS, THE BAT BOY AND BASE COACH (art. 103.1)

Wearing a protective helmet with **two** ears is mandatory for:

- The batter;
- Any runners;
- The on-deck batter;
- The batboy;
- Any player acting as a base coach (in Minor levels).



PROTECTION FOR THE CATCHER (art. 103.2)

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



Uniform (art. 103.3)

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



Use of spikes (art. 103.4)

The use of metal spikes is allowed starting in 15U/16UF.

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

15U/16UF and above



Metal
Cleats

13U and below



Plastic
Cleats

Gloves (art. 103.5)

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



AUTHORIZED BATS

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



AUTHORIZED BATS_(art. 103.6)

Division	Bat
9U A-B-GC	USSSA 1.15/ USA baseball
11U AA-A-B	USSSA 1.15/ USA baseball
13U AA	Barrel no more than de 2¾ and -10 or less - USSSA 1.15/ USA baseball
13U A-B	USSSA 1.15/ USA baseball
15U/16UF AA 18U/21UF A-B	Barrel no more than 2 3/4 et -5 or less - USSSA 1.15 / USA baseball or BBCOR .50 + Wood
15U/16UF A-B	Barrel no more than 2¾ et -10 or less - USSSA 1.15/ USA baseball
18U/21UF AA Junior & Senior	WOOD



AUTHORIZED BATS_(art. 103.6)

Sanction

The bat must clearly show the manufacturer's original marking and compliance. If not, the bat will be considered as illegal. A batter is called out for illegal action when he uses or attempts to use an illegal bat.

No player can advance on the play, but any out or outs made during such play stand. A batter is considered as having used or attempted to use an illegal bat when he steps in batter's box with such bat.

Important Note

A call-up playing in a division and/or superior class has to conform to the bat rule of the level where he is being called up to play.



Balls (art. 103.7)

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



INFRACTIONS TO RULES 103-1 TO 103-7

(art. 103.8)

Any player, coach or batboy, who disobeys one of these rules, following a warning (except for article 103.6), cannot participate in the game and must leave the field.

No subsequent penalty is applicable.



Weather Conditions (art. 103.9)

TRUE OR FALSE

SITUATION	TRUE	FALS E
Any deterioration of the atmospheric conditions oblige the umpires to consult the coaches on the relevance of continuing the game.	✓	
The final decision rests with the umpires.		✓
The objective of the decision is to protect the health of all those involved.	✓	



Contact (art. 103.10)

Here are some assertions that form the basis of the contact rules:

- Runners are instructed to slide or attempt to avoid contacting a fielder. The umpire shall determine whether contact was avoidable or unavoidable.
- On all malicious contact judged by the umpire, the player is to be automatically ejected as described in article 55.5 (Prejudicial Behaviour) whether or not declared safe.

And what does malicious mean?

Contact shall be considered malicious if:

the contact is the result of intentional excessive force, and/or there is intent to injure. Malicious contact is to be penalized whether committed by an offensive or defensive player.

The umpire must determine whether the contact could have been avoided or not.



Contact

Scenarios

The runner approaches the fielder and intentionally hits the fielder's mitt with his hand, trying to make the fielder drop the ball.

The umpire should determine :

Did the fielder attempt to make the fielder drop the ball?

If the answer is **YES**:

- The runner is called out on **interference**.
- The ball is declared dead and all other runners return to the last base they occupied the moment the contact was made.

If the answer is **NO**:

- The malicious rule does not apply.



Contact

Scenarios

The fielder blocks the base. The runner slides and makes contact with the fielder accidentally.

If the runner makes contact accidentally:

- There will not be any infraction and the play is legal.

If the collision is flagrant, intentional, and malicious:

- The ball is declared dead;
The runner is called out and ejected;
Any runner(s) returns to the last base they occupied.



Contact

Scenarios

The fielder blocks the base path without possession of the ball:

If the runner tries to avoid the contact:

- A delayed dead ball is called;
- Indirect obstruction is called;
- The runner is safe at the base he should have reached had there been no obstruction.

If the collision is flagrant and intentional:

- The ball is declared dead;
- The runner is safe on obstruction;
- The runner will be ejected.



Safety Base (art. 103.11)

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



Mercy Rule (art. 103.13)

The 10-points mercy rule applies in:

9U to 13U:

After the 4th inning or 3 ½ innings if the home team is leading.

15U/16UF to Senior:

After the 5th inning or 4 ½ innings if the home team is leading.

The 15-points mercy rule applies during tournaments and championships:

9U to 13U:

After the 3rd inning or 2 ½ innings if the home team is leading.

15U/16UF to Senior:

After the 4th inning or 3 ½ innings if the home team is leading.



Play Equity (art. 103.14)

11U AA, A-B, 13U A-B, 15U/16UF A-B, 18U/21UF A & B

- All players are registered on the batting order and each one hits at his turn. **This also applies to 13U AA (Rule 107.10).**
- When a player arrives during the game, he is inserted in the last spot on the batting order. In tournament and championship play, it is not allowed to add a player in the middle of the game. **An exception to this rule is permitted in the case of pursuit of a suspended game.**

Important Note

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

Option 1: Permanently remove that player from the game;

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



Play Equity (art. 103.14)

- When a player leaves during the game, he is removed from the batting order. No automatic out is counted.
- If a player cannot complete his turn at bat, the following batter will replace him with the same count. The replaced player can be reinserted in the game.
- If a player cannot complete his presence on bases, he is replaced by the last out. The replaced player can be reinserted in the game.

Importante Note

If a player “skips” his turn at bat but stays in the game, an out will be recorded.

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



Reaching the Next Base (art. 103.14 c)

- When a team has a lead of five or more runs, the runner of this team can reach the following base only if the ball is hit or if he is forced to advance. Dependent of a playing rule (Baseball Canada) may result in the runners being forced to advance. **Example:** Ball out of bounds.
- **With lead on bases - NEW (starting 2024)**
If a runner with a lead reaches the next base, the ball is dead and he's out. If multiple runners are at fault, the ball is dead, and only the runner closest to the plate is out, while others return to their bases. If the pitcher or catcher attempts a play on a runner, the runner must return to his base but can try to advance to the next base at his own risk. If he doesn't return to his base, he risks being tagged out. Other runners cannot attempt to advance on the play.

PENALTY

With no lead on bases 7U to 13UB:

- If the runner reaches the next base, the ball is dead and the runner returns to his base.

Important Note

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

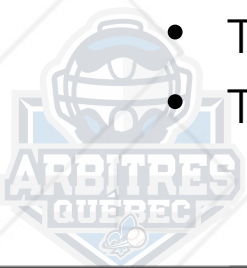


BATTER'S BOX 11U to Senior (art. 103.15)

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

Exceptions :

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



BATTER'S BOX 11U to Senior

Consequences:

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



COURTESY RUNNER (art. 103.16)



No courtesy runner is permitted for the catcher.

In the case when a courtesy runner is used by mistake, the situation must be corrected when noticed, without further sanctions.

CAST (art. 103.9)

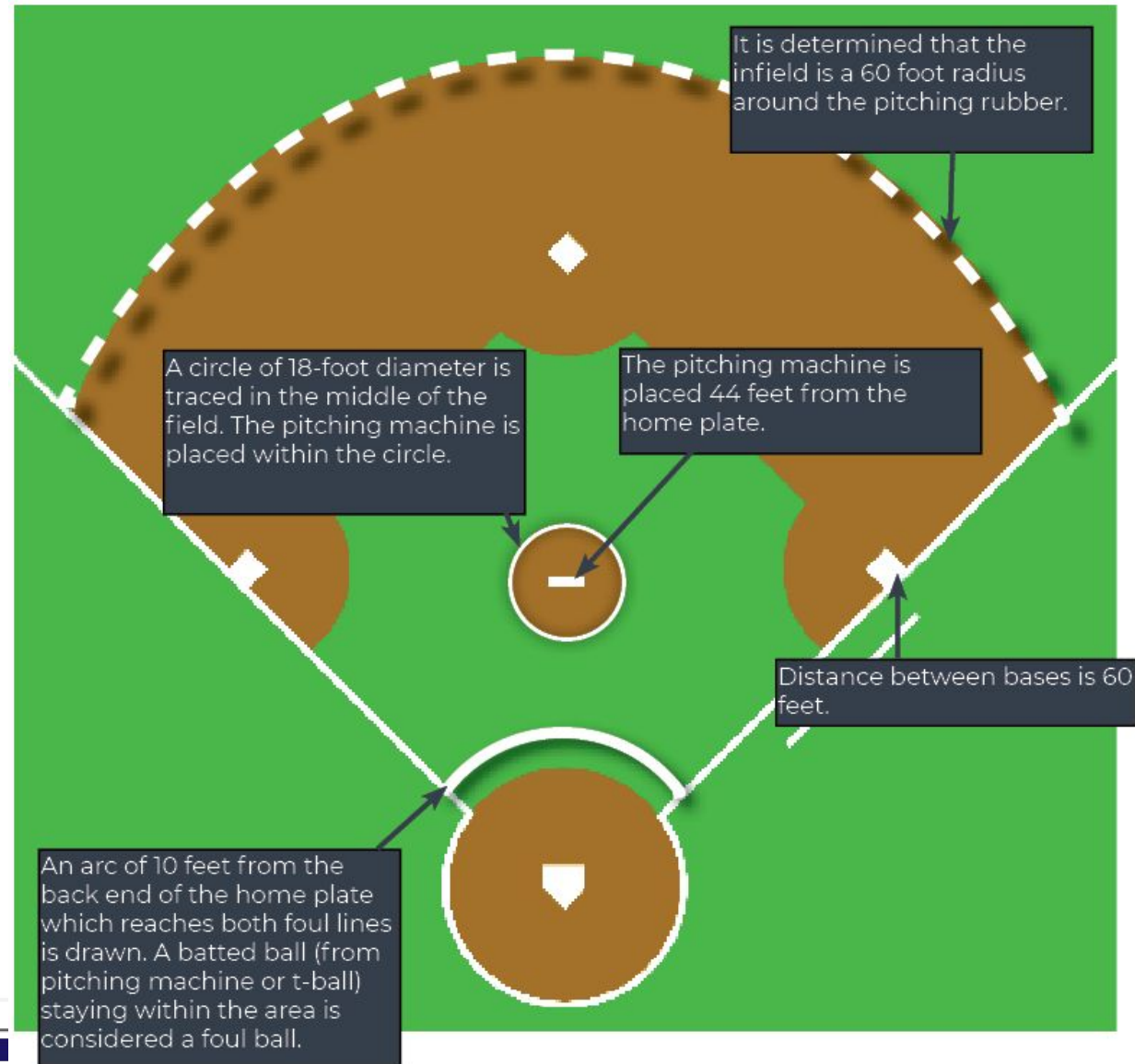
A player, who wears a cast or a substitute material/equipment having the same effect as a cast, cannot participate in a game



9U DIVISION



Field Layout



Pitching Machine

Important Note

Taking into account that the intention is to obtain batted balls, the coaches have to be in agreement with the speed and adjustment of the pitching machine. If there are some technical problems, whatever type of pitching machine used, adjustments can be made during the course of the game. Remember that the role of the pitching machine is to throw consistent strikes to the batter.

In the provincial championships, a mechanical pitching machine (catapult) will be used. Baseball Quebec also recommends the use of mechanical pitching machine (catapult) in provincial tournaments



Pitching Machine

- The pitching machine **must** be operated by a **coach of the offensive team**.
- Since the goal of speed setting is to maximize the number of balls hit, the two coaches will need to agree on the speed at which the pitcher will be programmed.
- In the event that there is no pitcher, an adult (parent or coach) will be determined to pitch to the batters on his team.

What happens if a batted ball hits the pitcher or an operator?

- When a batted ball **hits** the pitcher or operator, the ball is declared **dead** and the batter is awarded **first base**. Runners advance if **forced**.

Important Note

When applying this rule, the ball must directly touch the pitching machine or the operator. When a ball deviates off a player or any other object and then touches the pitching machine or operator, it remains in play and is NOT a dead ball



Players

In 9U A, during the regular season, a minimum of **7** and a **maximum** of **9** players can be on defense. During provincial competition (tournament – championships), **9** players must be on defense. **In addition, a team can continue the game even if it is no longer able to place 9 players on defensive due to injury. At this point, an automatic out is recorded for the absent batter. If a team is unable to place at least 7 players on defensive, the game is forfeit.**

For 9U B/Grand Slam class, at all times, **6** players must be on defense, based on the following three options:

Option A: 2 pitchers and 4 infielders;

Option B: 2 pitchers, 3 infielders and 1 outfielder;

Option C: 1 pitcher, 4 infielders and 1 outfielder.



Pitcher

One (1) player **must** occupy the position of pitcher (possibility of 2 at 9U B/Grand Slam). He must wear a **protective helmet with two ears**. He will have to position himself behind the ball thrower. He must have one foot on the mound and one foot on the grass (or on the other side of the line delimiting the mound, the 18-foot circle).



Catcher

- A player must act as a catcher; he has to **wear the complete catcher's equipment**.
- In the 9U B/Grand Slam class, no player will play as a catcher.



Coaches

In the 9U B/Grand Slam class, one (1) coach of the defensive team is allowed on the field, he **must stand behind infielders**. If the coach is unintentionally hit by a batted ball or by a throw, **the ball is in play**.

The offensive team will be entitled to a coach at first (1st) and third (3rd) base. In addition, the offensive team must have on the field a person responsible for operating the pitching machine.



Substitutes & Re-Entry

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

If a team consists of only 6 players, a rotation in the batting order must be performed.

Important Note

In this situation, the batting order remains intact, but in the 2nd inning, the 2nd batter in the order must be the 1st batter in the inning, and so on.



End of a Half Inning

In 9U A class, the half inning ends when **3 outs** are made or the offensive team scores **5 runs**.

In the 9U B/Grand Slam class, the half inning ends when **6** batters have come up to bat. There is no open innings in the 9U B/Grand Slam class. For scoring purposes, it is considered that there are 2 outs when the 6th batter comes up to bat.

Important Note

An exception will be made for the number of runs on a home run, while the ball has gone out of bounds. In which case, all the points of the team will count. Also, in the last inning (open inning), the visiting team can get a lead of up to 10 runs. Once this limit is reached, the half-inning ends. The home team can then come back to bat and, at best, tie the game, even if an out-of-the-park home run ends the game. This rule only applies during the regular season.



Runners Advancing

9U A

- During a batted ball, we determine a runner's advance at the moment an infielder is in possession of the ball while he has both feet on the infield surface (limit of dirt and grass between infield and outfield).
- From this moment on, runners can only go to the next base, at their risk. A runner can also advance on a sacrifice fly. If an error is committed on the first play (out or out attempt), runners may attempt to advance by one (1) additional base, at their risk. In the case of a ball hit to the outfield, the notion of error no longer applies when the ball returns to the infield and is in possession of an infielder. As soon as a ball is called "out of bounds", runners must return to the last base regularly reached.

Important Note

Infielders are all players playing defensive with exception of those who evolve in outfield position



Runners Advancing

9U A

Examples

- 1 Runner on first base. Slow roller to shortstop who tries to initiate a double-play, but makes an erratic throw to second base. Both runners MAY attempt to advance by only one (1) additional base, at their risk (3rd base for R1 and 2nd base for BR), since the error occurred during the first play.
- 2 Runner on first base. Slow roller to the first baseman who touches first base to make an out on the batter-runner (which is the first play), but makes an erratic throw when trying to make an out on the runner heading towards 2nd base. This runner will NOT be allowed to advance an additional base (3rd base) since the error occurred during the 2nd play.
- 3 Runner on second base. Slow roller to shortstop who tries to apply a tag on the runner and misses him, despite his best effort (this is the first play). He then makes a throw to the first basemen to make an out on the batter-runner, but the first baseman misses the throw. The two runners will NOT be allowed to advance an additional base (they cannot go to home plate for R2 nor 2nd base for BR) since the error occurred during the 2nd play.
- 4 Runner on first base. Ball hit on the ground that reached the outfield. The outfielder throws the ball to the shortstop who possesses the ball in the infield. At this moment, the runner (R1) is halfway between 2nd and 3rd base. The throw to 3rd basemen is erratic. Both runners will NOT be allowed to advance an additional base (including home plate for R1), since the ball hit in outfield returned infield and was in possession of an infielder, which eliminates the notion of an error for the purposes of runner advancement.



Runners Advancing

9U B / Grand Slam

- During a batted ball coming from the pitching machine, we determine a runner's advance at the moment a defensive player is in possession of the ball while he has both feet on the infield surface (limit of dirt and grass between infield and outfield).
- The runners can only go to the next base, at their risk. A runner can also advance on a sacrifice fly. In every case of error committed by the defensive, once the ball reaches the infield and is in possession of an infielder or as soon as a ball is called "out of bounds", runners must return to the last base regularly reached.

Penalty

If a runner violates this rule, the ball is dead and the runner(s) are returned to the base to which they were entitled.



Pitches

An umpire can declare a bad pitch from the pitching machine at any time if he judges the pitch is out of the strike zone (unhittable). When the batter is hit by a pitch, or he swings at a pitch which the umpire declares a bad pitch, he is entitled to an **extra pitch**.

Important Note

The call of a bad pitch by the umpire always takes precedence over a batted ball. If a ball is hit in this situation, play must be restarted.



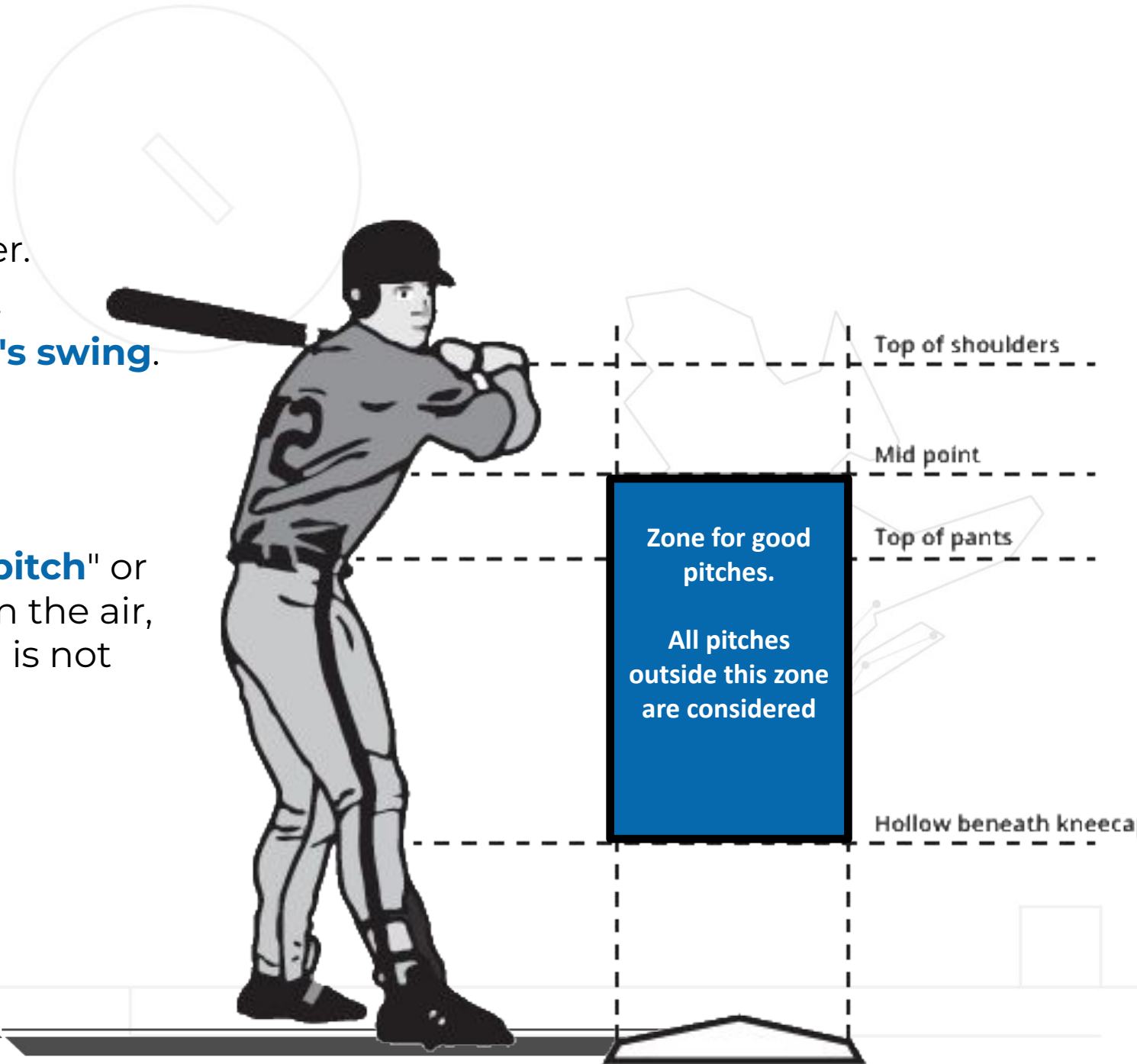
Pitches

What constitutes a bad pitch?

- It is **over** the shoulder of the batter.
- It **bounces** in front of home plate.
- It cannot be **reached with batter's swing**.

Procedure:

The home-plate umpire signals "**no pitch**" or "**bad pitch**" with his arms raised up in the air, as if he is calling a foul ball. The pitch is not counted.



At Bat

9U A

The batter is entitled to **5 pitches**. When he hits a foul ball on the last pitch, he stays in the box as he cannot be retired on a **foul ball**.

Note: If on the 5th pitch, the batter hits the ball and it comes to rest or is hit within the radius of 10 feet, a foul ball must be called, resulting in an extra pitch for the batter.

The rule of a **three-strike** out (on three swings) applies.

9U B / Grand Chelem

The batter is allowed three **(3) pitches** from the pitcher. If the batter hits a foul ball on the 3rd pitch (or any extra pitch from the pitcher), he is entitled to another pitch from the pitching machine.

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

If the batter has not hit after the three (3) pitches, he is entitled to the T-Ball for a maximum of 2 swings (no additional chance).

Note: The player must take a full swing on the t-ball. Any attempt at a “half swing” is unsportsmanlike and results in the batter regaining momentum. The batter is allowed to take practice swings in order to adjust the t-ball as long as the ball is not in place. Once the ball is placed on the t-ball, any swing is considered an attempt to put the ball in play.

The 3 strike out rule **does not** apply. A batter is out after receiving his 3 pitches from the pitcher and his 2 swings from the T-Ball.



At Bat

T-ball in 9U B / Grand Slam

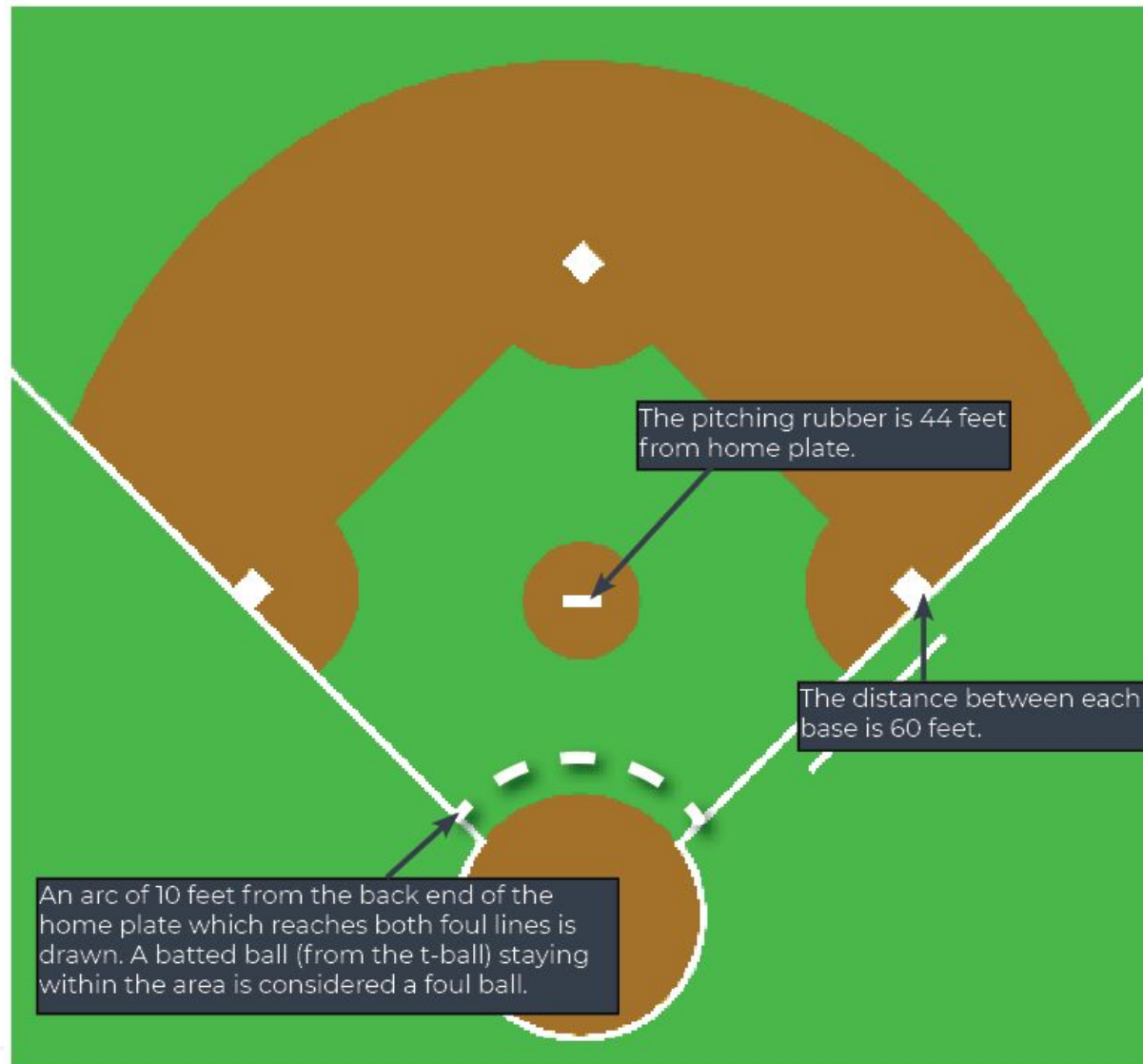
When the ball is put in play on one of the two tries, the batter is entitled to first base. The batter and runners can only advance a maximum of one base on a hit from T-ball. However, if a foul ball is hit at his last chance, the batter is out as if he does not put the ball in play.



DIVISION 11U B



Field Layout



Base on Balls

No base on balls is allowed.

When the umpire calls a 4th ball:

- The batter swings from a t-ball.
- The batter may take **one (1) swing** to put the ball in play.
- The batter is limited to reaching **2nd base**. If the ball is hit out of bounds (beyond the fences), the batter will be credited with a home run.

Important Note

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



Base on Balls

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

Intentional base on balls are not allowed.

Important Note

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

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



Stealing

The stealing of bases is not allowed. A runner can leave his base only when the ball is batted. If there is a violation, the runner is returned to his base and the ball is dead. When the pitcher receives the ball and takes position on the rubber and the catcher is in his position, all runners must return to the base they were occupying.



COMMON CORE 9U & 11U B DIVISIONS



Condensed table of rules not applied in either division

Rules Not applicable	Penalty
Bunt	Ball is dead and a strike is called
Dropped third strike	Ball is dead . Batter is retired automatically
Infield fly	Rule is not applicable
Leading and stealing	Rule is not applicable. Ball is dead . Runner returns to the base he was previously entitled to. Play is resumed.
Advancing to home plate	Runner can only advance to home plate if the ball is hit or he is forced to advance. A rule from Baseball Canada could, however, force the runner advancing to home plate, i.e., the ball leaves the field.



Duration of a Game

Counting from the scheduled game time, a team has **15 minutes** to have the minimum number of players required to start a game. After 15 minutes, the team that still does not have enough players loses by forfeit.

In a tournament, the inning which begins after one hour and **30** minutes (90 minutes) of play, will be the last inning and it also becomes an open inning.

All games are **six innings** to complete when time and weather conditions permit. However, it is official after three innings and a half (with home team winning) or after four innings (with the visitor winning).

