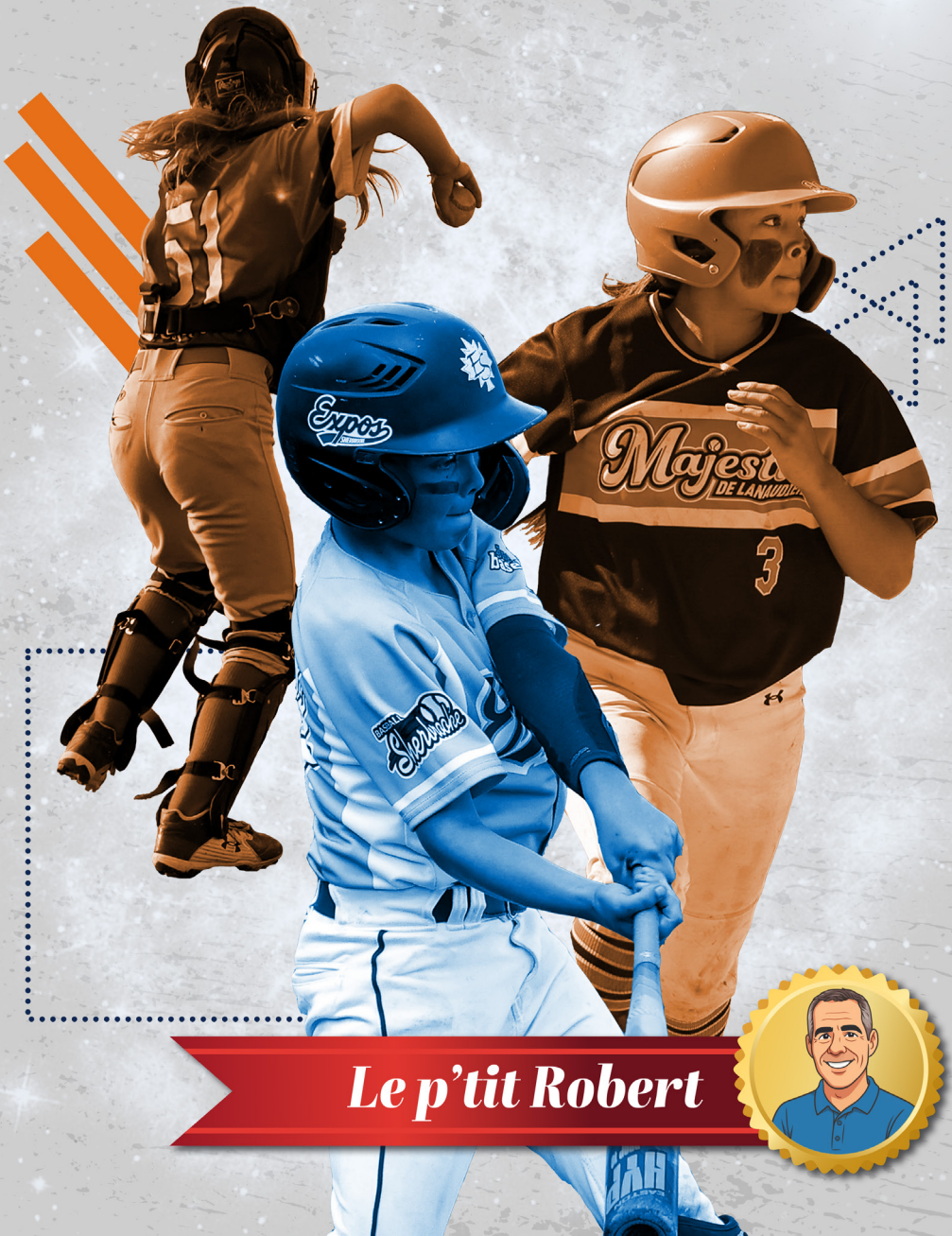
RULEBOOK 2026



Le p'tit Robert

Rules summary

Division	9U		11U			13U			15U			18U and 21U		
Class	B	A	B	A	AA	B	A	AA	B	A	AA	B	A	AA
Metal cleats **103.4**	No	No	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Bats * Recognized certification **103.6 * USSSA, USA, BBCOR**	**No DROP limit**	**No DROP limit**	**No DROP limit**	**No DROP limit**	**No DROP limit**	**No DROP limit**	**No DROP limit**	**DROP -10**	**DROP -10**	**DROP -10**	**DROP -5**	**DROP -5**	**DROP -3**	**DROP -3**
Balls (circumference) **103.7**	8.5	8.5	9	9	9	9	9	9	9	9	9	9	9	9
Safe bag at 1st base **103.11**	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Mercy rule **103.13** (10-run difference)	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Play equity **103.14 - 105.4.1 - 107.10**	105.4.1	105.4.1	103.14	103.14	103.14	103.14	103.14	Offensive 107.10	103.14	103.14	No	103.14	103.14	No
5-run max per inning **103.14a - 105.4.2**	No	Yes	Yes (3 runs)	Yes	Yes	Yes (3 runs)	Yes	No	Yes (4 runs)	Yes	No	Yes (4 runs)	Yes	No
Reaching next base with **103.14c** a 5-run lead	No	No	No	No	No	No	Subject to conditions	Yes	Subject to conditions	Subject to conditions	Yes	Subject to conditions	Subject to conditions	Yes
Re-entry rule **103.14d - 105.3.4**	105.3.4	105.3.4	103.14d	103.14d	103.14d	103.14d	103.14d	No	103.14d	103.14d	103.12	103.14d	103.14d	103.12
Batter's box **103.15**	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Courtesy runner **103.16**	No	No	No	No	No	No	No	No	No	No	No	No	No	No
Visit to the umpires **103.21**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**	**Head coach only**
Pitcher's rubber / machine **104 - 105.2.1** (feet)	44	44	**40**	44	44	48	48	48	54	54	54	18U: 60' 6 21U: 54'	60' 6''	60' 6
Distance between base **104** (feet)	60	60	60	60	60	70	70	70	80	80	80	18U: 90 min 21U: 80 min	90	90
Pitching speed (MPH) **105.2.2** or base on ball	37-39	42-44	**Yes**	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Minimum players required (**Provincial competition**)	6	9	9	9	9	9	9	9	9	9	9	9	9	9
Game length (innings) **105.5 - 106.1 - 107.1 - 108.1 - 109.1**	6	6	6	6	6	6	6	6	7	7	7	7	7	7
Regulation game **105.5 - 106.1 - 107.1 - 108.1 - 109.1**	3 ½	3 ½	3 ½	3 ½	3 ½	3 ½	3 ½	3 ½	4 ½	4 ½	4 ½	4 ½	4 ½	4 ½
Lead on bases **105.6.1 - 106.4 - 106.8 - 107.4 - 107.7**	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Base stealing **105.6.2 - 106.4 - 106.8 - 107.4 - 107.7**	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Infield fly **105.6.5 - 106.4 - 106.8 - 107.4**	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Bunt **105.6.6 - 106.4 - 106.8 - 107.4**	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Stealing home plate **106.4b - 106.8b - 107.4b**	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Dropped 3rd strike **106.5 - 106.9 - 107.5 - 107.8**	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Balk **106.6 - 106.10 - 107.6 - 107.9**			No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Pitching arm (max per day) **111.1** (season)			2 innings (May and June) 3 innings (July to September)			2 innings (May and June) 3 innings (July to September)			3 innings (May and June) 4 innings (July to September)			**4 innings (May and June) 5 innings (July to September)**		
Pitching arm (before rest period) **111.1** (**Provincial competition**)			35 pitch	35 pitch	35 pitch	40 pitch	40 pitch	40 pitch	45 pitch	45 pitch	45 pitch	50 pitch	50 pitch	50 pitch

Robert Brousseau worked at the Federation for more than 30 years and was the regulations expert. Since 2026, we have honored him with the name *Le p'tit Robert* to recognize his significant contribution to baseball in the province over all those years.

SUMMARY OF CHANGES TO RULE BOOK AND SPECIAL PLAYING RULES, 2026 SEASON 9
CHANGES ADOPTED TO SPECIAL RULES OF PLAY, EFFECTIVE FOR THE 2027 SEASON 9

SECTION A – GENERAL 10

1 - PURPOSE OF THE REGULATIONS 10
2 - ACRONYM 10
3 - ELIGIBILITY 10
4 - GOVERNING BODIES 10
5 - INTERPRETATION OF THE RULES 10

SECTION B – DEFINITIONS 11

6 - DEFINITIONS 11

SECTION C – DIVISIONS AND CLASSIFICATIONS 15

7 - AGE, RECOGNIZED DIVISIONS AND CLASSIFICATIONS 15
8 - CLASSIFICATION 16
8.1 - HIGH LEVEL: 16
8.2 - MAJOR: 16
8.3 - 11U CLASS AA, 13U CLASS AA, 15U CLASS AA, 18U CLASS AA DIVISIONS: 16
8.4 - ASSOCIATION CLASSES: 16
8.5 - INITIATION: 17
8.6 - BALANCED TEAMS: 17
8.7 - TEAM FORMATION DEADLINE: 17

SECTION D – MEMBERSHIP AND REGISTRATION 18

9 - MEMBERSHIP OF REGIONS, MAJOR LEAGUES, AND AA MINOR LEAGUES 18
9.1 - MEMBERSHIP 18
9.2 - REQUIRED DOCUMENTS 18
9.3 - MEMBERSHIP FEES 18
9.4 - REFUSAL 18
10 - MEMBERSHIP OF ASSOCIATIONS 18
10.1 - APPLICATION 18
10.2 - REQUIRED DOCUMENTS 18
10.3 - MEMBERSHIP FEES 18
10.4 - REFUSAL 18
11 - MAJOR TEAMS JOINING A LEAGUE 18
12 - MINOR LEAGUE TEAM MEMBERSHIP 18
13 - TEAMS CHANGING LEAGUES 18
15 - AA MINOR LEAGUE OR MAJOR LEAGUE 18
15.1 - TERRITORY REQUIREMENT 18

15.2 - LEAGUE TERRITORY *19*
15.3 - TEAM TERRITORY *19*
15.4 - INTERPROVINCIAL *19*
16 - PLAYER EXCHANGES 19
17 - TERRITORIAL RIGHTS 19
17.1 - GENERAL PROCEDURE *19*
17.2 - PROCEDURES FOR MAJOR LEAGUERS *19*
17.3 - SUSPENDED PLAYER *19*
17.5 - TAMPERING *19*
17.6 - PLAYER NOT REGISTERED IN A TEAM CONTRACT THE PREVIOUS YEAR *19*
18 - TEAM CONTRACT 19
18.1 - NUMBER OF PLAYERS *19*
18.2 - DEADLINE *19*
19 - APPROVAL OF THE REGISTRATION ROSTER 20
19.1 - AUTHORIZED PERSON *20*
19.2 - PROOF OF AGE *20*
19.3 - AGE VERIFICATION *20*
20 - ELIGIBILITY OF A PLAYER/MEMBER 20
20.1 - PRINCIPLE *20*
20.2 - RESPONSIBILITY *20*
20.3 - APPEALS IN MAJOR AND MINOR AA *20*
20.4 - MINOR CHALLENGE *20*
20.5 - FAILURE TO PAY *20*
20.6 - PLAYERS NOT RESIDING IN QUEBEC *20*
22 - OVER-AGED/UNDER-AGED PLAYERS 20
22.1 - PRINCIPLE *20*
22.2 - UPGRADING *20*
22.3 - RETURN TO DIVISION *21*
22.4 - MAXIMUM NUMBER OF UPGRADED/UNDERCLASSED PLAYERS *21*
22.6 - UNDERCLASSIFICATION *21*
23 - IRREGULAR PARTICIPATION (PROVINCIAL OR INTERPROVINCIAL) 21
23.1 - PLAYER *21*
23.2 - TEAM *21*
24 - PROFESSIONAL TRYOUT 21

SECTION E – COACH 22

25 - ELIGIBILITY OF A COACH 22
25.1 - PRINCIPLE *22*
25.2 - TIME LIMIT *22*
25.3 - MULTIPLE TEAMS *22*
26 - COACH CERTIFICATION 22
27 - COACH CERTIFICATION - JEUX DU QUÉBEC AND 13U AA PROVINCIAL CHAMPIONSHIP 23
28 - COACH CERTIFICATION - CANADIAN CHAMPIONSHIPS 23

SECTION F – LEGAL RESIDENCE AND RELEASE 24

29 - TERRITORY 24
29.1 - PRINCIPLE *24*

29.2 - SPECIAL CASES OF LEGAL RESIDENCE *24*
30 - ABSENCE OF A DIVISION 24
30.1 - PRINCIPLE *24*
30.2 - SUSPENSION OF ACTIVITIES *24*
31 - MOVING 24
32 - RELEASE 24
32.1 - DEADLINES *24*
32.2 - MAJOR PROCEDURES *24*
32.3 - MINOR PROCEDURES *24*
33 - RESPONSE TO A RELEASE REQUEST 24
33.1 - MAJOR *24*
33.2 - MINOR *25*
33.3 - LIMITS *25*
34 - CONDITIONS FOR APPEALING A RELEASE 25
34.1 - ADULT *25*
34.2 - MINOR *25*
35 - NUMBER OF RELEASES IN A SEASON 25

SECTION G – PROVINCIAL COMPETITION 26

36 - TOURNAMENT REQUEST 26
36.1 - JURISDICTION *26*
36.2 - REGIONAL PERMISSION *26*
36.3 - TOURNAMENT APPROVAL *26*
36.4 - FEES *26*
36.5 - PAYMENTS *26*
36.6 - TOURNAMENT DATES *26*
36.7 - TOURNAMENT DURATION *26*
38 - SPECIFIC TOURNAMENT PROCEDURES 26
38.1 - GENERAL OBLIGATION *26*
38.2 - NUMBER OF TOURNAMENTS *26*
38.3 - CONDITIONS OF PARTICIPATION *26*
38.4 - MAXIMUM NUMBER OF GAMES PER DAY *26*
38.5 - TIME LIMIT *26*
38.6 - MONEY REWARDS *26*
38.7 - CORRESPONDENCE DEADLINE *27*
38.8 - NUMBER OF PARTICIPATING TEAMS *27*
38.9 - NEUTRALITY OF ORGANIZERS *27*
38.10 - REGISTRATION *27*
38.11 - REQUIRED DOCUMENTS *27*
38.12 - RAIN AND WEATHER CONDITIONS *27*
38.13 - HOME AND VISITOR *27*
38.14 - MINIMUM NUMBER OF GAMES *27*
38.15 - TEAM PROMOTION *27*
38.16 - ELIGIBILITY CHALLENGE *27*
38.17 - CANCELLATION POLICY *28*
40 - SPECIFIC PROCEDURES FOR CHAMPIONSHIPS 28
40.1 - PRELIMINARY REGISTRATION *28*

40.2 - AUTHORITY 28
40.3 - RAIN AND WEATHER CONDITIONS 28
40.4 - HOME AND VISITING TEAMS 28
40.5 - ELIGIBILITY OF PARTICIPANTS 29
40.6 - ABSENCE FROM PROVINCIAL CHAMPIONSHIPS 29
42 - HARMONIZED PROCEDURES AT PROVINCIAL COMPETITIONS 29
42.1 - UMPIRES AND SCOREKEEPERS 29
42.2 - RULES OF THE GAME 29
42.3 - GAMES – CLASS AA, A, B, GRAND SLAM 29
42.4 - EXTRA INNINGS 29
42.5 - ARRIVAL TIME - FORFEIT 30
42.6 - PROTEST 30
42.7 - SCHEDULE 30
42.8 - WARM-UP 30
42.9 - BATTING ORDER 30
42.10 - PENALTY FOR NON-COMPLIANCE 30
42.11 - TIE BREAKERS 30
44 - DISCIPLINE IN PROVINCIAL COMPETITIONS 31
44.1 - DISCIPLINE AND PROTEST COMMITTEE 31
44.2 - COMMUNICATION OF DISCIPLINARY CASES 31
44.3 - PREVIOUS SUSPENSIONS 32
44.4 - EXPULSION DURING A PROVINCIAL COMPETITION 32
44.5 - WITHDRAWAL OR REFUSAL 32
44.6 - PROTOCOL PRESENTATIONS 32
46 - LEAGUE OBLIGATIONS 32
46.1 - RESCHEDULING 32
48 - SPECIFIC RULES FOR PROVINCIAL COMPETITIONS 32
48.1 - SPECIFIC RULES FOR CLASS A AND B – RESERVE PLAYER/PITCHER 32
48.2 - SPECIFIC RULES FOR 9U, 11U, 13U, 21U (ALL CLASSES) AS WELL AS 15U AND 18U, CLASSES A AND B - PLAY EQUITY; OFFENSIVE ROLE 32
48.3 - SPECIFIC RULES 21U – PITCHER 22+ 32
48.4 - SPECIFIC RULES JUNIOR A - FAIR PLAY 32

SECTION H – DISCIPLINE 33

49 - PRODUCTION OF A FORGERY BY A MEMBER 33
50 - CONDUCT 33
51 - SUSPENSION, EXPULSION, AND OTHER SANCTIONS 33
52 - RIGHT OR REFUSAL OF ADMISSION OF A MEMBER 33
53 - WITHDRAWAL OR REFUSAL TO PLAY 33
54 - REFUSAL FOR QUEBEC TEAMS 33
55 - GENERAL CASES OF MISCONDUCT BY A MEMBER 33
55.1 - AUTOMATIC SUSPENSION 33
55.2 - DISGRACEFUL GESTURES OR REMARKS 34
55.3 - AGGRESSOR OR INSTIGATOR 34
55.4 - DANGEROUS BEHAVIOR, TOUCHING 34
55.5 - PREJUDICIAL BEHAVIOR 34
55.6 - ASSAULT 34

55.7 - REFUSAL TO LEAVE THE FIELD *34*
55.8 - ADDITIONAL GAMES *34*
55.9 - MANDATORY REPORT *34*
55.10 - ENFORCEMENT OF SUSPENSIONS *34*
55.11 - EXPULSION AND RETURN TO PLAY *34*
55.12 - EXPULSION AND ADDITIONAL SUSPENSION *35*
56 - SUSPENDED PERSONS 35
56.1 - COACH *35*
56.2 - PLAYER-COACH *35*
56.3 - PLAYER *35*
56.4 - CHANGE OF DIVISION OR CLASS *35*
56.5 - OFF THE FIELD FOLLOWING AN EJECTION *35*
56.6 - SUSPENSION/EXPULSION DURING A CHAMPIONSHIP, QUEBEC GAMES, OR TOURNAMENT 35
56.7 - SUSPENDED MEMBER - ACTING AS AN OFFICIAL *35*
56.8 - OFF-SEASON DISCIPLINARY MANAGEMENT *35*
57 - BEHAVIOR OF NON-MEMBERS 38
58 - PARTICIPATION IN AN UNSANCTIONED ACTIVITY 38
59 - SUSPENSION PENDING APPEAL 38

SECTION I – APPEAL AND PROTEST PROCEDURES 39

60 - APPEALS 39
60.1 - PRINCIPLE *39*
60.2 - GENERAL CONDITIONS FOR APPEALS *39*
60.3 - INTERMEDIATE LEVELS OF APPEAL *39*
60.4 - POWERS *39*
60.5 - PRESENCE *39*
60.7 - DECISION *39*
60.8 - DEADLINES *40*
60.9 - DISSEMINATION OF INFORMATION *40*
60.10 - REINSTATEMENT *40*
61 - PROTEST 40
61.1 - PRIVILEGE *40*
61.2 - PROCEDURES *40*
61.3 - EVIDENCE *40*
61.4 - AMOUNT OF MONEY *40*

SECTION J – RESERVES 41

62 - RESERVIST 41
62.1 - GENERAL *41*
62.2 - AAA RESEAU DE DÉVELOPPEMENT *41*
62.5 - 18U DIVISION *41*
62.6 - USE OF RESERVES *41*
62.8 - FLOWCHART OF POSSIBILITIES - RESERVE LIST *42*

SECTION K – MODIFICATIONS 44

65 - APPOINTMENT OF THE PROVINCIAL RULES COMMITTEE 44

66 - REQUEST FOR PROPOSED AMENDMENTS TO SPECIAL RULES OF PLAY 44
67 - REVIEW OF PROPOSED AMENDMENTS TO SPECIAL GAME RULES 44
68 - PUBLICATION OF PROPOSED AMENDMENTS 44
69 - CONSULTATION WITH MEMBERS 44
70 - VOTING DEADLINE 44
71 - VOTING BY MAIL 44
72 - ADOPTION BY THE BOARD OF DIRECTORS 44
73 - REPORT TO THE ANNUAL GENERAL MEETING 44
74 - RESIDUAL POWERS 44

SECTION 100 - SPECIAL RULES OF PLAY 45

101 - OFFICIAL RULES OF THE GAME 45
102 - BASEBALL CANADA RULES OF THE GAME AND REGULATIONS 45
103 - RULES OF THE GAME FOR ALL DIVISIONS 45
103.1 - PROTECTION OF THE BATTER, RUNNER, BAT BOY, COACH 45
103.2 - CATCHER PROTECTION 45
103.3 - UNIFORM 45
103.4 - USE OF CLEATS 45
103.5 - GLOVES 45
103.6 - PERMITTED BAT 45
103.7 - BALLS 46
103.8 - VIOLATION OF THE PRECEDING ARTICLES (RULES OF THE GAME) 46
103.9 - WEATHER CONDITIONS 46
103.10 - CONTACT 46
103.11 - USE OF THE SAFE BASE 46
103.12 - RETURN TO PLAY 46
103.13 - MERCY RULE 46
103.14 - PLAY EQUITY FOR THE 11U (CLASS AA, A, AND B), 13U (CLASS A AND B), 15U (CLASS A AND B), 18U AND 21U (CLASS A AND B) DIVISIONS 47
103.15 - BATTER'S BOX (11U TO SENIOR DIVISION) 48
103.16 - DESIGNATED OR COURTESY RUNNER 48
103.17 - DECISION PITCHER 48
103.18 - POSITION OF THE BASES 48
103.19 - CAST 48
103.20 - SCOREKEEPER'S SHELTER 48
*103.21 - VISITS TO UMPIRES – **MINOR DIVISIONS** 48*
103.22 - DESIGNATED HITTER 49
103.23 - 60-SECOND RULE 49
103.24 - PLAYERS HIT IN THE HEAD 49
104 - FIELD DIMENSIONS 50
104.1 - DIVISION 9U 50
104.2 - 11U DIVISION 50
104.3 - 13U DIVISION 50
104.4 - DIVISION 15U, 21U (CLASS B) 50
104.5 - DIVISIONS 18U, 21U (CLASS A), JUNIOR, JUNIOR ELITE, AND SENIOR 50
104.6 - PROTEST INADMISSIBLE 50
105 - RULES OF THE GAME FOR THE 9U DIVISION 51

105.2 - FIELD AND EQUIPMENT 51
105.2.1 - BALL MACHINE SETTINGS *51*
105.2.2 - SPEED OF THE PITCHING MACHINE *51*
105.2.3 - FOUL BALL TERRITORY - 9U B AND GRAND SLAM *51*
105.2.4 - PITCHER'S MOUND *51*
105.2.5 - BALL TOSSER *51*
105.3 - DEFENSIVE POSITION 51
105.3.1 - PLAYERS *51*
105.3.2 - PITCHER *51*
*105.3.3 - **MANDATORY DEFENSIVE POSITIONS** (9U CLASS A)* *51*
105.3.4 - PLAY EQUITY, DEFENSIVE ROLE *51*
105.4 - PLAY EQUITY, OFFENSIVE ROLE 52
105.4.1 - BATTING ORDER *52*
105.4.2 - END OF A HALF-INNING *52*
105.4.3 - NUMBER OF PITCHES *52*
105.5 - DURATION OF THE GAME 53
105.6 - RULES OF PLAY 53
105.6.1 - ADVANCING ON BASES *53*
105.6.2 - STEALING BASES *53*
105.6.3 - ADVANCING RUNNERS ING ON A BATTED BALL *53*
105.6.4 - AUTOMATIC BALL MACHINE *54*
105.6.5 – INFIELD FLY *54*
105.6.6 - BUNT *54*
106 - RULES OF THE GAME FOR THE 11U DIVISION 54
106.1 - GAME LENGTH *54*
106.2 - PITCHER *54*
106.3 - MOUND *55*
SPECIFIC RULES 11U CLASS B *55*
106.4 - RUNNERS ON BASE, STEALING BASES, BUNT, AND INFIELD FLY *55*
106.5 - BATTER, DROPPED THIRD STRIKE *55*
106.6 - BALK *55*
*106.7 - **PITCHER'S PLATE AND BASE ON BALLS*** *56*
SPECIFIC RULES FOR 11U CLASS A AND AA *56*
106.9 - RUNNERS ON BASE, STEALING BASES, BUNT AND INFIELD FLY *56*
106.10 - BATTER, DROPPED THIRD STRIKE *56*
106.11 - BALK *56*
107 - RULES OF THE GAME FOR THE 13U DIVISION 56
107.1 - GAME DURATION *56*
107.2 - PITCHER *56*
107.3 - MOUND *57*
SPECIFIC RULES 13U CLASS B *57*
107.4 - RUNNERS ON BASE, STEALING BASES, BUNT, AND INFIELD FLY *57*
107.5 - BATTER, DROPPED THIRD STRIKE *57*
107.6 - BALK *57*
SPECIFIC RULES 13U CLASS A AND AA *57*
107.7 - RUNNERS ON BASE AND ADVANCING ON BASE *57*
107.8 - BATTER, DROPPED THIRD STRIKE *57*

107.9 - BALK *57*
SPECIFIC RULES 13U CLASS AA *57*
107.10 - OFFENSIVE ROLE *57*
108 - RULES OF THE GAME FOR THE 15U DIVISION 58
108.1 - GAME DURATION *58*
108.2 - PITCHER *58*
SPECIFIC RULES 15U CLASS AA *58*
108.3 - EXTRA BATTER *58*
109 - RULES OF THE GAME FOR THE 18U AND 21U DIVISIONS 59
109.1 - GAME DURATION *59*
109.2 - PITCHER *59*
109.3 - PLAYER STATUS 17U AAA RESEAU DE DÉVELOPPEMENT *59*
SPECIFIC RULES 18U CLASS AA *60*
109.4 - EXTRA BATTER *60*
SPECIFIC RULES 21U *60*
*109.5 - **22+ PITCHER*** *60*
110 - RULES OF THE GAME FOR JUNIOR, JUNIOR ELITE, AND SENIOR DIVISIONS 60
110.1 - GAME DURATION *60*
110.2 - PITCHER *60*
111 - PITCHER'S RULES 60
111.1 - TABLE *60*
111.2 - PENALTIES - SANCTIONS *61*

Baseball Quebec
2026

SUMMARY OF CHANGES TO RULE BOOK AND SPECIAL PLAYING RULES, 2026 SEASON

a) **Article 6, Review and/or add definitions: Head Coach, Overage Player, Reserve Player;**
b) **Article 7, Eliminate Class BB from the Junior division;**
c) **Article 8.6, Establish parameters for additional AA and A teams, male and female divisions;**
d) **Article 22.6, Harmonize the uunderclassed rule between the men's and women's divisions;**
e) **Article 25.1, Establish the minimum age (14 years) to act as a coach;**
f) **Article 26, Establish mandatory certification required for coaches in the minor division, Class AA;**
g) **Section G, Establish and consolidate common rules for provincial competitions;**
h) **Article 38.13 and 40.4, Procedure for the draw;**
i) **Article 42.3, Review the length of games in provincial competitions, including medal games;**
j) **Article 42.5, Reformulate the penalty for forfeiting in provincial competitions;**
k) **Article 42.10, Reword the article on team compliance in provincial competitions;**
l) **Article 60.2, Review the amounts and deadlines for hearings related to appeals;**
m) **Section K, Review the process and timeline for proposing rule changes;**
n) **Section L, Remove the section relating to women's and move it to the appropriate sections;**
o) **Article 103.1, Establish protection for coaches on base aged 18 and under;**
p) **Article 103.6, Establish certification and standards for the use of bats by category;**
q) **Article 103.14b, Establish and regulate the principle of play equity, defensive role (11U to 18U);**
r) **Article 103.21, Document the parameters surrounding visits to umpires (minor divisions);**
s) **Article 105.3.3, Establish mandatory defensive positions due to lack of players (9U A);**
t) **Article 105.3.4, Establish and regulate the principle of play equity, defensive role (9U);**
u) **Rule 105.6.3, Establishing and documenting runners' advance on a batted ball (9U A and B) and the conditions for a sacrifice fly (9U A);**
v) **Rule 106.4, Establish and document runners' advancement on a batted ball and the conditions for a sacrifice fly (11U B);**
w) **Rule 106.7, Move the pitcher's plate from 44 to 40 feet, reinstate the base on balls rule (11U B);**
x) **Article 109.5, Regulate pitchers aged 22 and over - overage players (21U);**
y) **Article 111.1, Revise the number of innings allowed for pitchers during the regular season (18U / 21U);**
z) **Article 111.2, Review the penalty for an ineligible pitcher during the season and provincial competition.**

Baseball Quebec
2027

CHANGES ADOPTED TO SPECIAL RULES OF PLAY, EFFECTIVE FOR THE 2027 SEASON

a) **21U Class A, modify the dimensions (pitcher's plate, distance between bases, etc.) to those of 15U;**
b) **9U Class B, introduce the possibility of playing with 7 players on defense;**
c) **9U Class A and B, regulate the number of visits to the mound, according to class;**
d) **13U Class AA, introduce a limit of 8 points per offensive inning.**

Changes adopted to special game rules, effective during the 2028 season

a) **15U Class AA, introduce a limit of 8 points per offensive inning;**
b) **18U Class AA, introduce a limit of 8 points per offensive inning.**

SECTION A – GENERAL

1 - PURPOSE OF THE REGULATIONS
The purpose of these regulations is to:
. To recognize the right of all players to play baseball according to specific standards and criteria;
. To provide a general framework of order and discipline for all Quebec baseball stakeholders;
. To enable the application of uniform legislation throughout Quebec.

2 - ACRONYM
Whenever the term "Baseball Québec" is used in these regulations, it refers to the FÉDÉRATION DU BASEBALL AMATEUR DU QUÉBEC INC.

3 - ELIGIBILITY
Any person or group of persons participating in activities organized by Baseball Québec must be a member.

4 - GOVERNING BODIES
The governing bodies of baseball recognized by Baseball Québec are:
- the Canadian Amateur Baseball Federation;
- the Federations or Associations of the provinces affiliated with the Canadian Amateur Baseball Federation;
- the International Amateur Baseball Federation and its affiliated members.

5 - INTERPRETATION OF THE RULES
The provincial rules committee is the recognized interpreter of the rules.

Baseball Quebec
Our vision:

Baseball Quebec is the benchmark in North America for its approach focused on development, innovation, and enjoyment, while training good citizens and the leaders of tomorrow.

Our mission:

To lead, harmonize, develop, and promote baseball in Quebec.

Lead: Our ability to lead, inspire, and influence individuals and organizations in a common direction, making amateur baseball better in Quebec.
Harmonize: Our ability to offer our members across the province access to programs, structures, fairness, and consistent quality baseball.
Develop: Our ability to innovate and improve the structures of baseball in Quebec, whether by implementing new programs or updating existing ones.
Promote: Our ability to talk about and generate discussion about baseball, as well as increase awareness of our sport in the province.
Baseball Quebec wants to create the optimal conditions for success in order to offer a positive experience to everyone involved in baseball in the province.

Our values:

Respect
Respect is the consideration and esteem we have for every individual involved in Baseball Quebec. In our federation, we value attitudes and behaviors that promote dignity, inclusion, and kindness. Every person deserves to be treated with courtesy and respect, both on and off the field.

Courage
Courage is an unwavering commitment to defending what is right and beneficial for our members, even in the face of challenges and resistance. It is also what inspires young players to dream big.

Enjoyment
Enjoyment is the joy and enthusiasm we feel in every activity and interaction. In our federation, we strive to create an environment where every experience is enjoyable and rewarding.

Collaboration
Collaboration is the synergy between all stakeholders in Baseball Quebec. In our federation, we value mutual support, the sharing of ideas, and cooperation to achieve our common goals. Together, we create a harmonious and effective environment where every contribution is respected and valued.

In this document, the masculine gender is used for the sake of brevity.
It includes the feminine gender in a non-discriminatory manner whenever it refers to persons.

SECTION B – DEFINITIONS

6 - DEFINITIONS

ACTIVITIES
All or part of the programs approved by Baseball Quebec.

MEMBERSHIP
Voluntary registration requested annually by Baseball Québec from an individual or collective member using a specific form, the cost of which is predetermined by the Baseball Québec board of directors.

ELIGIBILITY
Those who meet various specific criteria and rules.

AFFILIATION
Recognition of associate members.

FREE AGENT
Any player who has been released from a team.

FINE
Financial penalty imposed on an individual or collective member.

APPEAL
Recourse taken in accordance with specific rules to review an administrative or technical decision or a protest. An appellant is "successful" when the appeal in any way reduces the decision made by the previous level.

APPROVAL
Acceptance given by a person in authority.

UMPIRE
Person accredited annually by Baseball Quebec or recognized exceptionally by two teams to enforce the rules of the game during games played between teams that are members of Baseball Quebec.

ASSAULT
Brutal attack by a member during a sanctioned activity.

ASSOCIATION
One or more teams operating within a territory recognized by the region and working in an operational area.

PUSH
To push, bump violently, or shove in all directions.

TEAM CONTRACT
Annual commitment form for a player or coach to a team and an association.

PROVINCIAL CHAMPIONSHIP
Competition at the end of which the winner becomes the champion recognized by Baseball Quebec for a specific division and class.

CLASSIFICATION
Distribution of players, teams, or leagues within the same division according to qualification standards based on the players' origin or distribution.

PROVINCIAL COMPETITION
An activity that consists of a series of games played within a specific time frame during a season (*e.g., provincial tournament, provincial championship, Quebec Games*).

DANGEROUS CONDUCT
The act of throwing/projecting any object that causes danger to oneself or anyone else.

DISAGREEMENT
Disagreement over the validity of a fact or a right.

MEMBERSHIP FEE
Amount paid by members, determined before the start of the season, to the decision-making body responsible for their administration.

DEADLINE
Date on which the termination of something is set.

DIFFAMATION
An oral or written statement that intentionally or unintentionally damages the reputation of an organization or a living or deceased person.

EXECUTIVE
A person who holds a recognized administrative or technical position.

DISSOLUTION
Voluntary action that terminates the activities of a team.

DIVISION
Group of players of the same age.

LEGAL ADDRESS
For all players aged 17 and under during the current season, the address of their residence as indicated on their school report card for the current year. The athlete is presumed to be domiciled with the parent or guardian with whom they spend most of their time. If the school report card lists two places of residence, the one in the area where the school is located is used.
Note: Under the Civil Code of Québec, a person has only one domicile and may have several residences. Minor children are presumed to be domiciled with their guardians (section 80 of the Civil Code). In the event that the parents are separated, the domicile is located where the minor spends most of their time.
For any player aged 18 or over during the current season, their place of residence is where they spend most of their time.

TERRITORIAL RIGHT
The right of a team or association to retain the membership of players who were registered in a team contract the previous season or who reside in the territory recognized as theirs.

ELIGIBLE
Any person who has met the requirements to participate in an activity sanctioned by Baseball Quebec.

COACH
Any person registered annually by Baseball Québec, assisting the head coach during games sanctioned by Baseball Québec, and responsible for technical development.

HEAD COACH
A person registered annually with Baseball Québec to manage a team during games sanctioned by Baseball Québec. **In his or her absence, a person must be appointed from among the coaches to fill this position.**

TEAM
Group of players registered in a Baseball Québec under the same name.

ALL-STAR TEAM IN THE MAJORS
Group of players from different teams in the same division and league for a competition sanctioned by Baseball Québec.

MINOR LEAGUE ALL-STAR TEAM
Group of players from different teams in the same division and region for provincial championships.

EJECT
Action taken by an umpire to prevent any player, coach, head coach, team or association official from participating in the current game. For administrators, see the general rules.

FESTIVAL
A meeting of several teams where no winner is determined at the end of the activity.

SCORE SHEETS
Form approved by Baseball Quebec used by the official scorer to record all actions that take place during a game.

FORFEIT
A game that cannot be played because one of the two teams is unable to start or continue the game.
Team unable to start the game: The umpires declare the forfeit. The score is 6 or 7 to 0 (depending on the division). The winning team is credited with 6 or 7 innings pitched and 0 innings batted, while the losing team is credited with 0 innings pitched and 6 or 7 innings batted.
Team unable to continue the game: If the team ahead wins the game by forfeit, the final score and the statistics for innings played and innings pitched remain unchanged.
If there is a tie or if the team behind in the score wins the game by forfeit, one more point than the total accumulated by the other team is added to that team. The statistics for innings played and innings pitched remain unchanged.

GENERAL MANAGER
Person responsible for the administration of one or more teams in the same association or league.

VIOLATION
Violation of any rule or regulation of the game.

REGISTRATION
Registration of a team, association, or individual, in accordance with all prescribed conditions, for an activity sanctioned by Baseball Quebec.

PLAYER
Any person who plays baseball and meets the eligibility requirements.

ACTIVE PLAYER
A player competing in the 9U Class A division as well as the 11U, 13U, and 15U divisions in all classes who participates with his or her original team in at least fifty percent (50%) of the regular season games in the league in which he or she competes and is registered for eligibility in the playoffs, regional championships, and provincial championships. In the 18U and 21U divisions, the minimum is thirty-three percent (33%). When this minimum percentage is not met for medical reasons, the player must provide proof in the form of a medical certificate. Upon presentation of such a certificate, the player in question is then presumed, for the purposes of this regulation, to have participated in the regular season games in which he did not participate for medical reasons.
Note: A player under suspension remains "active" for the purposes of counting games.

INELIGIBLE PLAYER
A player who is suspended or who does not meet the eligibility requirements and whose direct participation in any game automatically results in a loss.

REGISTERED PLAYER
A player whose name appears in an approved team contract.

PROFESSIONAL PLAYER
Any player who is owned by a professional organization.

UNDERCLASSED PLAYER
Any player who plays in an age division below his or her own.

OVERCLASSED PLAYER
Any player who plays in a division above his or her age group.

OVERAGE PLAYER
A female player aged 22 or older playing in the 21U division due to the absence of a women's division for this age group.

WORKING DAYS
Non-holiday weekdays.

JURISDICTION
Power conferred on a league, region, committee, or council within a specific and limited framework.

HARMFUL LANGUAGE
Reprehensible actions or comments directed at another member with the aim of undermining their integrity. Integrity refers to consistent adherence to a strict moral or ethical code. Harmful language includes harassment, racist comments, and threats.

RELEASE
A procedure allowing a player to move to another association, league, or region. This release may be temporary (one season) or permanent.
If the player obtains a temporary release, they return to their original association at the end of the season.
If the player obtains a permanent release, they belong permanently to their new association, as long as they use this procedure continuously.

LEAGUE
A group of at least three teams from the same division and class competing in a common schedule of at least 12 games.

MAJOR
Teams in the Junior, Junior Elite, and Senior divisions.

TAMPERING
Solicitation, negotiation, or use of a player who is protected by the territorial rights of a team, association, AA organization, or league.

OFFICIAL SCOREKEEPER
A person accredited annually by Baseball Quebec or recognized exceptionally by both teams to fill out a score sheet and assume the responsibilities set out in Article 9.01 of the rules of the game (BCan).

COLLECTIVE MEMBER
Group of individuals accredited annually by Baseball Quebec to play on a team within a league.

INDIVIDUAL MEMBER
Person accredited annually by Baseball Québec to perform a function or recognized as a volunteer within any existing level of the structure.

MINOR
Teams in the Rally Cap divisions up to and including 18U and 21U.

OFFICER
Member of the board of directors of the corporation or of a region.

ORGANIZATIONAL CHART
Diagram showing the structure of an association, AA organization, league, or committee.

AA ORGANIZATION
Grouping of associations and teams in one or more divisions.

DIRECT PARTICIPATION IN A GAME
The act of using a player during a game as a regular player or substitute player.

EXHIBITION GAME
A game played outside the regular framework of an activity approved by Baseball Québec.

PERSON IN AUTHORITY
A person elected or delegated by a league, operational zone, region, committee, or the Baseball Québec board of directors to supervise or monitor an approved activity.

COMPLAINT
The right of a member to express their dissatisfaction in writing, with supporting evidence.

PROOF OF AGE
Official document issued or recognized by the state attesting to age.

DISGRACEFUL ACTS OR REMARKS
Verbal or written expression, or behavior considered pejorative, degrading, or offensive to another member and which constitutes an attack on their dignity. Dignity refers to the state of being worthy of esteem or respect.

PROTEST
Appeal against the interpretation of a rule of the game or a regulation.

RULES
Set of statutes that define the participation of individual or collective members in Baseball Québec.

RULES OF THE GAME
Set of conventions governing the conduct of a baseball game.

RESERVE
A player called up to join a division and/or higher-level team for a given game.

SEASON
All of a team's activities during the calendar year.

PENALTY
Disciplinary measure imposed by a person in authority for failure to comply with a rule.

SUSPENSION
Disciplinary sanction, regardless of its nature, that prevents an individual or collective member from participating in any Baseball Quebec game. This sanction is served at the next scheduled and played game (exhibition games excluded) or scheduled game won by default by either team. A member under suspension may not take part in an exhibition game or extra innings. This exhibition game or extra innings may not be used to serve a suspension.

FIELD
Playing area including dugouts and practice pens.

TERRITORY
A specific geographical area reserved for a team, association, AA organization, league, operational zone, or region.

HIT
The act or manner of touching, laying hands on, or making contact with a person for the purpose of intimidating them.

TOURNAMENT
An approved competition bringing together teams from the same division and class within a limited time frame.

OPERATIONAL ZONE
Territory proposed annually by the regional board of directors and adopted by the presidents' committee for the sole purpose of classifying players.

SECTION C – DIVISIONS AND CLASSIFICATIONS

7 - AGE, RECOGNIZED DIVISIONS AND CLASSIFICATIONS

MEN'S DIVISION

DIVISION	CLASS	AGE
RALLY CAP		4-5-6-7 years old during the calendar year
9U	A – B – Grand Slam	8-9 years old during the calendar year
11U	AA – A – B	10-11 years old during the calendar year
13U	AA – A – B	12-13 years old during the calendar year
15U	AA – A – B	14-15 years old during the calendar year
15U Reseau de développement	AAA	15 years old and under during the calendar year
17U Reseau de développement	AAA	17 years old and under during the calendar year
18U	AA – A – B	16-17-18 years old during the calendar year
JUNIOR	ELITE	18-19-20-21-22 years old during the calendar year
JUNIOR	**AA – A**	19-20-21-22 years old during the calendar year
SENIOR	AA – BB – A	23 years old and over during the calendar year

Note 1: In Junior A, three 23-year-old players may be added if they played in the league the previous season. A Senior A league that does not have a Junior level at the regional level may request annual permission from the provincial rules committee to field players aged 19 and over.

WOMEN'S DIVISION

Policy Statement:
Women's baseball has been growing rapidly for several years. However, we are not yet able to offer as many classes as we do for men's baseball. In the meantime, we have organized women's baseball into two distinct classes:

Class A: Class A is reserved for regional teams. These teams play according to Class A rules.
The regional associations that are currently able to field one or more Class A teams in the Quebec Women's Baseball League (LFBQ) are listed here: Riveraines du Bas St-Laurent, Panthères de l'Estrie, Cardinals du Lac St-Louis, Majestics de Lanaudière, Rebelles des Laurentides, Tornades de Laval, Pink Sox de la Mauricie, Mets de Montréal, Rapides de l'Outaouais, Valkyries de la Capitale Nationale, Royales de Lévis, Mystiques de la Beauce, Élites de Richelieu-Yamaska, Carouges de la Rive-Sud.

Class B: Class B is reserved for association teams. When an association is unable to form a women's team, players have the privilege of requesting a release to another association that offers women's baseball. These teams play according to Class B rules.

Path: A player should aim to play her sport in the women's division. However, she may also try to join a men's team. **Notwithstanding the foregoing, Baseball Quebec recognizes that an association may, by a decision adopted in accordance with its internal governance rules, require that girls participate in the female stream when such a program is available in the relevant division within the association.** Here are the possible paths, depending on the options available to her:

a) The player attempts to join the Class AA men's team:
If the player is cut from the men's AA team, she can either join the women's A team or the men's A team.

b) The player attempts to join the Class A women's team:
If the player is removed from the women's A team, she moves to the women's B team.
If the association is unable to field a women's B team, it must attempt to find her a place on a women's team in another association. As a last resort, the player may join the men's B division.

c) The player attempts to join the Class A men's team:
If the player is removed from the men's A team, she moves to the men's B team.

The age chart refers to the division in which a girl must play, whether on a women's or men's team.

DIVISION	CLASS	AGE
RALLY CAP		4-5-6-7 years old during the calendar year
9U	B	8-9 years old during the calendar year
11U	A – B	10-11 years old during the calendar year
13U	A – B	12-13 years old during the calendar year
15U	A – B	14-15 years old during the calendar year
16U Elite		**16 years old and under during the calendar year**
Canada East		**17 years old and over during the calendar year**
21U	A – B	16-17-18-19-20-21 years old during the calendar year

Note 2: In 21U, overage players (22 years and older) are allowed to be added if they played in the previous season. This transitional measure is in place until the eventual establishment of a 19+ women's division.

8 - CLASSIFICATION

8.1 - HIGH LEVEL :

Senior AA, Junior Elite, and AAA Reseau de développement

8.2 - MAJOR:

Junior AA - A, and Senior BB - A: selection of players from territories recognized by the league and sanctioned by the region. All players belong to a team in their region.

8.3 - 11U CLASS AA, 13U CLASS AA, 15U CLASS AA, 18U CLASS AA DIVISIONS:

Note 1: For the purposes of calculating the number of teams, players playing on girls' teams are not counted. Although a minimum of one (1) team per AA organization must be respected in the 11U, 13U, and 15U divisions, a region with more than one (1) AA organization must determine how the teams will be distributed among these AA organizations. A region may submit a request for an exemption to the Provincial Rules Committee no later than the first Sunday in April. The committee's decision is final and cannot be appealed.

Each region is encouraged to exceed the proposed scale and invest in talent development, while taking into account its own development reality and regional growth parameters.

11U Class AA:

A minimum number of 11U Class AA teams is determined for each region based on the number of players who played in the 11U division the previous season, all classes combined. Each AA organization must field a minimum of one team. A second team is then formed when 147 players (15% of members) are reached, a third team when 413 players (8% of members) are reached, a fourth team when 550 players (8% of members) are reached, a fifth team when 688 players (8% of members) are reached, a sixth team when 825 players (8% of members) are reached, a seventh team when 963 players (8% of members) are reached, and an eighth team when 1,100 players (8% of members) are reached.

Note 2: The calculation basis for 11U Class AA is 11 players per team.

13U Class AA:

A minimum number of 13U Class AA teams is determined for each region based on the number of players who played in the 13U division the previous season, all classes combined. Each AA organization must field a minimum of one team. A second team is then formed when 160 players (15% of members) are reached, a third team when 450 players (8% of members) are reached, a fourth team when 600 players (8% of members) are reached, a fifth team when 750 players (8% of members) are reached, and a sixth team when 900 players (8% of members) are reached.

Note 3: The calculation basis for the 13U Class AA is 12 players per team.

15U Class AA:

A minimum number of 15U Class AA teams is determined for each region based on the number of players playing in the 15U division the previous season, all classes combined. Each AA organization must field a minimum of one team. A second team is then formed when 200 players (12% of members) are reached, a third team when 450 players (8% of members) are reached, and a fourth team when 600 players (8% of members) are reached.

Note 4: The calculation basis for 15U Class AA is 12 players per team.

18U Class AA:

A minimum number of 18U Class AA teams is determined for each region based on the number of players who played in the 18U division the previous season, all classes combined. A team must be formed when 80 players (15% of members) are reached. Then, a second team is formed when 200 players (12% of members) are reached, a third team when 300 players (12% of members) are reached, and a fourth team when 400 players (12% of members) are reached.

Note 5: The basis for calculation for the 18U AA class is 12 players per team.

8.4 - ASSOCIATION CLASSES:

MEN'S DIVISION

9U Division

A minimum number of Class A teams per division is determined for each association based on the number of players registered in the 9U division the previous year.

Note 1: A decrease in membership the following season may change the number of Class A teams to be formed.

When 24 players are registered, the association is required to form a first Class A team:

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

Note 2: The basis for calculation for 9U teams is 10 players per Class A team and 7 players for Class B / Grand Slam teams. For the purposes of calculating the number of players in an association, players playing on women's teams are not taken into account. Once the Class A teams have been formed, the association must distribute the remaining players to Class B and/or the Grand Slam program.

Division 11U – 13U – 15U – 18U

A minimum number of Class A teams per division is determined for each association based on the number of teams registered the previous year:

Note 3: A decrease in membership the following season may change the number of Class A teams to be formed.

1 team:	1 A team
2 teams:	1 A team A, 1 B team
3 teams:	1 A team, 2 B teams
4 teams:	1 A team, 3 B teams
5 teams:	2 A teams, 3 B teams

6 teams:	2 A teams, 4 B teams
7 teams:	2 A teams, 5 B teams
8 teams:	2 A teams, 6 B teams
9 teams:	3 A teams, 6 B teams

Note 4: An association may request that a team be downgraded to Class B in its region if it fields only one (1) team in a given division. The region's decision cannot be appealed. Based on criteria established by each region, a downgraded team may be authorized to represent its region in a Class B provincial championship. The region's decision cannot be appealed at the provincial level. For the purposes of calculating the number of teams in an association, women's teams are not taken into account.

WOMEN'S DIVISION

Note 5: For the purposes of calculating the number of teams, players playing on men's teams are not counted. Although the minimum of one (1) Class A regional team must be respected in the 11U, 13U, and 15U divisions, a region with more than one (1) women's association must determine how teams will be distributed among these associations. A region may submit a request for an exemption to the Provincial Rules Committee no later than the first Sunday in April. The committee's decision is final and cannot be appealed.

A minimum number of Class A regional teams per division is determined for each region based on the number of players registered for women's baseball the previous year, according to the projected registration per division linked to the year of birth. **Each region must field a minimum of one (1) team. A second team is then formed when 83 players are reached, a third team when 138 players are reached, and a fourth team when 193 players are reached.** The Class A regional team quota is set at 20% of all players in the same division.

Note 6: The calculation is based on 11 players per team. ***Each region is encouraged to exceed the proposed quota and invest in talent development, while taking into account its own development reality and regional growth parameters.***

8.5 - INITIATION:

Minor league, Rallye Cap division, and Grand Slam class:

Group of participants brought together by an association for the purpose of being introduced to the sport of baseball.

8.6 - BALANCED TEAMS:

MEN'S DIVISION

When more than one team must be formed in a given division and class within the same association or AA organization, said teams must be balanced in order to promote fair competition between said teams and to comply with the provincial team formation guidelines.

In classes AA and A, a maximum difference of 3 players in their final year of age is allowed between teams in the same division/class within the same association or AA organization.

Note 1: For the purposes of calculating the maximum difference, underclass players are considered players in their final year of age. ***A region or association that forms additional Class AA or A teams beyond what is required by the guidelines is not required to comply with this article for its additional teams.***

WOMEN'S DIVISION

When more than one team must be formed in a given division and class within the same region, these teams must be balanced in order to promote fair competition between them and to comply with the provincial team formation schedule.

In the 11U, 13U, and 15U Class A divisions, a maximum difference of 3 players in their final year of age is allowed between teams in the same division/class within the same region.

Note 2: For the purposes of calculating the maximum difference, under-aged players are considered to be players in their last year of age. ***A region that forms additional Class A teams beyond what is required by the guidelines is not required to comply with this article for its additional teams.***

8.7 - TEAM FORMATION DEADLINE:

a) Class AAA teams must be finalized no later than the first Sunday in April.
b) AA teams must be finalized no later than the first Sunday in May. The regular season may begin on the second Saturday in May.
c) Class A teams must be finalized no later than the second Sunday in May. The regular season may begin on the third Saturday in May.
d) Class B teams must be finalized no later than the third Sunday in May. The regular season may begin eight days after the formation of Class B teams.

SECTION D – MEMBERSHIP AND REGISTRATION

9 - MEMBERSHIP OF REGIONS, MAJOR LEAGUES, AND AA MINOR LEAGUES

9.1 - MEMBERSHIP

a) REGION: The territory of the regions is defined by the Baseball Québec Board of Directors.
b) LEAGUE: Any group of teams forming a league must indicate the division and class in which it wishes to play and comply with the statutes and regulations of Baseball Québec and any amendments that may be made thereto.

9.2 - REQUIRED DOCUMENTS

For a league to be accepted by Baseball Québec, the following documents are required:

a) the league and team (major) membership fees set by Baseball Québec;
b) a copy of the league's general regulations and special rules of play.

9.3 - MEMBERSHIP FEES

A league that has not paid its dues for the previous year or owes any amount to a level affiliated with Baseball Québec cannot be a member for the current season until it has paid its dues.

9.4 - REFUSAL

Any team or league that does not comply with the general regulations and governing regulations of Baseball Québec may be refused for the current season.

10 - MEMBERSHIP OF ASSOCIATIONS

10.1 - APPLICATION

Any association wishing to affiliate one or more teams with Baseball Québec must be a member of Baseball Québec. The association must submit an association membership application to its region before March[1].

10.2 - REQUIRED DOCUMENTS

In order for an association to be accepted by Baseball Québec, it must submit the following documents to the region:

a) the duly completed association membership form;
b) the membership fees for an association set by Baseball Québec;

10.3 - MEMBERSHIP FEES

Any association or team that has not paid its dues for the previous year or owes any amount to a level affiliated with Baseball Québec cannot be a member for the current year until it has paid its dues.

10.4 - REFUSAL

Any team or association that does not comply with the general regulations and governing regulations of Baseball Québec may be refused for the current season.

11 - MAJOR TEAMS JOINING A LEAGUE

To become a member of a league, a team must submit a request to the executive committee of the league in which it plays. The team agrees to comply with the general rules and regulations of Baseball Québec, as well as any amendments that may be made to them.

12 - MINOR LEAGUE TEAM MEMBERSHIP

To become a member of Baseball Québec, all teams must submit a request to the board of directors of the region that has jurisdiction over the territory in which they play.

13 - TEAMS CHANGING LEAGUES

(Major or Minor AA League)

A team that wishes to play in another league of the same classification may do so under the following conditions:

a) the team must notify the league where it is registered by registered mail and send a copy to the provincial rules committee before the annual general meeting of the league where the team played;
b) To be valid, the transfer request must be approved by the provincial rules committee.
c) If the transfer request is made after the annual general meeting, the team must pay the league it wishes to leave an amount equivalent to the annual membership fee, in accordance with the league's administrative policies. The provincial rules committee may, as appropriate, waive the penalty provided for in the rules.

15 - AA MINOR LEAGUE OR MAJOR LEAGUE

15.1 - TERRITORY REQUIREMENT

Any Baseball Québec team playing in a minor AA league must have obtained written permission from its region.

15.2 - LEAGUE TERRITORY
The territory of the major and minor AA leagues is sanctioned by the Baseball Québec board of directors. In addition, the assignment of each of its administrative regions to a minor AA league, based on the geography of the territory and the minor AA leagues, is the sole responsibility of Baseball Québec.

15.3 - TEAM TERRITORY
The territory of each team is defined in the major leagues by the league and in the minor AA leagues by the regional board of directors, all of which is approved by the Baseball Québec board of directors.
In the major league, when more than one team from the same division and class operates in the same region, a memorandum of understanding defining the territory of each team must be established between the teams. In the event of a dispute, the league must legislate, if necessary.

15.4 - INTERPROVINCIAL
No team from the province of Quebec or outside the province may play in a league involving teams from other provinces without first obtaining written permission from the relevant provincial governing bodies.

16 - PLAYER EXCHANGES

a) In Junior Elite, player exchanges are governed by the league.
b) In Junior and Senior, trades are permitted between leagues of the same division and class. Players aged 18 and under may not be traded or identified as future consideration.

17 - TERRITORIAL RIGHTS

17.1 - GENERAL PROCEDURE
Any player registered in a team contract for an association continues to belong to that association as long as it exists or continues to organize baseball for its age division.

17.2 - PROCEDURES FOR MAJOR LEAGUERS

a) Any team wishing to protect its players from the previous year must register with its league.
b) the unregistered team forfeits its rights and privileges, and its players become the property of the league;
c) The league may hold a draft or declare the players to be "free agents." Drafted players become the property of the team that selected them only if they continue to play in that league.
d) if a merger occurs between teams from the same region, the players continue to belong to that same region for the purposes of the protected list.

17.3 - SUSPENDED PLAYER
Any player suspended for the subsequent season(s) shall remain a member of the association for which he was playing at the time of his suspension, even if he changes divisions.

17.5 - TAMPERING
Any AA association or organization found guilty of tampering may not acquire ownership of that player. The guilt of an AA association or organization is determined by the appropriate authority.

17.6 - PLAYER NOT REGISTERED IN A TEAM CONTRACT THE PREVIOUS YEAR
As the player was not registered in a team contract the previous year, they no longer belong to the last team for which they were registered. The player must report to the association where they have taken up legal residence.

18 - TEAM CONTRACT

18.1 - NUMBER OF PLAYERS
The maximum number of players for each team in the 9U to 18U and 21U divisions is 20.
There is no limit for major divisions.

18.2 - DEADLINE

a) Minor divisions, Class A, B, Grand Slam
Any team may register new players at any time, without exceeding the maximum number allowed. A new player is defined as one who has not registered with a Baseball Québec team in the current year. After July 9, no further player changes are **permitted** on team rosters, **except for the addition of new players.**
b) Class AA and major divisions
Any team may register new players until midnight on July 9, without exceeding the maximum number allowed. No registrations or player transfers to team rosters will be accepted after the deadline.
c) In the event of a team dissolution, the Provincial Rules Committee may allow players to be relocated to other teams at any time.

19 - APPROVAL OF THE REGISTRATION ROSTER

19.1 - AUTHORIZED PERSON
For major, player team contracts must be approved by the league manager and validated by the provincial manager. For minors, AA minor league contracts must be approved by the regional manager and validated by the provincial manager. For other contracts, the manager of the association or region in which the team plays shall approve them, validated by the provincial manager. Any violation of this procedure shall be sanctioned by the appropriate level.
Note: Approval of the team contract is a two-step process. First, the contract containing the registered players must be approved before the team's first game. Then, coaches must be approved by June 15 at the latest.

19.2 - PROOF OF AGE
No photocopies of proof of age will be accepted. The approved team contract from the previous season is the only substitute for proof of age. Any violation of this rule will render the player ineligible.

19.3 - AGE VERIFICATION
All proof of age must be validated. For major: by the league registrar.
For AA minors: by the regional registrar where the team is based.
For minors, Class A, B, and Grand Slam: by the association registrar.

20 - ELIGIBILITY OF A PLAYER/MEMBER

20.1 - PRINCIPLE
Before their first game, the player's name must be entered in the team team contract issued by Baseball Quebec and approved, which must be returned to the person in charge with proof of age and, if applicable, the release. Any violation of this procedure must be sanctioned by the appropriate level.

20.2 - RESPONSIBILITY
The managers of a team, association, or AA organization are responsible for a player's eligibility.

20.3 - APPEALS IN MAJOR AND MINOR AA
Any challenge regarding a player's status must be made in writing, with supporting evidence, to the league (major) or regional registrar (minor) at the time the violation is discovered. The AA teams or organizations involved, as well as the league management, must be notified simultaneously. The appropriate authority must render its decision within three days of its investigation and confirm it in writing within seven days. An appeal of the decision may be made to the provincial rules committee.

20.4 - MINOR CHALLENGE
Any challenge to a player's status must be made in writing, with supporting evidence, to the regional registrar at the time the infraction is discovered. The teams or associations involved, as well as the league management, must be notified simultaneously. The region must render its decision within three days of its investigation and confirm it in writing within seven days. An appeal of the decision may be made to the provincial rules committee.

20.5 - FAILURE TO PAY
Any member who owes any amount, uniform, or equipment to a level affiliated with Baseball Québec may be suspended until such time as they have paid their dues.

20.6 - PLAYERS NOT RESIDING IN QUEBEC
A player residing outside the province who wishes to play within the Baseball Québec structure must first obtain a letter from his organization (Federation) authorizing him to play in Québec. The player may then participate in his team's regular activities. He may not take part in the Jeux du Québec.

22 - OVER-AGED/UNDER-AGED PLAYERS

22.1 - PRINCIPLE
Any player may be upgraded to the division immediately above.
a) Upgrading to the Junior division is only permitted for players aged 18.
b) No upgrade may be granted to play in the Senior division.
c) Any player who has been underclassed to a lower division may not be a reserve player in a higher division.
Note: A player who has been promoted must take part in all activities in the higher division. An 11U player who has been promoted to the 13U division must take part in the 13U championship. He or she may not play in the 11U championship.

22.2 - UPGRADING
Upgrading must be authorized by the regional level.
Note: If the upgrade is to play in a provincial league, it must be authorized by the provincial level.

22.3 - RETURN TO DIVISION
Any upgraded player who has registered for a team in a division higher than his own for the current season may return to his lower division team before midnight on July 9. The player's name must be entered in the team contract of his new team.

22.4 - MAXIMUM NUMBER OF UPGRADED/UNDERCLASSED PLAYERS
a) A team may register up to a maximum of 5 upgraded players in its team contract for one season.
b) A team may register a maximum of 2 underclassed players in its team contract for one season.

22.6 - UNDERCLASSIFICATION
The underclassing of a player may be permitted by the provincial level, following a regional recommendation.
Note 1: The letters "SC" must be entered on the batting order after the player's name.

a) An underclassed player may not play for a Class AA or Class A women's team.
b) An underclassed player may not act as a reserve for any team.
c) An underclassed player may not play as a pitcher for his or her team.

Penalty: Player ineligible (see definition)
*Note 2: A 23-year-old player playing **Junior A** is not considered an "underclassed player."*
Note 3: An overage player (22 years of age or older) playing in the 21U league is not considered an "underclassed player" because there is currently no league for this age group.

23 - IRREGULAR PARTICIPATION (PROVINCIAL OR INTERPROVINCIAL)

23.1 - PLAYER
Any player belonging to an association who leaves that association without release to join another association during the season is suspended from all activities governed by Baseball Québec. To be reinstated in Baseball Québec activities, the player must submit a request to the appropriate authority.

MEN'S DIVISION

Any player registered with Baseball Québec who appears in more than one team team contract without a release is ineligible. Exception: For the Senior division, registered players may play in more than one league in that division.

WOMEN'S DIVISION

Any player registered with Baseball Québec must play for only one (1) team, either female or male.

23.2 - TEAM
Each team must play in only one league.

24 - PROFESSIONAL TRYOUT
To rejoin Baseball Quebec, any player who is owned by a team and who obtains a tryout in a professional league or professional association:
a) If he belongs to a Junior Elite team, he must appear on the protected list of the team with which he will return to play;
b) If he belongs to a Junior or Senior team, a space must be available in the team contract of the team with which he is returning to play;
c) He must obtain amateur status according to Baseball Canada's eligibility rules.
d) If the player returns to play in the year(s) following the signing of the professional contract, he must return to his last team (last contract approved by Baseball Quebec) and if that team is no longer operating, he becomes a free agent within his league.

SECTION E – COACH

25 - ELIGIBILITY OF A COACH

25.1 - PRINCIPLE

The name of any coach must be entered in the team team contract issued by Baseball Québec in order to be eligible to coach a team before the first game in which he or she performs this function. **He or she must be at least 14 years of age (calendar year) to be eligible for this position.**

a) For **minor** divisions, a maximum of 6 coaches may be listed in a team's team contract. Only one (1) head coach must appear among the registered coaches.
b) All coaches may be registered and listed on the lineup sheet during a game.

25.2 - TIME LIMIT

A coach's name may be entered in a team contract at any time during the season.

Note: A coach who is under suspension may not be added to a team contract until the suspension has been fully served.

25.3 - MULTIPLE TEAMS

a) A coach may appear in a maximum of three team's contract, provided that they are in different divisions or classes.
b) A head coach may coach a maximum of 2 teams, provided they are in different divisions or classes;
c) A coach's accreditation may be used for these three teams, provided that he or she is active for those teams.

Note: For the purposes of team numbers, the Rallye Cap division and all-star teams are not counted.

26 - COACH CERTIFICATION

11U Class AA

Title	Accreditation
Head Coach	11U - Trained
One (1) assistant coach	11U - Trained
All coaches	**Initiation clinic**
Two (2) coaches per team	Annual training

13U Class AA

Title	Accreditation
Head coach	13U - Certified
One (1) assistant coach	13U - Trained
All coaches	**Initiation clinic**
Two (2) coaches per team	Annual training

15U Class AA

Title	Accreditation
Head Coach	15U - Certified
One (1) assistant coach	15U - Trained
All coaches	**Initiation clinic**
Two (2) coaches per team	Annual training

18U Class AA

Title	Accreditation
Head coach	16+ - Trained
All coaches	**Initiation clinic**
One (1) coach per team	Annual training

9U – 11U – 13U – 15U – 18U and 21U, Class A

Title	Accreditation
Head coach	Fundamentals and ongoing participation – Trained
One (1) assistant coach	Fundamentals and ongoing participation - In training
One (1) coach per 11U team	Online module "My First Pitch"
One (1) coach per team	Annual training

11U – 13U – 15U – 18U and 21U, Class B

Title	Accreditation
Head coach	Fundamentals and ongoing participation – Trained
One (1) coach per 11U team	Online module "My First Pitch"
Baseball Quebec recommends that one (1) coach per team complete annual training	

9U Class B / Grand Slam

Title	Certification
Head Coach	Fundamentals and ongoing participation - In training

Rally Cap

Title	Certification
Association Manager	Rally Cap Training

15U and 17U AAA Reseau de développement

Title	Accreditation
Head Coach	16+ - Certified + **5 Competition-Development modules**
Other assistant coaches	**16+ - Certified**

Junior Elite

Title	Accreditation
Head Coach	16+ - Certified + **5 Competition-Development modules (*)**
Other assistant coaches	16+ - Trained

(*) *Coaches have two years to complete the Competition-Development technical modules from the year of their appointment to Junior Elite.*

Annual training: 1- Baseball Quebec-approved coaching training, 2- Coaches' convention, 3- Coaching internship offered by the NCCP, 4- NCCP resource person internship, 5- Give an NCCP coaching internship during the current year.

Recommendation:
Baseball Québec recommends that coaches take training annually.

Penalty:
A team must be in compliance with coach accreditation requirements by June 15 of each year. As of June 16, the head coach of a non-compliant team may no longer hold that position and must be removed from the team contract until his or her team's accreditation is in compliance.

27 - COACH CERTIFICATION - JEUX DU QUÉBEC AND 13U AA PROVINCIAL CHAMPIONSHIP

13U, boys

Title	Accreditation
Head coach	13U - Certified
Assistant Coaches	13U - Trained

13U, girls

Title	Accreditation
Head Coach	Fundamentals and ongoing participation - Trained
Assistant coaches	Fundamentals and ongoing participation - In training

28 - COACH CERTIFICATION - CANADIAN CHAMPIONSHIPS

13U

Title	Certification
Head Coach	13U - Certified
Assistant Coaches	13U - Trained

15U, 16U, 18U, 21U, and 22U

Title	Certification
Head Coach	15U or 16+ - Certified
Assistant Coaches	15U or 16+ - Trained

Senior

Title	Accreditation
All coaches	Fundamentals and ongoing participation - In training

Canada Baseball Cup

Title	Certification
Head Coach	Competition-Development - Certified
2 Assistant Coaches	One (1) Competition-Development - Trained One (1) 16+ - Certified
OR 3 assistant coaches	Two (2) Competition-Development - Trained One (1) 16+ - Certified

Canada Games

Title	Certification
All Coaches	Competition-Development - Certified

Note: It is mandatory to have at least one (1) female coach for each game of a women's Canadian championship.

SECTION F – LEGAL RESIDENCE AND RELEASE

29 - TERRITORY

29.1 - PRINCIPLE
All players must remain within the boundaries of their territory.

29.2 - SPECIAL CASES OF LEGAL RESIDENCE
The regional board of directors or provincial rules committee, as applicable, has decision-making authority in all special cases of legal domicile (divorce, guardianship, common-law separation, etc.).

30 - ABSENCE OF A DIVISION

30.1 - PRINCIPLE
It may happen that portions of territory are unable to organize one or more divisions. Accessibility to the game must not be compromised for administrative reasons, whatever they may be. It is the responsibility of the region to find a welcoming environment for every player.

30.2 - SUSPENSION OF ACTIVITIES
An association that suspends its activities in one or more divisions for more than one season loses its rights to its players.

31 - MOVING

When a player moves before July 9, they may:
a) play in his association as long as he does not stop for a season; or
b) register with the association of their new legal residence, after first obtaining their transfer/relocation request.
c) When a minor division player moves before registering with a team, no release is necessary.
d) The move must be effective as of July 9, otherwise the player cannot play for their new association.

32 - RELEASE

32.1 - DEADLINES
a) RELEASE FROM AA ORGANIZATION, REGION, OR MAJOR TEAM:
A release from an AA organization, region, or major team may be requested from February 1 until midnight on July 9 of the current season.
b) RELEASE FROM ASSOCIATION:
A release from one's association may be requested from March 1 to July 9 at midnight of the current season.
c) REGIONAL VETO:
With the approval of the provincial rules committee, a region may set a later date than those mentioned above.

32.2 - MAJOR PROCEDURES
Any player belonging to a team who wishes to obtain a release must:
a) submit a written request by registered mail to the president of their team and send a copy to the general manager or commissioner of their league and another copy to the provincial office;
b) return all equipment received from the team to the team.
c) Any player belonging to a team who wishes to obtain a release to play for a team in another league must obtain this release from the league in which he was playing.

32.3 - MINOR PROCEDURES
A release must be requested by the player's father, mother, or guardian and must include the player's destination.
Any player who wishes to obtain a release must:
a) for a release from the AA organization or region, submit a written request, by registered mail or email, to the regional vice president responsible for releases;
b) for a release from the association, submit a written request, by registered mail or email, to the president of their association;
c) in both cases, return all equipment received.
Note: A player who has obtained a release to an AA organization and is subsequently removed by that organization must return to his original association.

33 - RESPONSE TO A RELEASE REQUEST

33.1 - MAJOR
Any team to which a release request is made must respond in writing to the requester, indicating its acceptance or refusal, with a copy to the general manager or commissioner of its league and to the provincial office.

33.2 - MINOR

a) RELEASE FROM THE AA ORGANIZATION OR REGION:
Any region to which a release request is made must respond in writing to the applicant with its acceptance or refusal, with a copy to the president of the AA organization and the provincial office.
In addition, the new region may refuse to accept the player, which will cancel the release.

b) RELEASE FROM THE ASSOCIATION:
Any association to which a request for release is made must respond in writing to the applicant, stating its acceptance or refusal, with a copy to the regional president.

33.3 - LIMITS

Any response to a release request must be sent within 10 business days of receipt of the request (excluding Saturdays, Sundays, and holidays). Failure to respond shall be interpreted as acceptance.
Note: Permanent release is granted in the event of a late response or no response.

34 - CONDITIONS FOR APPEALING A RELEASE

34.1 - ADULT

a) TO THE LEAGUE:
A refusal of release by the team may be appealed by the applicant to the league in which his team plays. He must submit a written request by registered mail to the president of his league, sending a copy to the general manager or commissioner of his league and another to the provincial office. See the section on general conditions of appeal.

b) TO THE PROVINCIAL RULES COMMITTEE:
A refusal to release a player by the league may be appealed by the applicant to the provincial rules committee. The applicant must submit a written request by registered mail to the committee and send a copy to the general manager or commissioner of his league. See the section on general conditions of appeal.

34.2 - MINOR

a) RELEASE FROM THEIR ASSOCIATION:
A refusal of release by the association may be appealed by the applicant to the region. The applicant must submit a written request by registered mail or email to the regional vice president responsible for releases. For an association release, there is NO appeal possible at the provincial level. See the section on general conditions of appeal.

b) RELEASE FROM THE AA ORGANIZATION OR REGION:
A refusal of release by the region may be appealed by the applicant to the provincial rules committee. The applicant must submit a written request by registered mail or email to the provincial rules committee. See the section on general conditions for appeals.

35 - NUMBER OF RELEASES IN A SEASON

A player may only submit one release request during a season, unless there are exceptional circumstances (team dissolution, relocation).

SECTION G – PROVINCIAL COMPETITION

36 - TOURNAMENT REQUEST

36.1 - JURISDICTION
Any association wishing to host a tournament within the territory of Baseball Québec must submit a request to Baseball Québec before March 1. For regional tournaments, each region may establish its own rules of procedure provided they do not conflict with the articles of these regulations.

36.2 - REGIONAL PERMISSION
Any association must obtain the consent of the region's board of directors to apply for provincial tournament sanctioning. Any refusal by the region will prevent the tournament from being sanctioned.

36.3 - TOURNAMENT APPROVAL
A response to any tournament application must be made before March 15.

36.4 - FEES
Baseball Quebec has full authority to impose sanctioning fees for any tournament. These amounts are voted on annually by the Baseball Quebec board of directors.

36.5 - PAYMENTS
Payments must be returned to the Baseball Québec provincial office within 10 days of the end of a tournament. After this deadline, a fine may be imposed.

36.6 - TOURNAMENT DATES
The tournament period begins on June 15 and ends on August 15. For major reasons (weather conditions), a tournament may exceed the permitted date and has two days to complete its activities.

36.7 - TOURNAMENT DURATION
A tournament must be held over a maximum period of 7 consecutive days. Each division and each class is considered a tournament.

38 - SPECIFIC TOURNAMENT PROCEDURES

38.1 - GENERAL OBLIGATION
Any Baseball Québec team may take part in a tournament if it is sanctioned by Baseball Québec. If a team takes part in a tournament outside Québec, it must inform Baseball Québec.

38.2 - NUMBER OF TOURNAMENTS
AA-A teams may register for a maximum of 3 tournaments sanctioned by Baseball Quebec. B/Grand Slam teams may register for a maximum of 2 tournaments sanctioned by Baseball Quebec.

38.3 - CONDITIONS OF PARTICIPATION
a) Only an original team may participate in a tournament. However, reserve players may be used.
b) Regions that do not have AA teams in a given division may field an all-star team in that division and participate in a minor AA tournament.
c) Regions that do not have A teams in a given division may field an association all-star team in that division and participate in a minor A tournament.

38.4 - MAXIMUM NUMBER OF GAMES PER DAY
Tournament management may not schedule a team to play more than two games per day, with a minimum of one (1) hour of rest between the end of the first game and the start of the second game.
Note: If a third game must be played, this game remains at the discretion of the tournament management.

38.5 - TIME LIMIT
a) No game may begin before or after these times:
13U and under: 8:30 a.m. and 9:30 p.m. - 15U and over: 8:30 a.m. and 10:00 p.m.
b) When drawing up the schedule, a minimum amount of time must be allocated for each game: 13U and under: 2 hours - 15U and over: 2:30 hours
c) For all games starting at 9:00 p.m. or later, a 10-hour rest period must be allowed between the end of the game for the teams involved and their next game.

38.6 - MONEY REWARDS
a) Minor money rewards: No money rewards are permitted.
b) Major money rewards: Any form of scholarship is permitted. However, the excess of the maximum cost charged to participating teams must be fully covered by money rewards. When a money reward is given, the drawing of teams must be done in the presence of a Baseball Québec official.

38.7 - CORRESPONDENCE DEADLINE
Any response regarding a team's acceptance or refusal to participate in a tournament must be made in writing no later than 10 days after receipt of the registration. In addition, the original schedule must be sent to participating teams 15 days before the start of the tournament, with a certified copy sent to the provincial office.

38.8 - NUMBER OF PARTICIPATING TEAMS
Tournament management may not accept registrations from teams in excess of the number of teams previously registered on the tournament application form without obtaining permission from Baseball Quebec.

38.9 - NEUTRALITY OF ORGANIZERS
A member of the organizing committee of a tournament may not act as a coach or umpire during that tournament.

38.10 - REGISTRATION
Each team must submit the required documents to the tournament management (registration office) at least one hour before its first game.

38.11 - REQUIRED DOCUMENTS
Each team must submit its duly completed and approved documents. Required documents:
a) team contract;
b) any document proving the eligibility of your pitchers;
c) teams using a reserve player must provide a copy of the team contract from which the player originates.

Note: It is the responsibility of each team to have each player in the team contract approved individually if that team is participating in a tournament before July 9, the deadline for approving these documents.

38.12 - RAIN AND WEATHER CONDITIONS
a) When a game is not regulation, the game is suspended by the tournament director. It must continue at the time determined by the tournament director.
b) For a regulation game, the tournament director must make a decision regarding the outcome of the game after a 30-minute delay. If the game cannot resume within one hour of the delay (time determined by the tournament director), the game is considered over. The team that is ahead at the last moment when the teams have played the same number of offensive innings is declared the winner, unless the team that is receiving ties or takes the lead on its last at-bat (whether or not its half-inning is complete).

Example: 13U Class A game, score 4-3 for the visitors after 4 innings of play. The game is therefore regulation. The 5th inning was not announced as an open inning.

Situation 1: At the start of the 5th inning, the visitors are retired in order. At the end of the 5th inning, the home team fills the bases, then rain makes the field unplayable before the end of the inning. After the delay, the game is declared over. The final score is 4-3 for the visitors.

Situation 2: At the start of the 5th inning, the visitors are retired in order. At the end of the 5th inning, the home team ties the score, then rain makes the field unplayable before the end of the inning. After the delay, the game is declared over. The game is a suspended game. It must be continued at a time determined by the tournament official.

Situation 3: At the start of the 5th inning, the visitors are retired in order. At the end of the 5th inning, the home team scores 2 runs, then rain makes the field unplayable before the end of the inning. After the delay, the game is declared over. The final score is 5-4 for the home team.

38.13 - HOME AND VISITOR
a) Round robin: The receiving team (dugout on the third base side) and the visiting team (dugout on the first base side) are determined by a coin toss 30 minutes before the scheduled start of the games. In the semifinals, the higher-ranked teams, according to the tiebreaker, are the "home" teams. For games involving a medal, there is a coin toss.
b) False double elimination: The home team (dugout on the third base side) and the visiting team (dugout on the first base side) are determined by a coin toss 30 minutes before the scheduled start time of the games. Then, in a winner vs. loser game, the winning team is "home". Otherwise, there is a coin toss.

Note: If a team is absent at the coin toss, it loses the toss.

38.14 - MINIMUM NUMBER OF GAMES
All teams are guaranteed to play a minimum of 2 games.

38.15 - TEAM PROMOTION
Team upgrades are permitted. The team must register in a tournament in its age division.

Example: A 13U Class B team may be upgraded to a 13U Class A tournament, but may not be upgraded to a 15U division tournament.

38.16 - ELIGIBILITY CHALLENGE
Upon filing a protest, the organizing committee is responsible for verifying a player's eligibility.

38.17 - CANCELLATION POLICY

a) If a team withdraws from a tournament 28 days or less before the start date, no refund will be given.
b) If a team withdraws from a tournament more than 28 days before the start date, it will not be refunded unless the tournament can replace it. In such a case, a refund of the registration fee will be made, less a 25% administration fee.
c) If a tournament is canceled or postponed due to weather conditions (before any team has played a game) and the team is unable to participate, the registration fee will be refunded, minus a 15% administration fee.
d) If a tournament is canceled or postponed due to weather conditions and the team is unable to participate, a refund of the registration fee will be issued on a pro-rata basis based on the number of games played versus the number of games initially guaranteed, according to the tournament format.

40 - SPECIFIC PROCEDURES FOR CHAMPIONSHIPS

40.1 - PRELIMINARY REGISTRATION

MEN'S DIVISION

a) 13U AA:
Two weeks before the championship, an all-star team must register a maximum of 18 players and 4 coaches on the registration form provided specifically for this purpose on the management platform for verification and validation of players and coaches. Once validated, no other players or coaches may be registered or take part in the championship. Selected players must appear in a 13U division team contract during the season.

b) 11U AA, 15U AA, 18U AA:
Only an original team may participate in this championship. However, it is permitted to field players as reserves. The team representing the region must be known and designated on the management platform on the Sunday before the championship is held.

c) MINOR A AND B:
Only an original team may participate in this championship. However, it is permitted to field players as reserves. The team representing the region must be known and designated on the management platform on the Sunday preceding the championship.
The Abitibi-Témiscamingue and Côte-Nord regions may field an all-star team in these championships.
Note 1: An all-star team is permitted in Class B strictly when an all-star team is also formed in this division during the Class A championship.

Note 2: A player playing for a Class A all-star team may not represent his region with a Class B team in the same division.

WOMEN'S DIVISION

Women's A and B Championships: This championship is exclusively for players who play in a women's league.

a) Only an original team may participate in these championships. However, it is permitted to field players playing as reserves. The team representing the region must be known and designated on the management platform on the Sunday before the championship. The Abitibi-Témiscamingue, Bas St-Laurent, Côte-Nord, and Saguenay/Lac St-Jean regions may field an all-star team in these championships, excluding players playing in the men's Class AA.

Note 1: An all-star team is permitted in Class B strictly when an all-star team is also formed in this division during the Class A championship.

Note 2: A player playing for a Class A all-star team may not represent her region with a Class B team from the same division.

b) It is mandatory to have at least one (1) female coach for each game of the championship.
c) Players registered with the ABC or Canada East leagues are not eligible for the women's championship.

40.2 - AUTHORITY

The Baseball Québec supervisor acts as the official representative of Baseball Québec and is the only person authorized to negotiate and discuss with team officials any changes in the conduct of the competition and to make any disciplinary decisions he deems appropriate.

40.3 - RAIN AND WEATHER CONDITIONS

In case of rain or inclement weather, the game is suspended by the competition supervisor. It must resume at a time determined by the competition supervisor until the last inning (depending on the number of innings or the duration of the game) is completed.

40.4 - HOME AND VISITING TEAMS

Home team: dugout on the third base side. Visiting team: dugout on the first base side.

a) Class AA and A:
The position of the teams is strictly determined for the first game, based on the previous season's championship standings. For all other games, a coin toss is held **30 minutes before the scheduled game time.**

b) Class B:
For all games, there is a draw **30 minutes before the scheduled start time.**

Note: If a team is absent from the draw, it loses its draw.

40.5 - ELIGIBILITY OF PARTICIPANTS

a) During provincial championships, all participants may be subject to an eligibility check. Each team must provide, at the request of the championship organizer, proof of age for each player who participates directly in a game. Failure to present the requested documents will result in automatic suspension for the duration of the championship.

b) A player who wishes to participate in a provincial championship that qualifies for a Canadian championship must comply with Baseball Canada's eligibility rules.

40.6 - ABSENCE FROM PROVINCIAL CHAMPIONSHIPS

Any region that withdraws its team less than 30 days before the start of a provincial championship must pay Baseball Quebec the amount specified for each player/team, in accordance with Baseball Quebec's administrative policies. This amount covers the registration cost of the replacement team. The provincial board of directors reserves the right, after investigation, to impose other penalties.

42 - HARMONIZED PROCEDURES AT PROVINCIAL COMPETITIONS

42.1 - UMPIRES AND SCOREKEEPERS

Games in a provincial competition must be officiated by Baseball Québec-accredited officials.

42.2 - RULES OF THE GAME

No modifications to the rules of play recognized by Baseball Quebec may be accepted.

42.3 - GAMES – CLASS AA, A, B, GRAND SLAM

All games have a time limit, including those involving a medal.

Note 1: The duration of games begins at "Play Ball" and ends at the end of the home team's offensive inning, either on the third out or when the point limit per inning is reached.

a) Game duration (Class AA – A):

9U, 11U, and 13U divisions:

Any inning that begins **80 minutes (1 hour 20 minutes)** after the start of a game is declared the "last inning," and that inning is open. The game is over after that inning.

Note 2: For the 13U AA championship and the Quebec Games, there is no time limit.

15U, 18U, and 21U divisions:

Any inning that begins **90 minutes (1 hour 30 minutes)** after the start of a game is declared the "last inning," and that inning is open. The game is over after that inning.

b) Game duration (Class B – Grand Slam):

9U, 11U, and 13U divisions:

Any inning that begins **70 minutes (1 hour 10 minutes)** after the start of a game is declared the "last inning," and that inning is open (except in 9U Class B / Grand Slam). The game is over after that inning.

15U, 18U, and 21U divisions:

Any inning that begins **80 minutes (1 hour 20 minutes)** after the start of a game is declared the "last inning," and that inning is open. The game is over after that inning.

c) Regulation game:

A game becomes regulation when it reaches, at the first deadline, either the conditions described in the articles relating to the duration of games (number of innings) for divisions 9U to 18U and 21U, or when a final inning announced ends (depending on the duration of the games). If there is a tie at the end of the allotted time, the game must continue and all subsequent innings are open. The scorekeeper shall record the official start time of the game. Any stoppage of play lasting more than 10 minutes shall not be counted in the duration of the game.

d) Mercy rule:

i) Divisions 9U to 13U:

The fifteen (15) point "mercy rule" rule applies after the 3rd inning or 2½ innings if the home team is ahead.

The ten (10) mercy rule rule applies after the 4th inning or 3 and a half innings if the home team is ahead.

ii) Division 15U to Senior:

The fifteen (15) point "mercy rule" rule applies after the 4th inning or 3 and a half innings if the home team is ahead.

The ten (10) run rule applies after the 5th inning or 4.5 innings if the home team is ahead.

A game ends immediately when a team, due to the run limit per inning, cannot win the game.

42.4 - EXTRA INNINGS

Note: Not applicable to 9U Class B / Grand Slam

If a game is tied after the regulation number of innings or after the allotted time, the following procedure is used at the start of the first extra inning:

a) Each team starts the extra inning (and any subsequent innings necessary) with a runner on first and second base and no outs (see the example below to confirm who is on first and second base).

b) The batting order for the first extra inning or any subsequent innings is determined based on the end of the previous inning (see the example below to confirm who is at bat).

Example: The 6th batter had the last at-bat at the end of the last regulation inning. The extra inning then begins with the 7th batter at bat, the 5th batter on 2nd base, and the 6th batter on 1st base.

c) With the exception of runners on base to start the inning, all other official rules of play remain in effect during extra innings until a winner is declared.

The procedure for extra innings applies to all games in the tournament, including medal games.

42.5 - ARRIVAL TIME - FORFEIT

Each team must report to the field at least one hour before the game, regardless of weather conditions.

a) Fifteen minutes after the scheduled start time of the game, if a team is unable to field the minimum number (9) of players to start the game, the game is forfeited.

b) Additional penalty: All pitchers in the next game will be credited with the number of pitches corresponding to the first stage of their age division on the date **preceding the next game.**

42.6 - PROTEST

Any notice of protest must be given to the umpire at the time of the infraction, before play resumes. Any protest must be accompanied by a cash deposit of $100. The game is suspended and the protest committee meets immediately to review the protest. The decision is final and cannot be appealed. Play resumes immediately after the decision is rendered. If the team wins the protest, the protest fee is returned to it.

42.7 - SCHEDULE

Each team must follow the schedules prepared by tournament management or Baseball Quebec at all times. The schedule may be changed in case of rain or other circumstances that may cause delays.

42.8 - WARM-UP

Each team is entitled to use only the outfield for its pre-game warm-up.

42.9 - BATTING ORDER

The managers of both teams must submit a completed batting order sheet to the official scorekeeper 30 minutes before the scheduled start time of each game. The batting order sheet must include the uniform number, full name, and position of the starting players, as well as all substitutes for that game.

Note: If two or more players have the same number on their uniforms, the team manager must write the name of the player's original team after the name on the batting order.

42.10 - PENALTY FOR NON-COMPLIANCE

a) A region must ensure compliance **with both articles (AA scale and balanced teams) for its AA class teams in the men's division**. Failure to do so will result in that region and its players being ineligible to participate in **provincial competition** in the offending division, **regardless of class.**

Example 1: A region is required to form three balanced 11U Class AA teams. If it fails to comply with one or both requirements, the other two Class AA teams will not be allowed to participate in provincial competition in that division. In addition, Class A and B teams playing in that region will not be allowed to participate in provincial competition in that division.

b) A region must ensure compliance **with both articles (scale A and balanced teams) for its Class A girls' teams**. Failure to do so will result in that region and its players being ineligible to participate in **provincial competition** in the offending division, **all classes combined.**

Example 2: A region is required to form two balanced Class A 13U teams. If it does not comply with this requirement, the other Class A team will not be able to participate in provincial competition in that division. In addition, Class B teams playing in that region will not be able to participate in provincial competition.

c) An association must ensure compliance **with the two articles (scale A and balanced teams) for its Class A teams in the men's division**. Failure to do so will result in the association and its players being ineligible to participate in **provincial competitions** in the offending division, **regardless of class.**

Example 3: An association is required to form one Class A 15U team. If it does not comply with this requirement, the Class B teams playing in that association will not be allowed to participate in provincial competition.

42.11 - TIE BREAKERS

General application note: Round-robin tournaments are used in particular to ensure that teams play a minimum number of games. Other formats also exist to achieve the same results. However, it is prohibited to introduce tie games in sanctioned tournaments. On the one hand, the tiebreaker below is not designed to handle this possibility, and on the other hand, sanctioned tournaments must follow the rules established by Baseball Quebec, including the procedure for extra innings when the situation warrants it.

Step A:

In the event of a tie between teams in the same division, the team's ranking in the division is decided according to the following priorities:

1- The team with the best win-loss record in the game(s) between or among the tied teams is ranked higher.

* In steps B and C, all games played in the preliminary round must be taken into account.

2- If the tie persists, the position of the teams is determined by the ratio of points scored to defensive innings for the games between or among the original teams that are tied.

* In steps B and C, all games played in the preliminary round must be taken into account.

3- If the tie persists, the position of the teams is determined by the ratio of points scored to offensive innings for games between or among the original teams that are tied.

* In steps B and C, all games played in the preliminary round must be taken into account.

Note 1: When calculating the number of offensive and defensive innings credited to each team according to priorities (2) and (3), innings are calculated on a fractional basis.

4) If the tie persists, the position of the teams is determined by the team that has accumulated the most innings with the lead in the score:
One point is awarded at the end of each complete inning to the team that is ahead in the game, for games between or among the original teams that are tied.

* In stages B and C, all games played in the preliminary round must be taken into account.

Note 2: In the event of a multiple tie that is only partially resolved, the remaining ties are resolved by continuing with the priorities until all four priorities have been exhausted. Only then do the other teams return to priority No. 1 and go through the order again.

Note 3: In a mercy rule situation, the winning team is credited with 6 or 7 innings (depending on the division) defensively, while the losing team is credited with the number of innings played.

Note 4: For the purposes of the tiebreaker formula in extra innings, only runs scored/allowed in regular innings are counted in the run ratio. Do not use statistics recorded in extra innings for tiebreaker purposes.

Note 5: If one or more games are not played in a section and result in a forfeit, those games are not counted for the purposes of "Best Second."

Step B: (Best Second)
Following Step A, the standings have determined the positions of each team in their respective divisions. The three teams that finished second in their respective divisions go through the same tiebreaker (Step A) to determine the "Best Second Place."

Step C:
Positions 1 through 3 are also determined according to the tiebreaker in Step A.

Examples:
Quebec (QC), Rive-Sud (RS), and Côte-Nord (CN) are all tied after the round robin.

- *Priority 1:*
  QC defeats RS 6-3, CN defeats QC 6-4, RS defeats CN 10-8
  No solution to the tie, move on to priority #2.
- *Priority 2:*
  QC: 9 points awarded in 14 innings (9/14) = .643
  RS: 14 runs allowed in 14 innings (14/14) = 1.000
  CN: 14 points awarded in 14 innings (14/14) = 1.000
  QC is ranked first, but RS and CN remain tied and must go to the next priority.
- *Priority #3:*
  RS: 13 runs scored in 14 innings (13/14)=.929
  CN: 14 points scored in 14 innings (14/14) = 1.000
  Côte-Nord is in 2nd place

Examples of split inning scenarios:

#1: If the home team wins the game at the end of the 7th inning with 1 run and no outs, the inning result is:
Visiting team: 7 offensive innings and 6 defensive innings
Home team: 6 offensive innings and 7 defensive innings

#2: If the home team wins the game at the end of the 7th inning by scoring 1 run with 1 out, the result of the inning is:
Visiting team: 7 offensive innings and 6 1/3 defensive innings
Home team: 6 1/3 offensive innings and 7 defensive innings

#3: The same application is used in a situation where the game ends with a mercy rule. If the home team wins the game by a mercy rule after 2 outs at the end of the 5th inning, the result of the inning is:
Visiting team: 5 offensive innings and 4 2/3 offensive innings
Home team: 4 2/3 offensive innings, 7 defensive innings.

44 - DISCIPLINE IN PROVINCIAL COMPETITIONS

44.1 - DISCIPLINE AND PROTEST COMMITTEE
Every duly accredited provincial competition must have a discipline and protest committee at all times to immediately review any situations that arise.
A minimum of 3 people must sit to discuss a protest.

44.2 - COMMUNICATION OF DISCIPLINARY CASES
Upon request, all teams must inform the tournament organizing committee or the Baseball Québec supervisor of any suspensions imposed on any of the participants.

44.3 - PREVIOUS SUSPENSIONS
Any member under suspension may not participate in provincial competition activities until the suspension has been served (completed).

44.4 - EXPULSION DURING A PROVINCIAL COMPETITION
Any player, coach, or head coach of a team who is ejected from a game by the umpire is automatically suspended. The suspension takes effect at the next scheduled game. The suspended person may not be replaced, and the team is deprived of a player or team official (head coach or coach) for the duration of the suspension. No fines will be accepted.

44.5 - WITHDRAWAL OR REFUSAL
Any head coach, coach, or regional official who withdraws their team or refuses to play the game, for any reason, loses the game by forfeit and results in the head coach of the offending team being **ejected from the game under the Automatic Suspension rule.**

44.6 - PROTOCOL PRESENTATIONS
All teams must comply with the formal introductions of the championships on the field and follow the instructions received from the competition officials. Teams that do not comply with these guidelines are subject to suspension and/or fines.

46 - LEAGUE OBLIGATIONS

46.1 - RESCHEDULING
The league that authorizes a team to participate in a sanctioned tournament agrees to modify the schedule of regular season or playoff games.

48 - SPECIFIC RULES FOR PROVINCIAL COMPETITIONS

48.1 - SPECIFIC RULES FOR CLASS A AND B – RESERVE PLAYER/PITCHER
A minor division player may play in the pitcher position if he is a reserve player.
A Class B team may not field a reserve player who plays in Class A.
Penalty: Player ineligible (see definition).

48.2 - SPECIFIC RULES FOR 9U, 11U, 13U, 21U (ALL CLASSES) AS WELL AS 15U AND 18U, CLASSES A AND B - PLAY EQUITY; OFFENSIVE ROLE
It is not permitted to add a player during a game. An exception is allowed in the case of a resumed suspended game. In addition, a team may continue the game even if it is no longer able to field 9 players (or 6 players in 9U Class B) on defense due to injury. In this case, an automatic out is recorded for the absent batter. When the team is no longer able to field at least 7 players (or 5 players in 9U Class B) on defense, the game is forfeited.
Note 1: A player may be listed on the batting order even if he or she is not yet present at the game. When it is that player's turn to bat, there are two options:
Option 1: Permanently remove the player from the game;
Option 2: Take the out each time the batter is absent.

48.3 - SPECIFIC RULES 21U – PITCHER 22+
A player aged 22 or older (calendar year) is limited to 50 pitches per day. She is allowed to finish her time on the mound facing the batter once she has reached this limit.
Penalty: Player ineligible (see definition).

48.4 - SPECIFIC RULES JUNIOR A - FAIR PLAY
The following play equity principles apply to Junior A:
1- All players are listed on the batting order and each player takes their turn at bat.
2- An offensive half-inning ends when 3 outs have been recorded or 5 runs have been scored by the offensive team. If there is a home run outside the field (beyond the fences), the team is credited with all its runs.
3- Players who sit on the bench for the first inning join the game on a rotating basis starting in the second inning.
4- When a team has a lead of 5 points or more, that team's runner may only advance to the next base if the ball is hit or if he is forced to advance.
5- Returning to the game is permitted, meaning that any player may be replaced in their defensive role and return at any time to any position, except the pitcher's position if they have already pitched.

SECTION H – DISCIPLINE

49 - PRODUCTION OF A FORGERY BY A MEMBER
Any member found guilty of participating in the fabrication or production of a forgery shall be immediately suspended indefinitely from all Baseball Québec activities. The case shall be referred to the appropriate authority.

50 - CONDUCT
a) Any individual or collective member who attempts a mockery of the game shall be suspended indefinitely and their case shall be referred to the appropriate authority. This is defined as an attempt to deliberately lengthen or shorten the duration of the game or to manipulate the score of the game by any means that results in players not playing to win. This includes batters or runners who deliberately attempt to get themselves out, pitchers who deliberately miss the strike zone, or defensive players who deliberately attempt to make errors. **Penalty: A minimum suspension of five games is applicable.**
b) Any individual or collective member who acts in an unsportsmanlike manner toward another individual or collective member, or who makes defamatory statements about another individual or collective member by any means, including social media, will be suspended indefinitely and their case will be referred to the appropriate authority. **Penalty: A minimum suspension of five games is applicable.** If this directly involves the Baseball Quebec Board of Directors or its provincial committees, the board of directors of a region, or a member of that board of directors, the appropriate authority is automatically the provincial rules committee.

51 - SUSPENSION, EXPULSION, AND OTHER SANCTIONS
The provincial or regional board of directors may suspend, expel, or otherwise sanction any member of the corporation who does not comply with its regulations or whose conduct is deemed detrimental to the corporation. Detrimental conduct includes, but is not limited to, the following:
- being charged with or found guilty of a sexual offense under applicable laws;
- being charged with or convicted of harassment or sexual harassment under applicable laws;
- criticizing the corporation in an untimely and repeated manner;
- making false and misleading accusations against the corporation.

However, before deciding on the suspension or expulsion of a member, the board must, by letter sent by registered mail, briefly inform the member concerned of the allegations against them, inform them of the date, place, and time of the hearing of their case, and indicate that they have the right to be heard.

52 - RIGHT OR REFUSAL OF ADMISSION OF A MEMBER
The provincial or regional board of directors reserves the right to refuse the application of any individual wishing to become a member of the corporation who refuses to comply with, or who does not meet, the criteria set out in the criminal background check policy.

53 - WITHDRAWAL OR REFUSAL TO PLAY
Any individual or collective member who withdraws their team or refuses to play a game, for any reason, forfeits the game and the individuals involved are suspended from the time of the infraction. The disciplinary prefect (AA minor league or major league) or the regional disciplinary committee (regional A-B minor league) is responsible for investigating each offense under this article. This investigation must be completed within 10 business days of the date of the offense.

54 - REFUSAL FOR QUEBEC TEAMS
The managers of any team or league who refuse to send players selected for the Quebec teams are liable to suspension for a period not exceeding one year. Their case is submitted to the provincial rules committee.

55 - GENERAL CASES OF MISCONDUCT BY A MEMBER

55.1 - AUTOMATIC SUSPENSION
Any member ejected from the game is automatically suspended.
a) First offense: the member is suspended for one game.
b) Second offense: the member is suspended for 3 games.
c) Third offense: the member is suspended for 5 games.
d) Subsequent offense: the member is suspended indefinitely and referred to the appropriate authority.

In all cases of expulsion of a member, the code "automatic suspension" is added to the other codes.
Note: Any suspension related to the above code cannot be appealed.

55.2 - DISGRACEFUL GESTURES OR REMARKS
Any member expelled from the game for disgraceful gestures or remarks is automatically suspended.
a) First offense: the member is suspended for 3 games.
b) Second offense: the member is suspended for 5 games.
c) Third offense: the member is suspended indefinitely and referred to the appropriate authority.
d) Subsequent offense: the member is suspended for the remainder of the season and referred to the provincial rules committee.

55.3 - AGGRESSOR OR INSTIGATOR
Any member identified as an aggressor or instigator and involved in a suspension related to articles concerning disgraceful gestures/remarks, dangerous behavior/touching, prejudicial behavior, or assault is automatically suspended.
a) First offense: the member is suspended for 3 games.
b) Second offense: for a second offense during the previous or current season, the member is suspended indefinitely and referred to the provincial rules committee.

55.4 - DANGEROUS BEHAVIOR, TOUCHING
Any member who is ejected from the game for dangerous behavior, touching a player, coach, umpire, official scorer, or any person in authority is suspended indefinitely and his case is referred to the appropriate authority.
a) First offense: a minimum suspension of 5 games is applicable.
b) Second offense: a minimum suspension of 7 games is applicable.
c) Third offense: the case is referred to the provincial rules committee.

55.5 - PREJUDICIAL BEHAVIOR
Any member who uses prejudicial language, spits on another member, shoves, intentionally attempts to injure, or is involved in a fight with a player, coach, umpire, official scorer, or any person in authority shall be suspended.
a) First offense: the member is suspended indefinitely and referred to the appropriate authority. A minimum suspension of 7 games is applicable.
b) Second offense: for a second offense during the previous or current season, the member is suspended indefinitely and referred to the provincial rules committee.

55.6 - ASSAULT
Any member who commits an assault against a player, coach, umpire, official scorer, or any person in authority shall be suspended indefinitely and referred to the provincial rules committee.

55.7 - REFUSAL TO LEAVE THE FIELD
Once ejected, a member who refuses to leave the field immediately shall be suspended.
a) First offense: the member shall be suspended for one game.
b) Second offense: the member is suspended for 3 games.
c) Third offense and subsequent: the member is suspended for 5 games.

55.8 - ADDITIONAL GAMES
The disciplinary prefect and/or appeal level may always add additional games or any other conditions for returning to play to the suspension, if deemed appropriate.

55.9 - MANDATORY REPORT
a) Any expulsion requires the umpire to submit a written report to the league or region and to his immediate superior within 24 hours of the end of the game.
b) The signatory of the report or his or her representative (in the case of a minor) may contact the disciplinary authority concerned to find out what sanctions have been imposed.
c) When an ejection occurs under the articles concerning disgraceful gestures/remarks, dangerous behavior/touching, prejudicial behavior, assault, refusal to leave the field, or additional games in the Junior or Senior divisions, the league's disciplinary prefect must communicate the penalty to the umpire concerned or his representative.

55.10 - ENFORCEMENT OF SUSPENSIONS
The enforcement of suspensions resulting from ejections during a game is the responsibility of the team concerned. A suspended member who takes part in a game causes his team to lose the game.
Note: The automatic suspension must be served, even in the absence of a game report from the official.

55.11 - EXPULSION AND RETURN TO PLAY
Following the ejection of a player, the return to play rule applies. When the return to play rule is applied, the offending player has one (1) additional game added to their suspension.

55.12 - EXPULSION AND ADDITIONAL SUSPENSION
When an ejection occurs, resulting in the minimum number of players required on defense no longer being met, the offending player shall have one (1) additional game added to his suspension.
Note: If a player is ejected while on offense, but his team does not return to defense in the game, the player in question does not receive an additional suspension under this rule.

56 - SUSPENDED PERSONS

56.1 - COACH
Any suspended coach who coaches more than one team may not coach any other team until he has served his suspension in the division and class in which he was suspended. Failure to do so will result in the coach being suspended for two additional games.
(Suspension in the last game of the season (including playoffs), the suspension is served with the other team).

56.2 - PLAYER-COACH
A suspended member who is both a player and a coach may not play or coach until they have served their suspension with the team where they were suspended.
Example: A player playing in the Junior division is also a coach in the 9U division, where he is ejected. He may not play as a Junior player until his 9U coaching suspension has been fully served.
(Suspension at the end of the season (including playoffs): the suspension is served with the other team).

56.3 - PLAYER
a) Any suspended player may not participate in a game as a reserve until he has completed his suspension in the division and class in which he is registered.
b) Any player suspended while serving as a reserve must serve his suspension games in the division and class in which he is registered. If his original team's season is over, he may serve his suspension games with the team where he was suspended.
c) Any suspended player playing in the Senior division may not participate in any game, regardless of the league, until he has completed his suspension in the league where he was suspended. In the specific case of a first offense resulting in an automatic suspension and no other code related to the expulsion, the player may serve his one (1) game suspension in either of the leagues in which he plays. If the season of the team on which he was suspended has ended, he may serve his games with a team in another league in which he is registered.

56.4 - CHANGE OF DIVISION OR CLASS
Any player who has not completed his suspension before the end of the season or who changes division and class the following season must complete his suspension in his new division and class.

56.5 - OFF THE FIELD FOLLOWING AN EJECTION
a) A player or coach may not, during his suspension, be admitted to the playing field during a game for the entire duration of his suspension.
b) A suspended coach may not, in any way, coach his team from the stands. Failure to comply will result in the coach being suspended for two additional games.
c) Once ejected and off the field, if a player or coach commits another offense against an official or person in authority during the same game, these offenses will count double in terms of the number of games.

56.6 - SUSPENSION/EXPULSION DURING A CHAMPIONSHIP, QUEBEC GAMES, OR TOURNAMENT
Any ejection requires the umpire to submit a written report to the tournament organizing committee or championship supervisor at the end of the game. Suspensions are effective immediately, whether during a championship, Quebec Games, tournament, or league game. In the event of an expulsion or suspension, tournament management must notify the president of the league in which the team plays within 48 hours and forward a report to the provincial office. The offending member must receive a copy of the suspension notice. Tournament management is liable to a fine of fifty dollars ($50) if this rule is not observed.

56.7 - SUSPENDED MEMBER - ACTING AS AN OFFICIAL
a) Any suspended member may not act as a umpire or scorekeeper until they have completed their suspension in the division and class in which they were suspended.
b) If the season of the team where they were suspended has ended, they may complete their suspension by officiating on a volunteer basis at a rate of two games officiated for each game of suspension. The official must remit their fees to the league where they were suspended.

56.8 - OFF-SEASON DISCIPLINARY MANAGEMENT
A suspended member may serve his suspension games at the end of the season during the following activities:
1 - RSEQ (High School, College, or University), provided the member is registered;
2 - Fall baseball (excluding tournaments), provided the member is registered and the league is registered with Baseball Québec. Suspensions incurred during these activities are recognized by Baseball Québec.
Any expulsion occurring outside of these two activities must still be served. The appropriate disciplinary level is responsible for its management.

57 - BEHAVIOR OF NON-MEMBERS
An official may temporarily stop the game if he or she deems that behavior/comments from outside the field are interfering with the smooth running of the game. This situation is handled in two steps:
Step 1: Call a timeout. Notify the head coaches that they must intervene to stop the outside comments and that a second intervention will result in their ejection.
Step 2: Call a timeout. Inform the head coaches that they are being ejected from the game under an automatic suspension.
Note: This measure applies to divisions 9U through 18U and 21U.

58 - PARTICIPATION IN AN UNSANCTIONED ACTIVITY
Any member who wishes to participate in a baseball activity not sanctioned by Baseball Quebec or its affiliated members must obtain prior permission from the provincial rules committee on the recommendation of the relevant region or provincial committee. Any member who participates in an unsanctioned activity without obtaining prior permission is liable to suspension and their case will be referred to the provincial rules committee.

59 - SUSPENSION PENDING APPEAL
Any member whose appeal is pending may continue to carry out their activities as long as the appeal decision has not been rendered, except in cases of automatic suspension as provided for, as well as offenses relating to disgraceful gestures/remarks, dangerous behavior/touching or prejudicial behavior committed against an official.

SECTION I – APPEAL AND PROTEST PROCEDURES

60 - APPEALS

60.1 - PRINCIPLE
Any individual or collective member may appeal any decision that concerns them during the season, except in the case of an automatic suspension.

60.2 - GENERAL CONDITIONS FOR APPEALS
All appeals must:

a) Be made in writing within three business days of the appealing party becoming aware of the contested decision, clearly indicating which part of the decision is being contested and the reasons for the appeal (date of postmark, fax, or email serving as proof);
b) Be sent to the head office of the league, region, or corporation;
c) Be accompanied by a fee of **$150** for an appeal to a regional or league level and **$300** for any appeal to the provincial level. The fee will be refunded if the appellant wins the case. Fees are not required for a request for release;
d) In any appeal concerning a umpire or scorekeeper, a copy of the appeal must be sent to the relevant provincial committee within the time limits specified in paragraph A;
e) In any appeal concerning a umpire or scorekeeper, the committee concerned may intervene in the case.
f) All appeals must be heard within **7** business **days** of receipt of the appeal. From the start of the playoffs until the end of the season for the team involved, the appeal must be heard within **5** business **days**. If the appeal is not heard within the prescribed time limit, the appellant is deemed to have "won the case" and the amount of the appeal is refunded.

60.3 - INTERMEDIATE LEVELS OF APPEAL
For all activities governed by Baseball Quebec, the various recognized levels are as follows:

a) Coaches, players, umpires, scorekeepers, officials, and regional minor league associations:
   - Regional Disciplinary Committee;
   - Provincial Rules Committee.
b) Coaches, players, officials, and minor AA, major, and provincial league associations:
   - League Disciplinary Committee;
   - Provincial Rules Committee.
c) Umpires and scorekeepers in AA, major, and provincial minor leagues:
   - Appropriate provincial committee;
   - Provincial Rules Committee.
d) Provincial competitions: (excluding protest cases)
   - Provincial Rules Committee.

Note 1: When the Provincial Rules Committee is an appeal level, its decision is final and cannot be appealed.

Note 2: When the Provincial Rules Committee is a decision-making body, an appeal may be made to the Board of Directors. For all cases submitted directly to the Provincial Rules Committee, the time limit for hearing the case is as described in the general conditions for appeals.

Note 3: In the event of a procedural irregularity on the part of the Provincial Rules Committee, the Board of Directors may request a review of the file.

60.4 - POWERS
a) The appeal level has full powers to investigate, summon individuals, and render a decision.
b) The committee shall summon persons called to testify or to provide written documents, or in any other manner it deems necessary, given the importance or seriousness of the situation.

60.5 - PRESENCE
a) Any person, committee, or association that files an appeal with any appeals committee has the strictest right to be heard by the members of the committee.
b) If a person is absent after a formal summons, the appeal shall still be heard and a decision rendered despite the absence.

60.7 - DECISION
The appeal committee may render any decision, including reducing the penalty, maintaining the penalty, increasing the penalty, or ordering a new investigation by the first decision-making body or by any appeal body provided for in the governing regulations or general regulations of Baseball Québec.

60.8 - DEADLINES

a) The committee must render its decision within two business days of the hearing of the case.
b) From the start of the playoffs until the end of the season for the team involved, the committee must render its decision within one business day of the hearing of the case.
c) If the committee misses the deadline, the case is considered closed at that level. In such a case, the case is handled at no cost by the higher level of appeal.

Note: The deadline is based on when all parties involved in the case have been heard by the appeals committee.

60.9 - DISSEMINATION OF INFORMATION

Each level of authority is responsible for disseminating information regarding significant suspensions (one year or more) that it imposes during the year. The provincial committee must publish a suspension register annually, preferably at the annual general meeting.

The regions and leagues must send the provincial rules committee the suspension notices, with all the documents related to the cases, by December 31 at the latest.

60.10 - REINSTATEMENT

Any request for reinstatement before the end of a suspension must be sent to the appeal level that made the last decision and which is the sole judge of its relevance or otherwise; generally, it will only agree to consider the request once 60% of the suspension period has elapsed. The appeal level must respond in writing to any request for reinstatement within 15 business days of receiving the request. This decision cannot be appealed.

61 - PROTEST

61.1 - PRIVILEGE

Any discussion concerning an umpire's decision cannot be resolved by removing the team from the field. The game must continue and the interested parties have the privilege of lodging a protest.

61.2 - PROCEDURES

Any notice of protest must be given to the umpire at the time of the infraction before play resumes. The persons filing the protest must send a copy of the protest to the league by registered mail or courier within 24 hours (excluding Saturdays, Sundays, and holidays) following the disputed game. A sum of money decreed by the league must accompany the protest. If the notice of protest is delivered by courier, the league representative must issue a receipt. A protest arising from a play that ends a game must be notified to the league no later than noon the day after the game. The decision rendered following the protest is final and without appeal.

61.3 - EVIDENCE

The protesting team is responsible for providing evidence.

61.4 - AMOUNT OF MONEY

If the protest is upheld, the money is returned to the complainant who lodged the protest. If the protest is upheld, the decision-making body retains the money deposited.

SECTION J – RESERVES

62 - RESERVIST

62.1 - GENERAL

I) MINORS

a) Any minor team may use players as reserves from teams in a lower class or immediately lower division in the same region, in accordance with the organizational chart.
b) A Class B minor team may field a player from the lower Class A division as a reserve player during the regular season only.
c) If a team has not exhausted the list of eligible and available players in its region, it may use an eligible reserve player from the region where the regular season game is being played. The team may also use an eligible reserve player from the region where the provincial competition is being held.
d) A player may be a reserve for more than one team.

WOMEN'S DIVISION

a) In the case of an all-female team, reserves must be exclusively female.
b) A player competing in a women's league may only play as a reserve for a women's team. A player competing in a men's league may only play as a reserve for a men's team.
c) Canada East League teams may use reserves from 16U Elite women's teams. 16U Elite League teams may use reserves from 15U women's teams, as well as 16-year-old players playing in the 21U league.

II) MAJOR

a) Any major team may use players as reserves from lower-class or lower-division teams in the same region, in accordance with the organizational chart.
b) A player may be a reserve for more than one team.

62.2 - AAA RESEAU DE DÉVELOPPEMENT

A player playing in the AAA Reseau de développement may not be a reserve for any team.

62.5 - 18U DIVISION

a) An 18-year-old AA-ranked 18U player may participate as a reserve with a Junior Elite team during the season, with no game restrictions.
b) An 18U player may participate as a reserve in a maximum of 12 games with a Junior team during the season. If a player participates as a reserve in a 13th game, **he is an ineligible player (see definition)**. However, once the 18U schedule is complete, the player may continue his season with the Junior team without any game restrictions. An 18-year-old 18U player may play as a pitcher in the Junior division once his 18U season is complete.

62.6 - USE OF RESERVES

Note 1: When participating in a provincial competition, we invite you to consult the terms and conditions of this article at the end of Section G, with reference to these same competitions.

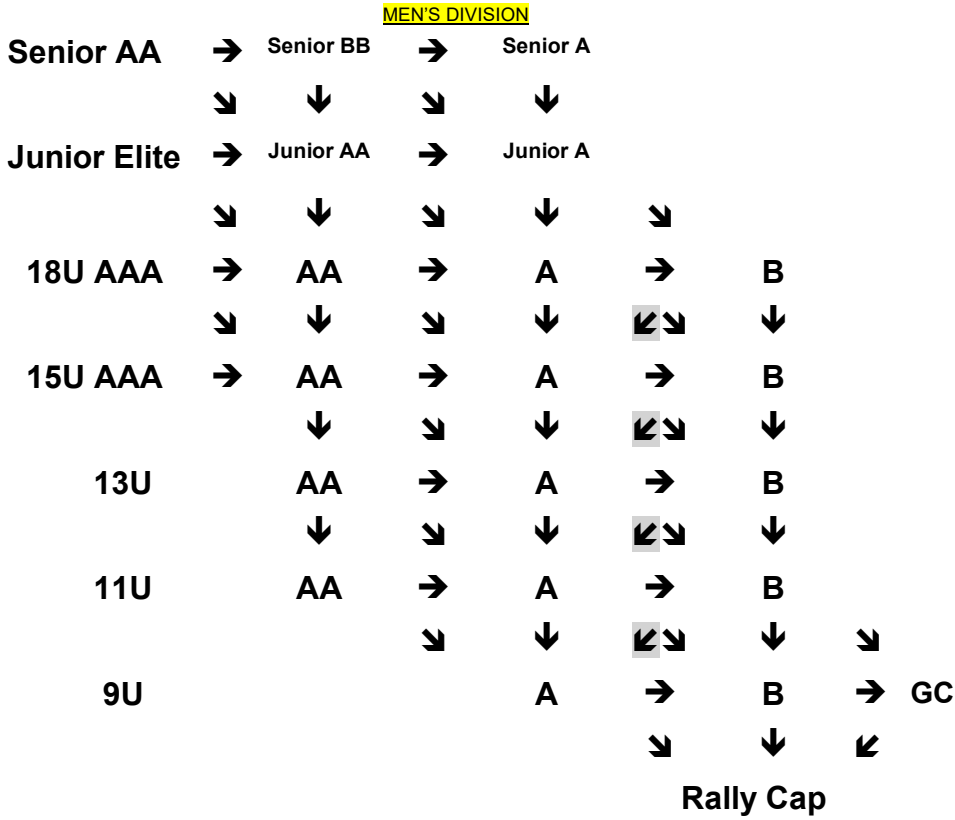
Note 2: The letters "LR" must be entered on the batting order after the player's name.

a) The player must report to his original team if there is a scheduling conflict between the teams, unless otherwise agreed upon by the coaches involved. **Penalty: Player ineligible (see definition).**
b) Pitcher, Class AA: A Class AA minor league team may field a reserve player and have him play as a pitcher at any time, provided he is in the same age division.
Pitcher, Class A and B: During the regular season, a minor league player may not play as a pitcher when he is a reserve player.
c) In Classes A, B, Grand Slam, and 11U Class AA, a reserve player must be listed at the bottom of the batting order when playing for a minor division team.
d) Once the game has started, any violation of points b) or c) will result in the head coach of the offending team being **ejected from the game under the Automatic Suspension rule.**

62.8 - FLOWCHART OF POSSIBILITIES - RESERVE LIST

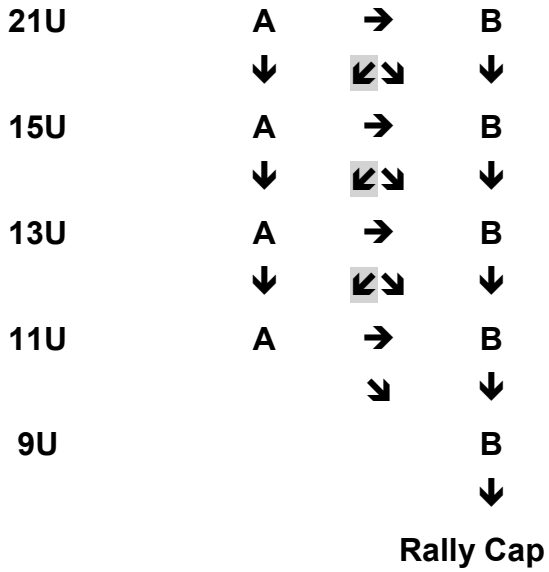
Note: To understand the flowchart, if the reserve player comes from the same division, follow the arrows to the end of the line to the right. If the reserve player comes from a lower division, follow only what is allowed by the downward arrows.

The shaded arrow ↙ descending diagonally from Class B to Class A is only permitted during the regular season.



WOMEN'S DIVISION

The shaded arrow ↙ descending diagonally from Class B to Class A is only permitted during the regular season.



SECTION K – MODIFICATIONS

Note: The amended articles below reflect the procedures put in place in the fall of 2025 for the 2026 season. These rules may be amended by the Baseball Québec Board of Directors during the current season and will take effect upon approval.

65 - APPOINTMENT OF THE PROVINCIAL RULES COMMITTEE
Each year, the Baseball Québec Board of Directors adopts, within a charter, operating rules for the Provincial Rules Committee, particularly with regard to its composition, powers, and operation.
With the power to make recommendations to the board of directors, the committee's mandates are as follows:

a) Ensure the proper preparation of the period for proposing changes to the rules;
b) Review and evaluate all proposals for rule changes received from our members;
c) Finalize the list of proposed amendments to the regulations that will be sent to the various members of the federation for a vote;
d) After consulting with members, finalize the proposed rule changes and make a recommendation to the Baseball Québec Board of Directors.

66 - REQUEST FOR PROPOSED AMENDMENTS TO SPECIAL RULES OF PLAY
Members of the federation may submit proposals for changes to **the special rules of play** to Baseball Québec at any time. Those received by **October 30** of the current year will be reviewed by the provincial rules committee for the following year.

67 - REVIEW OF PROPOSED AMENDMENTS TO SPECIAL GAME RULES
Each region is responsible **for** conducting an initial analysis of proposed changes to **the special rules of play** originating in their respective regions before **November 15** of each year **and submitting them to the provincial rules committee**. The provincial rules committee then **conducts** the final analysis and **produces** the voting file for the various members of the federation.
In the meantime, the provincial rules committee must **validate all governance rules for the purposes of their upcoming annual publication.**

68 - PUBLICATION OF PROPOSED AMENDMENTS
The final proposed changes to **the special rules of play** are communicated to the various members of the federation for voting no later than **January 9**.

69 - CONSULTATION WITH MEMBERS
Between **January 10 and 31**, voting members have the opportunity to review the proposed amendments to **the special rules of play**. This process takes place during the second part of the regional general meeting, while representatives from the provincial level may be present to discuss the amendments or participate via audioconference.

70 - VOTING DEADLINE
All ballots must be received no later than February 1st.

71 - VOTING BY MAIL
Approval of proposed changes to **the special rules of play** is done exclusively by mail-in vote of voting members. **Once the votes of the federation members have been tallied, the provincial rules committee can finalize its recommendations and submit them to the Baseball Québec board of directors for ratification.**

72 - ADOPTION BY THE BOARD OF DIRECTORS
At the board meeting preceding the annual general meeting, the provincial rules committee submits the results of the postal vote. The board of directors adopts the amendments to **the special rules of play** in accordance with the results of the vote **and those proposed by the provincial rules committee.**
However, the board of directors may decide to postpone, in whole or in part, the effective date of the amendments it has adopted.

73 - REPORT TO THE ANNUAL GENERAL MEETING
The Provincial Rules Committee reports the results of the vote at the Annual General Meeting.

74 - RESIDUAL POWERS
The Baseball Québec board of directors may at any time regulate anything not specifically provided for in these regulations.

SECTION 100 - SPECIAL RULES OF PLAY

101 - OFFICIAL RULES OF THE GAME
The official rules of the game are those published by the Commissioner of Baseball, a French translation of which is recognized by Baseball Québec, with the exception of all of the following articles.

102 - BASEBALL CANADA RULES OF THE GAME AND REGULATIONS
In minor divisions, Baseball Canada's rules of the game and special regulations do not apply. This section refers to the rules used in Canadian competitions.

103 - RULES OF THE GAME FOR ALL DIVISIONS

103.1 - PROTECTION OF THE BATTER, RUNNER, BAT BOY, COACH

a) The wearing of a protective helmet with two ears is mandatory for all batters, runners, and at all times for bat attendants.

b) A minor division player may act as a base coach while wearing a helmet with two ear flaps.

c) **A coach aged 18 or under (calendar year) must wear a helmet with ear flaps when acting as a base coach.**

103.2 - CATCHER PROTECTION

a) Any player acting as catcher must wear full equipment when crouching. The use of an approved combined catcher's mask is permitted. For minor leagues, the mask (or combined mask) must be worn with a neck guard.

b) Any major division player or coach receiving warm-up pitch must wear a helmet and mask (or combination mask) when crouching.

103.3 - UNIFORM

All players and coaches must wear a complete baseball uniform. Shorts (except Rallye Caps), tank tops, and sandals are not permitted. No protests will be accepted regarding uniforms.

103.4 - USE OF CLEATS

The use of metal cleats is permitted from the 15U division onwards.

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

103.5 - GLOVES

Any color baseball glove is permitted, regardless of the player's defensive position.

Note: A catcher's mitt must be used exclusively at the catcher position. A first baseman's mitt must be used at the first baseman position or at the catcher position. A player's glove may be used at all defensive positions.

103.6 - PERMITTED BAT

a) Bat type:

Wooden, aluminum, graphite, or any other bat approved by Baseball Québec is permitted. **Apart from wooden bats, Baseball Québec only recognizes the following three certifications: USSSA, USA, and BBCOR.**

Note 1: With regard to wooden bats, bamboo and composite bats are also permitted. Composite wooden bats include bats with a fiberglass coating as well as those with a wooden barrel and a composite handle. Composite wooden bats do not include any bats with metal components. Furthermore, there is no reference to a "drop" that applies to wooden bats.

The "drop" of a bat is the difference between the length and weight of the bat. For example, a bat with a length of 27 inches and a weight of 17 ounces has a drop of minus 10.

Rally Cap, 9U, and 11U divisions in all classes, as well as 13U classes A and B:
There is no limit on the maximum drop. Wooden bats are also permitted.

Division 13U Class AA and 15U Classes A and B:
The bat must have a maximum drop of minus 10. Wooden bats are also permitted.

Note 2: Female players are not subject to this restriction.

Division 15U Class AA and **18U Class B**:
The bat must have a maximum drop of minus 5. Wooden bats are also permitted.

Note 3: Female players are not subject to this restriction.

15U and 17U AAA Reseau de développement, 18U Class AA **and A,** as well as Junior, Elite, and Senior divisions:
The bat must have a maximum drop of minus 3. Wooden bats are also permitted.

Note 4: Female players are not subject to this restriction.

b) Penalty:

The bat must clearly display the manufacturer's original mark and its compliance. If the bat cannot clearly display this, it is considered illegal. A batter is removed for illegal action when he uses or attempts to use an illegal bat. No player may advance on the play, but any outs made during such a play are upheld. A batter is considered to have used or attempted to use an illegal bat if he brings such a bat into the batter's box.

Note 7: A reserve player playing in a higher division and/or class must comply with the bat rule where he is a reserve player.

103.7 - BALLS
All balls used for competitions sanctioned by Baseball Quebec must be approved by Baseball Quebec. In the Rallye Cap and 9U divisions, the ball must have a circumference of 8 ½ inches instead of the 9-inch to 9 ¼-inch range for regular balls.

103.8 - VIOLATION OF THE PRECEDING ARTICLES (RULES OF THE GAME)
Any player, coach, or bat attendant who violates any of these articles (following a warning, except for violations related to authorized bats) may not participate in the game and must leave the field. No further penalties apply.

103.9 - WEATHER CONDITIONS
Any deterioration in weather conditions (thunderstorms, air conditions, high winds) requires the umpires to consult with the team coaches on whether or not to continue the game. The final decision rests with the umpires, but their primary objective must be to protect everyone involved in the game.

103.10 - CONTACT
1. Runners must slide or attempt to avoid contact with the defensive player. It is up to the umpire to determine whether contact could have been avoided.
2. If a runner does not attempt to avoid a defensive player in possession of the ball by running to a base or attempting to cause the ball to be dropped, he is declared out (even if the fielder has lost possession of the ball) unless he scores a run before committing the infraction. The ball is dead and all other runners return to the last base legally occupied at the time of contact. At the umpire's discretion, if a defensive player in possession of the ball blocks home plate and a runner would have scored before being touched by the defensive player blocking home plate, direct obstruction shall be called. The ball is dead and the run counts.
3. If there is contact on a defensive player not in possession of the ball, indirect obstruction is called. The runner is safe and the ball is a delayed dead ball.
4. On any contact deemed malicious by the umpire, the player is automatically ejected under the rule of prejudicial behavior, whether he is declared safe or out. Contact is considered malicious if it results in excessive force (shoving) and/or if the contact was made with the intent to injure. Malicious contact is penalized whether committed by an offensive or defensive player.

103.11 - USE OF THE SAFE BASE
a) The use of the double first base cushion "safe base" is recommended for all divisions.
If a batted ball hits the white portion, it is considered a fair ball. The orange portion is not considered in play for the purposes of fair and foul ball rules.
b) The orange part of the double cushion may be used by the batter-runner who passes first base with no intention of advancing to the next base, or by the defensive player in a dropped third strike situation. However, after passing first base, the batter-runner may proceed to second base without having to return to touch the white part of the double cushion. In all other cases, the runner must use the white part of the cushion.

103.12 - RETURN TO PLAY
a) Division 15U and 18U Class AA:
i) Any player in the starting lineup may be substituted and may return to the game on one occasion during the game. He must return to the same position in the batting order. Any pitcher, if removed from a game, may return to play, but not as a pitcher. Any other substitution may not prevent a player in the starting lineup from returning to play. Any player in the starting lineup returning to play may act as a pitcher if he has not been used in that position before.

Note 1: The return to play described in point i is possible even if there are unused substitute players on the bench.

ii) A player may return to the game when all substitutes have been used and a player is removed from the game due to injury or a player has been ejected by the umpire.

Note 2: When an injury or ejection occurs and substitute players are available, a substitute player must be brought into the game before using the return to play described in point i. When all substitute players have been used, the return to play described in point i must be used in order, otherwise a player who has been a substitute must be returned to the game.

b) 18U Class AA and Major Divisions:
A player may return to the game when all substitutes have been used and a player is removed from the game due to injury. Returning to the game due to ejection is permitted in 18U Class AA, but not in major divisions.
c) 15U Class AA, 18U Class AA, and Major Divisions:
A player who has previously been removed from the game due to injury or ejection may not return to the game as a replacement for an injured or ejected player.

103.13 - MERCY RULE
a) Divisions 9U to 13U:
The ten (10) run "mercy rule" rule applies after the 4th inning or 3.5 innings if the home team is ahead.
b) Division 15U to Senior:
The ten (10) run "mercy rule" rule applies after the 5th inning or 4.5 innings if the home team is ahead.
Note: Optional in major divisions.

103.14 - PLAY EQUITY FOR THE 11U (CLASS AA, A, AND B), 13U (CLASS A AND B), 15U (CLASS A AND B), 18U AND 21U (CLASS A AND B) DIVISIONS

Note 1: When participating in a provincial competition, we invite you to consult the terms and conditions for applying this article at the end of Section G, with reference to these same competitions.

a) Offensive role:

All players are listed on the batting order and each player takes their turn at bat.

i) When a player arrives during the game, he is listed at the bottom of the batting order.

ii) When a player leaves during the game, they are removed from the offensive role. No "automatic" outs are counted.

iii) if a player is unable to complete his at-bat, the next batter in the order replaces him with the same count. The replaced player may return to the game during the game;

iv) If a runner cannot complete his presence on the bases, he is replaced by the last out. This player may advance to the next base only if the ball is hit or if he is forced to advance. If there is a violation, this runner is at risk of being tagged by a defensive player in possession of the ball and being put out. If he reaches the next base, the ball is dead and the runner is returned to the previous base. The replaced player may return to the game during the game;

Note 2: When the last out cannot be determined, the next player in the batting order who is not on base becomes the replacement runner.

v) If a replacement runner is used in connection with the rule on a player being hit in the head, the latter is not subject to paragraph iv) and may therefore attempt to advance to the next base regardless of the requirement to hit the ball or be forced to advance.

Note 3: If a player "skips" his turn at bat but remains in the game, an out is recorded.

Note 4: When an ejection occurs, resulting in the minimum number of players required on defense no longer being met, a player not listed on the batting order cannot be used.

In 11U AA and Class A, an offensive half-inning ends when 3 outs have been recorded or 5 runs have been scored by the offensive team.

In Class B, the limit is 3 runs per inning for the 11U and 13U divisions, and 4 runs per inning for the 15U, 18U and 21U divisions.

If there is a home run outside the field (beyond the fences), the team is credited with all its points.

Open inning:

Note 5: This rule applies only during the regular season.

During an open inning, the visiting team can take a maximum 10-point lead. Once this limit is reached, the visiting team's offensive half-inning ends. In this case, when the home team returns to offense, it is limited to a tie game. The parameters of this rule cannot be exceeded, even on a home run outside the field boundaries (beyond the fences).

Note 6: 15U game. The visiting team leads 13-1 after 4 complete innings. The 5th inning is declared open by the official. Since the visiting team already has a 10-point lead, it cannot score any more points because the limit has already been reached. The visiting team skips its turn at bat and the home team is limited to trying to tie the game.

b) Defensive role:

i) Players who sit on the bench for the first inning join the game on a rotating basis starting in the second inning. **A player cannot spend two consecutive innings on the bench** and cannot return to the bench until all other players have spent a full inning on the bench. An exception is made for the pitcher currently on the mound, **as well as for injury or ball-at-head situations.**

ii) Each inning, the head coach of the defensive team must notify the scorekeeper of the identity of the players sitting on the bench. The scorekeeper must record this information on the score sheet. If the defensive team fails to notify the scorekeeper of the identity of the players sitting on the bench, the scorekeeper must notify the umpire before the ball is put back into play.

Note 7: Failure to announce the identity of the players taking their places on the bench is not a step leading to a penalty.

iii) Penalty: If the scorekeeper notices that play equity on defense is not being observed, he notifies the umpire. This situation is handled in two steps:

 # 1: The umpire calls a timeout, informs the head coach that he must rectify the situation immediately and that a second intervention will result in his ejection.

#2: The umpire calls a timeout, informs the head coach that he must rectify the situation immediately and that he is ejected from the game under the Automatic Suspension rule.

c) Reaching the next base:

When a team has a lead of 5 runs or more, a runner from that team may advance to the next base only if the ball is hit or if he is forced to advance.

Note 8: The application of a rule of play (BCan) may "force" runners to advance. Example: Ball out of bounds.

i) No advancing on bases:
If a runner reaches the next base, the ball is dead and he is returned to his base.

ii) With advancing on bases:
If a runner reaches the next base, the ball is dead and he is out. If more than one runner is out, the ball is dead, only the runner closest to home plate is out, and the other runners return to their bases.

Notwithstanding the above, if the pitcher or catcher attempts to make a play on a runner, the runner must return to touch his base. The runner may then attempt to reach the next unoccupied base at his own risk.

If he does not return to touch his base, he is at risk of being put out if the defensive player applies the ball to the runner, even if he reaches the next base. The other runners may not attempt to reach the next base on the play.

Note 9: If in the same sequence of play a 5th and 6th run are scored without a ball being hit, the 5th run is awarded and the 6th run is returned to the base at the time of the throw. The 6th run is not counted and does not constitute an out.

Note 10: In a dropped third strike situation with a 5-point lead, the batter-runner may attempt to reach 1st base, and runners forced to advance may attempt to reach the next base.

d) Return to play:

Return to play is permitted, i.e., any player may be replaced in his defensive role and return at any time to any position except the pitcher's position if he has already pitched.

103.15 - BATTER'S BOX (11U TO SENIOR DIVISION)

a) The batter must keep at least one foot in the batter's box while at bat, unless one of the following exceptions applies, allowing the batter to leave the batter's box without leaving the circle surrounding home plate:
   i) The batter swings at a pitch;
   ii) A half-swing call is requested by the base umpire
   iii) The batter is forced off balance or out of the box by a pitch;
   iv) A member of either team requests and obtains a time out;
   v) A defensive player attempts a play on a runner at any base;
   vi) The batter attempts a bunt;
   vii) The pitcher makes a wild pitch or there is a passed ball;
   viii) The pitcher receives the ball and leaves the mound; or
   ix) The catcher leaves his rectangle to give defensive signals.

   Notwithstanding Rule 5.04(b)(4) of BCan, if the batter intentionally leaves the batter's box causing a delay in the game and none of the exceptions described in (i) to (ix) apply, the umpire shall first call the batter back to the box. The ball remains in play. The umpire shall call additional strikes, without a pitch being thrown, if the batter remains outside the batter's box causing additional delay to the game.

b) The batter may leave the batter's box and the circle surrounding home plate if a time out is called for: (i) an injury or potential injury; (ii) to make a substitution; (iii) a team conference.

103.16 - DESIGNATED OR COURTESY RUNNER

No courtesy runner is allowed for the catcher. In the event that a courtesy runner is used in error, the situation must be corrected when noticed, without further penalty.

103.17 - DECISION PITCHER

A starting pitcher shall be credited with a win provided he has pitched at least 3 complete innings in 6-inning games and 4 complete innings in 7-inning games, and his team is ahead when he leaves the game and maintains that lead for the remainder of the game.

103.18 - POSITION OF THE BASES

A ball that hits a base (anchored) is a fair ball.

103.19 - CAST

A player wearing a cast or device that serves the same function may not take part in the game.

103.20 - SCOREKEEPER'S SHELTER

The local association or team is required to provide the official scorekeeper with the designated shelter upon his arrival at the field. In addition to the official scorekeeper, this shelter is used by the home announcer, the scoreboard operator (if applicable), and the music operator (if applicable), if the available space allows for the admission of these persons in that order. The official scorekeeper may refuse to allow any other person to be present in the shelter and shall report any refusal to comply with his request to leave the shelter.

103.21 - VISITS TO UMPIRES – **MINOR DIVISIONS**

a) **No player or coach (head or assistant) may leave his position or the players' dugout to discuss/challenge a umpire's judgment call (including balls/strikes, safe/out, fair/foul, etc.). Otherwise, the offending member shall be ejected from the game under the Automatic Suspension rule.**

b) **A head coach may visit an umpire to make a pitching change, substitution, or file a protest. He is also allowed to ask an umpire for an explanation of the application of a rule of the game. It is strictly forbidden for a player or assistant coach to visit an umpire, otherwise he will be ejected from the game under the Automatic Suspension rule.**

Note: Notwithstanding the above, assistant coaches are permitted to attend the pre-game meeting at home plate and/or visit the pitcher's mound.

103.22 - DESIGNATED HITTER

In the 18U Class AA, Junior, and Senior divisions, the "designated hitter for the pitcher" rule is permitted.

Note: In 18U Class AA, a team has the option of using either the DESIGNATED HITTER or the EXTRA HITTER, but only one (1) of these two options is permitted.

103.23 - 60-SECOND RULE

All AA, A, and B teams in the 11U to 18U and 21U divisions must complete their defensive/offensive and offensive/defensive changes within 60 seconds. At the start of each half-inning, beginning with the last out, the base umpire shall time a 60-second period. When this time has elapsed, the home plate official shall call a "last pitch" to the pitcher, regardless of the number of pitches thrown.

Note: If the catcher for the next defensive inning is on the bases when the offensive inning ends, the umpire may, at his discretion, grant additional time.

Umpires must ensure that crowding around the mound is restricted after this last pitch, including the catcher crowding the pitcher. Notwithstanding Rule 5.07b of BCan, a pitcher is entitled to five (5) warm-up pitches, regardless of any time limit, strictly in the following two situations:

a) at the start of each half of the first inning;
b) during a pitcher substitution while the half-inning is already in progress.

103.24 - PLAYERS HIT IN THE HEAD

Note 1: The umpire is the sole judge of a ball that hits the batter in the head or any part of the body above the shoulders.

a) Procedure for 11U and 13U Class AA, as well as 9U to 18U and 21U Class A, B, and GC:

i) BATTER:

When a batter is hit by a pitch from the pitcher, the official may award him 1st base. However, if the pitch (regardless of speed) hits the batter directly on the head or deflects off the head, he is entitled to 1st base but must be replaced by the last out.

Note 2: When the last out cannot be determined, the previous player in the batting order who is not on base becomes the replacement runner.

When the offensive half of the inning ends, the player who was hit may return to defense if he is able to do so, otherwise he may be temporarily replaced by another player. In the latter case, he may remain on the bench to recover. This means that he may be inactive for more than one inning unless he is due to bat. When it is his next turn at bat, the hitter who was hit must report to home plate. If he is unable to do so, there are two options:

Option 1: Remove the player from the game permanently. This means that they can no longer take part in the game, without exception. In this case, the play equity rule applies (when a player leaves during the game, they are removed from the batting order. No "automatic" out is counted).

Option 2: Leave the player in the game and have them "skip" their turn at bat (a player "skips" their turn at bat and remains in the game; 1 out is counted).

Note 3: Both options also apply if the at-bat is extended and the batter must return to bat during the same half-inning. If a ball first hits the bat and then deflects to the batter's head, the batter must be replaced by the next batter with the same count.

ii) RUNNER:

If a runner is hit in the head by a ball, he must be removed from the game and replaced by the last out for the remainder of the offensive half-inning.

Note 4: When the last out cannot be determined, the previous player in the batting order who is not on base becomes the replacement runner.

iii) DEFENSIVE PLAYER:

If a defensive player (other than the catcher wearing his mask) is hit in the head by a ball, he must be removed from the game and replaced by another player on the bench for the remainder of the defensive half-inning.

If a pitcher is removed from his position, he may return to the mound at any time during the game, provided he is eligible to pitch. Innings pitched are calculated on the principle that "one ball pitched in an inning counts as one inning pitched." In tournaments/championships, the pitch count continues.

Note 5: If a defensive player is hit in the head and his removal means that the minimum number of defensive players is no longer met, the game must continue without consequence.

If he is scheduled to bat in the next offensive half-inning, two options are possible, according to the same rules (option 1 or 2) as the batter who was hit.

b) Procedure for 15U Class AA and 18U Class AA:

i) BATTER:

When a batter is hit by a pitch from the pitcher, the official may award him 1st base. However, if the pitch (regardless of speed) hits the batter directly in the head or deflects off his head, he is entitled to 1st base but must be replaced by a player.

In order not to penalize the offensive team, the choice of replacement player is determined by the offensive team's coach. This coach has two options:

Option 1: Use a player who has already been replaced during the game and is not currently in the batting order. Once he has replaced the hitter who was hit, the replacement runner cannot play defense. A substitute must then be used. However, the substitute is allowed to play defense if all substitutes have been used and a player is removed from the game due to injury or a player has been ejected by the umpire.

Option 2: Use any other substitute who has not taken part in the game. Using him to replace a batter who has been hit in the head does not remove his status as a substitute. Therefore, he may replace any player during the game following this substitution.
When the offensive half of the inning ends, the player who was hit in the head may return to defense if he is able to do so; otherwise, he must be replaced by a substitute player who is not in the current batting order.
Using a player to replace a batter who has been hit in the head does not change their status as a substitute. The batter who has been hit in the head may remain on the bench, recovering, until it is their turn to bat again.
Once that turn arrives, an official decision must be made to either reinstate the player in the batting order or make a permanent substitution for that player. This means that the player can no longer, without exception, take part in the game.
Note 6: If the at-bat is extended and the batter who was hit in the head must return to bat during the same half-inning, he must step up to the plate or be substituted. In the latter case, he is permanently "out" of the game. This means that he can no longer, without exception, take part in the game. If a ball first hits the bat and then deflects to the batter's head, the batter must be replaced by the next batter with the same count.
ii) RUNNER:
If a runner is hit in the head by a ball, he is removed from the game and replaced by a substitute runner for the remainder of the offensive half-inning, according to the terms (opt. 1 or 2) of the batter who was hit.
iii) DEFENSIVE PLAYER:
If a defensive player (other than the catcher wearing his mask) is hit in the head by a ball, he must be removed from the game and replaced by another player for the remainder of the defensive half-inning, according to the same terms (option 1 or 2) as the batter who was hit.
If a pitcher is removed from his position, he may return to the mound at any time during the game, provided he is eligible to pitch. Innings pitched are calculated on the principle that "one ball pitched in an inning counts as one inning pitched." In tournaments/championships, the pitch count continues.
Note 7: If a defensive player is hit in the head and his or her removal means that the minimum number of defensive players is no longer met, the game must continue without consequence.
If he cannot bat in the next offensive half-inning, a substitution is required.

104 - FIELD DIMENSIONS

104.1 - DIVISION 9U
a) The distance between the bases is 60 feet, 18.29 meters;
b) The distance from the tip of home plate to the front edge of the pitcher's plate is 44 feet, or 13.41 meters.
c) The outfield fence (corner) is ideally 150 feet (46 meters) from the tip of home plate.
d) The center field fence is ideally 175 feet (54 meters) from the tip of home plate.
(Fence distances are relative to fields built after November 30, 1979.)

104.2 - 11U DIVISION
a) The distance between the bases is 60 feet or 18.29 meters.
b) The distance from the tip of home plate to the front edge of the pitcher's plate is 44 feet, or 13.41 meters.
Note: In 11U B, the front of the pitcher's plate is 40 feet (12.19 meters) from the tip of home plate.
c) The outfield fence (corner) is ideally 180 feet (55 meters) from the tip of home plate.
d) The center field fence is ideally 205 feet (63 meters) from the front of home plate.
(Fence distances are relative to fields built after November 30, 1979.)

104.3 - 13U DIVISION
a) The distance between the bases is 70 feet, or 21.34 meters.
b) The distance from the tip of home plate to the front edge of the pitcher's plate is 48 feet, or 14.63 meters.
c) The outfield fence (corner) is ideally 210 feet (64 meters) from the tip of home plate.
d) The center field fence is ideally 240 feet (73 meters) from the tip of home plate.
(Fence distances are relative to fields built after November 30, 1979)

104.4 - DIVISION 15U, 21U (CLASS B)
a) The distance between the bases 80 feet, or 24.38 meters.
b) The distance from the tip of home plate to the front edge of the pitcher's plate is 54 feet, or 16.46 meters.
c) The outfield fence (corner) is ideally 275 feet (84 meters) from the tip of home plate.
d) The center field fence is ideally 305 feet (93 meters) from the tip of home plate.
(Fence distances are relative to fields built after March 15, 2009)

104.5 - DIVISIONS 18U, 21U (CLASS A), JUNIOR, JUNIOR ELITE, AND SENIOR
a) The distance between the bases is 90 feet, 27.43 meters.
b) The distance from the tip of home plate to the front edge of the plate is 60 feet 6 inches, or 18.44 meters.
c) The outfield fence (corner) is ideally 320 feet (98 meters) from home plate.
d) The center field fence is ideally 360 feet (110 meters) from home plate.
(Fence distances are relative to fields built after November 30, 1979.)

104.6 - PROTEST INADMISSIBLE
No protest may be made regarding the dimensions or distances of the outfield fences.

105 - RULES OF THE GAME FOR THE 9U DIVISION

105.2 - FIELD AND EQUIPMENT

105.2.1 - BALL MACHINE SETTINGS
The distance between home plate and the pitching machine is 44 feet or 13.41 meters.

105.2.2 - SPEED OF THE PITCHING MACHINE
Note 1: Considering that the intention is to get balls hit, the coaches involved must agree on the speed and settings of the machine used if there are any technical issues, regardless of the type of pitching machine used. Remember that the role of the ball feeder is to continuously throw strikes to batters. Therefore, the ball feeder can be adjusted at any time; there is no need to wait until the end of an inning.

Note 2: During the provincial championship, a mechanical ball-throwing machine (catapult type) is used. Baseball Quebec also recommends the use of a mechanical ball-throwing machine (catapult type) during provincial tournaments.

9U Class A:
Speed must be between 42 and 44 MPH (68-72 km/h).
LS Blue/Blue Flame Sling Shot
Part A - 3 (Microadjustment - Throwing Arm)
Part B - 4 (Release Arm Block - Pull Lever)
Part C - 7 (Per Pedal - Foot Pedal)

LS Black/Noir Flame Sling Shot
Part A - 4 (Microadjustment - Throwing Arm)
Part B - 3 (Release Lever)
Part C - 8 (Per Pedal - Foot Pedal)

9U Class B / Grand Slam:
Speed must be between 37 and 39 MPH (60-63 km/h).
LS Blue/Blue Flame Sling Shot
Part A - 3 (Microadjustment - Throwing Arm)
Part B - 4 (Release Arm Block - Pull Lever)
Part C - 5 (Per Pedal - Foot Pedal)

LS Black/Noir Flame Sling Shot
Part A - 4 (Microadjustment - Throwing Arm)
Part B - 3 (Release Lever)
Part C - 6 (Per Pedal - Foot Pedal)

Note: The adjustments mentioned are for reference only. The condition and wear of the spring and/or catapult may alter these adjustments.

105.2.3 - FOUL BALL TERRITORY - 9U B AND GRAND SLAM
A radius of 10 feet from the back tip of home plate to the two foul lines must be marked. A ball hit from the pitching machine or T-ball machine that comes to rest or is touched within this radius is a foul ball.
Note: A ball that comes to rest or is touched while in contact with the line marking the 10-foot radius is considered a "fair ball."

105.2.4 - PITCHER'S MOUND
A circle 18 feet or 5.56 meters in diameter must be marked to identify the pitcher's mound.

105.2.5 - BALL TOSSER
The pitching machine must be operated by a coach from the offensive team.

105.3 - DEFENSIVE POSITION

105.3.1 - PLAYERS
Note 1: When participating in a provincial competition, we invite you to consult the terms and conditions of this article at the end of Section G, with reference to these same competitions.
9U Class A:
A team must field a maximum of 9 players on defense.

9U Class B / Grand Slam:
At all times, 6 players must be on defense, according to the following 3 options:
Option A: 2 pitchers and 4 infielders;
Option B: 1 pitcher, 4 infielders, and 1 outfielder;
Option C: 4 infielders and 2 outfielders.
Note 1: The 2 pitchers, 4 infielders, and 2 outfielders must be positioned evenly on each side of the field (no "shift"). It is prohibited to change the chosen option while the batter is at bat.

Note 2: Considering that this division plays on fields of different sizes, the infield is defined as the area within a 60-foot radius of the 9U pitcher's mound.
Two (2) coaches from the defensive team are allowed on the field, positioned behind the infielders. If a coach is unintentionally hit by a batted ball or a throw, the ball remains in play.

105.3.2 - PITCHER
The player(s) must be positioned behind the imaginary extension of the pitcher's plate to play the defensive role of pitcher, even when t-ball is used. He must wear a protective helmet with two ears, have one foot on the mound and the other on the grass. If there is no grass, the mound is marked by a circle.

105.3.3 - **MANDATORY DEFENSIVE POSITIONS** (9U CLASS A)
The pitcher and catcher positions are mandatory, even if the team is unable to field the maximum of 9 players on defense.

105.3.4 - PLAY EQUITY, DEFENSIVE ROLE
a) Players who sit on the bench for the first inning join the game on a rotating basis starting in the 2nd inning. **A player may not spend two consecutive innings on the bench** and may not return to the bench until all other players have spent a full inning on the bench. **An exception is made for injury or a ball to the head.**

i) Each inning, the head coach of the defensive team must notify the scorekeeper of the identity of the players sitting on the bench. The scorekeeper must record this information on the score sheet. If the defensive team fails to notify the scorekeeper of the identity of the players sitting on the bench, the scorekeeper must notify the umpire before the ball is put back into play.

Note 7: Failure to announce the identity of the players taking their places on the bench is not a step leading to a penalty.

ii) Penalty: If the scorekeeper notices that play equity on defense is not being observed, he notifies the umpire. This situation is handled in two steps:

 # 1: The umpire calls a timeout, informs the head coach that he must rectify the situation immediately and that a second offense will result in his ejection.

#2: The umpire calls a timeout, informs the head coach that he must rectify the situation immediately, and that he is ejected from the game under the Automatic Suspension rule.

b) Return to play is permitted, i.e., any player may be replaced in his defensive role and return to any position at any time.

105.4 - PLAY EQUITY, OFFENSIVE ROLE

105.4.1 - BATTING ORDER

Note 1: When participating in a provincial competition, we invite you to consult the terms and conditions for applying this article at the end of Section G, with reference to these same competitions.

All players are listed in the batting order and each player takes their turn at bat.

i) When a player arrives during the game, they are listed last in the batting order.
ii) When a player leaves during the game, he is removed from the batting order. No "automatic" outs are counted.
iii) If a player is unable to complete his turn at bat, the next batter in line replaces him with a new count. The replaced player may return to the game during the game.
iv) If a runner is unable to complete a turn on base, he is replaced by the last out. The replaced player may return to the game during the game.

Note 2: When the last out cannot be determined, the previous player in the batting order who is not on base becomes the replacement runner.

Note 3: If a player "skips" his turn at bat but remains in the game, an out is counted.

Note 4: When an ejection occurs, resulting in the minimum number of players required on defense no longer being met, a player not listed on the roster may not be used.

105.4.2 - END OF A HALF-INNING

9U Class A:

An offensive half-inning ends when 3 outs have been recorded or 5 runs have been scored by the offensive team. If there is a home run outside the field (beyond the fences), the team is credited with all its runs.

Open inning:

Note 1: This rule applies only during the regular season.

During an open inning, the visiting team can take a maximum lead of 10 points. Once this limit is reached, the visiting team's offensive half-inning ends. In such a case, when the home team returns to offense, it is limited to a tie game. The parameters of this rule cannot be exceeded, even in the case of a home run outside the boundaries of the field (beyond the fences).

Note 2: The visiting team leads 13-1 after 3 complete innings of play. The 4th inning is declared open by the official. Since the visiting team already has a 10-point lead, it cannot score any more points because the margin has already been reached. The visiting team must skip its turn at bat, and the home team is limited to attempting to tie the game.

9U Class B / Grand Slam:

a) A half-inning ends when all 6 batters have come to bat. For scoring purposes, 2 outs are considered to have been made when the 6th batter comes to bat.
b) If a team has 6 players, the batting order must be rotated.
Note 3: In this situation, the batting order remains intact, but in the 2nd inning, the 2nd batter in the order must be the 1st batter of the inning, and so on.

105.4.3 - NUMBER OF PITCHES

Wild pitch:

The umpire may call a wild pitch if it is outside the strike zone. If the batter is hit or swings at a pitch that the umpire calls a wild pitch, that pitch is not counted and the player receives an additional pitch.

Note 1: The umpire's call of a wild pitch always takes precedence over a batted ball. If a ball is hit in this situation, play must be restarted.

9U Class A:

The three-strike rule applies. All players receive a maximum of five pitches. From the 5th pitch onwards, a wild pitch cannot be considered an out. The player is out if they cannot put the ball into play on this last pitch. In a dropped three-strike situation, the ball is dead and the batter is automatically out.

9U Class B / Grand Slam:

The three-strike rule does not apply. All players receive a maximum of three pitches from the machine. Starting with 3rd pitch, any foul ball results in another pitch from the machine.

Note 2: If, on the 3rd pitch from the machine, the batter hits the ball and it comes to rest or is touched within a 10-foot radius, a foul ball must be called, resulting in an additional pitch from the machine to the batter.

If the player is unable to put the ball into play at the end of his turn, he starts from a t-ball and cannot advance beyond first base. In such a case, runners are limited to one base.
The batter may take up to two swings at the t-ball. The batter is out if they fail to hit the ball in play or if they male a foul ball on their second swing.
Note 3: The t-ball must be positioned so that it is in contact with home plate. The batter is allowed to take practice swings to adjust the t-ball as long as the ball is not in place. Once the ball is placed on the t-ball, only one full swing is allowed to attempt to put the ball in play. Any attempt to bunt is unsportsmanlike and results in the batter taking another swing.

105.5 - DURATION OF THE GAME

a) All games are 6 innings to finish, weather and time permitting. However, 3½ innings constitute a regulation game if the home team has more runs than the visiting team.
Note: If your league rules stipulate that a suspended game (before it is official) must be continued, the game must resume at the point where it was suspended, with the same score and game situations. Under no circumstances should the game be restarted from the beginning.

b) From the scheduled start time of the game, a team has 15 minutes to field the required number of players on offense or defense, otherwise the game is forfeited.

105.6 - RULES OF PLAY

105.6.1 - ADVANCING ON BASES
A runner may leave his base only when the ball is hit. If there is a violation, the ball is dead and the runner is returned to his base.

105.6.2 - STEALING BASES
Stealing bases is not permitted.

105.6.3 - ADVANCING RUNNERS ING ON A BATTED BALL
<u>9U Class A:</u>
When a ball is hit, runners' advancement is determined when a fielder is in possession of the ball with both feet on the infield boundary line (the line between the infield and outfield).
Note 1: Considering that this division plays on fields of different sizes, the infield is determined to be within a 60-foot radius of the 9U pitcher's plate.
When the umpire signals (by raising his hand), a runner who has PASSED his base may attempt to advance to the next base at his own risk.
Example 1: Runner on second base. Ground ball hits the outfield. The outfielder throws the ball to the shortstop, who takes possession of it in the infield. At the umpire's signal...
a) If the runner has not reached third base, he may only advance to third base;
b) If the runner is in contact with third base, he may not advance to home plate;
c) If the runner passes third base, he may attempt to advance to the next base at his own risk.
It is also permitted to advance on a sacrifice fly **strictly if the ball is caught in the outfield**. If an error is committed during the first play (out or attempted out), runners may attempt to advance one (1) additional base at their own risk. If there is a violation, that runner is at risk of being tagged by a defensive player in possession of the ball and being put out. If he reaches the next base, the ball is dead and the runner is returned to the previous base. In the case of a batted ball that reaches the outfield, the concept of an error no longer applies when it returns to the infield in the possession of an infielder. As soon as a ball is called "out of bounds," runners must return to the last base they reached legally.

Note 2: All players playing defense are considered infielders, except for those playing the outfield.

Example 2: Runner on 1st base. Ground ball hit to shortstop who attempts to start a double play but makes an wild throw to 2nd base. Both runners MAY attempt to advance one (1) additional base at their own risk (3rd base for R1 and 2nd base for FC), since the error occurred during the first play.

Example 3: Runner on 1st base. Ground ball hit to first baseman who tags his base to retire the batter-runner (which constitutes the first play), but makes a wild throw attempting to retire the runner heading for 2nd base. This runner CANNOT advance an additional base (3rd base), because the error occurred during the 2nd play.

Example 4: Runner on second base. Ground ball hit to shortstop who attempts to tag the runner and misses despite his effort (which is the 1st play). He then throws to the first baseman to retire the batter-runner, but the first baseman drops the throw. The two runners CANNOT advance an extra base (home plate for R2 and 2nd base for FC) because the error occurred on the 2nd play.

Example 5: Runner on 1st base. Ground ball hit to the outfield. The outfielder throws the ball to the shortstop, who takes possession in the infield. At this point, the runner (R1) is halfway between 2nd and 3rd base. The throw to the third baseman is erratic. The two runners CANNOT advance an additional base (including home plate for R1), because the ball hit to the outfield returned to the infield and was caught by an infielder, which eliminates the notion of an error for the purposes of advancing runners.

Example 6: Runner on 2nd base. Fly ball hit to the outfield. After the ball is caught, the runner (R2) tag his base and heads for 3rd base. The outfielder attempts a throw to 3rd base to get the runner out, but the throw is erratic and goes past the third baseman. The runner has already rounded 3rd base when the third baseman finally takes possession of the ball. Even though the ball was hit to the outfield and an error was made on the play, the runner may attempt to reach the next base as long as the ball has not returned to the infield AND is in the possession of an infielder.

9U Class B / Grand Slam:

When a ball is hit from the pitching machine, runners' advances are determined when an infielder is in possession of the ball with both feet on the infield boundary (the dirt and grass boundary between the infield and outfield).

Note 3: Considering that this division plays on fields of different sizes, the infield is determined to be within a 60-foot radius of the 9U pitcher's plate.

When the umpire signals (by raising his hand), a runner who has PASSED his base may attempt to advance only to the next base, at his own risk.

Example: Runner on second base. Ground ball hit to the outfield. The outfielder throws the ball to the shortstop, who catches it in the infield. When the umpire signals...

a) If the runner has not reached third base, he may only advance to third base;

b) If the runner is in contact with third base, he may not advance to home plate;

c) If the runner passes third base, he may attempt to advance to the next base at his own risk.

However, it is prohibited to advance to the next base on a line drive or a ball caught by the defense. If there is a violation, that runner is at risk of being tagged by a defensive player in possession of the ball and being put out. If he reaches the next base, the ball is dead and the runner is returned to the previous base. In all cases of defensive errors once the ball is in the infield in the possession of a defensive player or as soon as a ball is called "out of bounds," runners must return to the last base they reached legally.

Note 4: When the ball is hit to the outfield ***and an outfielder catches it, he must relay the ball to the infield in order to limit the runners' advance. If the ball is caught by an infielder, he may relay the ball to the infield or return to the infield himself in order to limit the runners' advance.***

When t-ball is used, the batter and runners are limited to one base.

105.6.4 - AUTOMATIC BALL MACHINE

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

Note: A ball deflected by a defensive player that then hits the pitching machine or operator remains in play and does not constitute a dead ball. The operator must do everything in his power to avoid a batted ball or a throw. In addition, the operator must have the balls in his possession—and not leave them on the ground—while the batter is at bat.

105.6.5 – INFIELD FLY

The rule regarding the infield fly does not apply.

105.6.6 - BUNT

No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter.

106 - RULES OF THE GAME FOR THE 11U DIVISION

106.1 - GAME LENGTH

a) All games are 6 innings to finish, weather and time permitting. However, 3½ innings constitute a regulation game if the home team has more runs than the visiting team.
   Note: If your league rules stipulate that a suspended game (before it is official) must be continued, the game must resume at the point where it was suspended, with the same score and game situations. Under no circumstances should the game be restarted from the beginning.

b) From the scheduled start time of the game, a team has 15 minutes to field the required number of players on offense or defense, otherwise the game is forfeited.

106.2 - PITCHER

a) VISITS:
   A coach who visits a pitcher for the second time in the same inning must change that pitcher, who may play at another position.

b) LEAVING THE MOUND:
   A pitcher who leaves the mound to play another position may not return to the game as a pitcher.

c) INTENTIONAL WALKS:
   Intentional walks are prohibited in the 11U division.

d) RESTRICTION:
   i) A player may not pitch on three consecutive days;
   ii) A day of rest means a full calendar day.

e) NUMBER OF INNINGS (regular season):
   May and June
   i) A pitcher may not pitch more than 2 innings in one day;
   ii) A pitcher may not accumulate more than 3 innings in a period of 7 consecutive days.
   Months of JULY, AUGUST, and SEPTEMBER
   iii) A pitcher may not pitch more than 3 innings in one day;
   iv) A pitcher may not accumulate more than 5 innings in a period of 7 consecutive days.
   Note: One pitch thrown in an inning counts as one inning pitched.
   The number of innings pitched in provincial competition is not counted toward the maximum number of innings allowed during the regular season for the 7-day period. The 7-day consecutive period must be calculated RETROACTIVELY from the date of the LAST APPEARANCE on the mound by the pitcher in question.

Example of an 11U pitcher in June: Monday, June 1[1] June, he pitches 1 inning, Tuesday the 2nd off, Wednesday the 3rd off, Thursday the 4th, he pitches 1 inning, Friday the 5th off, Saturday the 6th off, Sunday the 7th, he pitches 1 inning (having reached the maximum of 3 innings for 7 days).Example for an 11U pitcher in June: Monday, June 1[er] June, he pitches 1 inning, Tuesday the 2nd off, Wednesday the 3rd off, Thursday the 4th, he pitches 1 inning, Friday the 5th off, Saturday the 6th off, Sunday the 7th, he pitches 1 inning (having reached the maximum of 3 innings for 7 days). On Monday, June 8, the counter is reset to zero and he can pitch 3 innings? NO. He can only pitch 1 inning because, taking into account the 6 days preceding Monday, June 8, the pitcher pitched 2 innings (between Tuesday, June 2 and Sunday, June 7). The idea is to never exceed 3 innings in the current day and the 6 days preceding it.

f) NUMBER OF PITCHES (provincial competition):

i) A pitcher who throws between 36 and 50 pitches in one day must have one day of rest;
ii) A pitcher who throws between 51 and 60 pitches in one day must have two days of rest;
iii) A pitcher who throws between 61 and 75 pitches in a day must have three days of rest;
iv) When a pitcher reaches the maximum number of pitches allowed for a stage (35, 50, and 60 pitches), he may finish facing that batter without incurring the penalty for days off if he does not face any other batters. In this situation, the number of pitches corresponding to the stage reached by the pitcher is recorded in the log.
v) When a pitcher faces a new batter beyond the 35th pitch in a game, he may not pitch in another game on the same day.
vi) When a pitcher reaches the maximum number of pitches allowed in a day against a batter (75 pitches), he may finish his appearance and must be replaced after that batter.
vii) In provincial competition, a pitcher may pitch on a second consecutive day if he has not reached a cumulative total of 36 pitches or more on the previous day. He is allowed to throw up to a maximum of 75 pitches for the cumulative total of the two days. He is prohibited from pitching on three consecutive days, regardless of the number of pitches thrown.

Example: 30 pitches on day 1. Having made fewer than 36 pitches, the pitcher is eligible to pitch on a second consecutive day, but is limited to 45 pitches on the second day.

viii) In provincial competition, a coach may make a second visit to the pitcher to remove him from the mound, on the same batter in the same inning.
ix) In provincial competition, a person is assigned to keep track of pitches. Their pitch count is the official source for pitcher regulations.

106.3 - MOUND
The mound is optional.

SPECIFIC RULES 11U CLASS B

106.4 - RUNNERS ON BASE, STEALING BASES, BUNT, AND INFIELD FLY

a) Stealing bases is not allowed. A runner may leave his base only when the ball is hit. If there is a violation, the ball is dead and the runner is returned to his base. When the pitcher receives the ball and takes his place on the mound and the catcher is in position, runners must return to the bases they occupied.
b) When a ball is hit, runners' advances are determined when a fielder is in possession of the ball with both feet on the infield boundary (the dirt and grass boundary between the infield and outfield).

Note 1: Considering that this division plays on fields of varying sizes, the infield is defined as the area within a 60-foot radius of the 11U pitcher's plate.

When the umpire signals (by raising his hand), a runner who has PASSED his base may attempt to advance to the next base at his own risk.

Example 1: Runner on second base. Ground ball hits the outfield. The outfielder throws the ball to the shortstop, who takes possession of it in the infield. When the umpire signals...
a) If the runner has not reached third base, he may only advance to third base;
b) If the runner is in contact with third base, he may not advance to home plate;
c) If the runner passes third base, he may attempt to advance to the next base at his own risk.

It is also permitted to advance on a sacrifice fly **strictly if the ball is caught in the outfield**. If an error is committed during the first play (out or attempted out), runners may attempt to advance one (1) additional base at their own risk. If there is a violation, that runner is at risk of being tagged by a defensive player in possession of the ball and being put out. If he reaches the next base, the ball is dead and the runner is returned to the previous base. In the case of a batted ball that reaches the outfield, the concept of an error no longer applies when it returns to the infield in the possession of an infielder.

Note 2: The application of a rule of play (BCan) may "force" runners to advance. E.g.: Ball out of bounds. See the game situations described in the article dealing with runners advancing on a batted ball in the 9U Class A division.

c) No bunts are allowed. Otherwise, the ball is dead and a strike is called on the batter.
d) The infield fly rule does not apply.

106.5 - BATTER, DROPPED THIRD STRIKE
The ball is dead, and the batter is automatically out.

106.6 - BALK
No balk is called. The ball is dead, runners return to their bases, and play resumes.

106.7 - **PITCHER'S PLATE AND BASE ON BALLS**

a) **The pitcher's plate is positioned 40 feet (instead of 44 feet – front of the pitcher's plate and back tip of home plate).**

b) **The "base on balls" rule applies.**

SPECIFIC RULES FOR 11U CLASS A AND AA

106.9 - RUNNERS ON BASE, STEALING BASES, BUNT AND INFIELD FLY

a) No runner may leave his base until the ball has crossed home plate or has been hit. If there is a violation, the ball is dead and the runner is out.
When the pitcher receives the ball and takes his place on the pitcher's plate and the catcher is in position, runners must return to the bases they occupied.

b) A runner may only reach home plate if the ball is hit or if he is forced to advance. If there is a violation, the runner is returned to his base.

c) No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter.

d) The infield fly rule does not apply.

Note: The application of a rule of play (BCan) may "force" runners to advance. E.g.: Ball out of bounds.

106.10 - BATTER, DROPPED THIRD STRIKE

The batter is automatically out, the ball is in play, and if there are runners on base, they may advance at their own risk except at home plate and in situations where there is a large score difference.

106.11 - BALK

No balk is called. Dead ball, runners return to their bases and play resumes.

107 - RULES OF THE GAME FOR THE 13U DIVISION

107.1 - GAME DURATION

a) All games are 6 innings to finish, weather permitting. However, 3½ innings constitute a regulation game if the home team has more runs than the visiting team.
Note: If your league rules stipulate that a suspended game (before it is regulation) must be continued, the game must resume at the point where it was suspended, with the same score and game situations. Under no circumstances should the game be restarted from the beginning.

b) From the scheduled start time of the game, a team has 15 minutes to field the required number of players on offense or defense, otherwise the game is forfeited.

107.2 - PITCHER

a) VISITS:
A coach who visits a pitcher for the second time in the same inning must change that pitcher, who may play at another position.

b) LEAVING THE MOUND:
A pitcher who leaves the mound to play another position may not return to the game as a pitcher.

c) INTENTIONAL WALKS:
Class B: Intentional walks are prohibited in the 13U Class B division.
Class A and AA: A coach may indicate to the umpire his intention to grant an intentional walk to the batter. The ball is dead, the batter automatically advances to first base, and runners advance if forced. Automatic balls in an intentional walk do not count in the pitch count.

d) RESTRICTION:
i) A player may not pitch three consecutive days;
ii) A day of rest means a full calendar day.

e) NUMBER OF INNINGS (regular season):
May and June
i) A pitcher may not pitch more than 2 innings in one day;
ii) A pitcher may not accumulate more than 4 innings in a period of 7 consecutive days.
Months of JULY, AUGUST, and SEPTEMBER
iii) A pitcher may not pitch more than 3 innings in one day;
iv) A pitcher may not accumulate more than 6 innings in a period of 7 consecutive days.
Note: One pitch thrown in an inning counts as one inning pitched.
The number of innings pitched in provincial competition is not counted toward the maximum number of innings allowed during the regular season for the 7-day period. The 7-day consecutive period must be calculated RETROACTIVELY from the date of the LAST APPEARANCE on the mound by the pitcher in question – see example in Division 11U.

f) NUMBER OF PITCHES (provincial competition):
i) A pitcher who throws between 41 and 55 pitches in one day must have one day of rest;
ii) A pitcher who throws between 56 and 70 pitches in one day must have two days of rest;
iii) A pitcher who throws between 71 and 85 pitches in one day must have three days of rest.
iv) When a pitcher reaches the maximum number of pitches allowed for a stage (40, 55, and 70 pitches), he may finish facing that batter without incurring the penalty for days off if he does not face any other batters. In this situation, the number of pitches corresponding to the stage reached by the pitcher is recorded in the log.

v) When a pitcher faces a new batter beyond the 40th pitch in a game, he may not pitch in another game on the same day.
vi) When a pitcher reaches the maximum number of pitches allowed in one day against a batter (85 pitches), he may finish his appearance and must be replaced after that batter.
vii) In provincial competition, a pitcher may pitch on a second consecutive day if he has not reached a cumulative total of 41 pitches or more on the previous day. He is allowed to throw up to a maximum of 85 pitches for the cumulative total of the two days. He is prohibited from pitching on three consecutive days, regardless of the number of pitches thrown.

Example: 30 pitches on day 1. Having made fewer than 41 pitches, the pitcher is eligible to pitch on a second consecutive day, but is limited to 55 pitches on the second day.

viii) In provincial competition, a coach may make a second visit to the pitcher to remove him from the mound, on the same batter in the same inning.
ix) In provincial competition, a person is assigned to keep track of pitches. Their pitch count is the official source for pitcher regulations.

107.3 - MOUND
The mound is optional.

SPECIFIC RULES 13U CLASS B

107.4 - RUNNERS ON BASE, STEALING BASES, BUNT, AND INFIELD FLY
a) No runner may leave his base until the ball has crossed home plate or has been hit. If there is a violation, the ball is dead and the runner is out.
When the pitcher receives the ball and takes his place on the mound and the catcher is in position, runners must return to the bases they occupied.
b) A runner may only reach home plate if the ball is hit or if he is forced to advance. If there is a violation, the runner is returned to his base.
c) No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter.
d) The infield fly rule does not apply.

Note: The application of a rule of play (BCan) may "force" runners to advance. E.g.: Ball out of bounds.

107.5 - BATTER, DROPPED THIRD STRIKE
The batter is automatically out, the ball is in play, and if there are runners on base, they are allowed to advance at their own risk, except at home plate and in situations where there is a large score difference.

107.6 - BALK
No balk is called. Dead ball, runners return to their bases and play resumes.

SPECIFIC RULES 13U CLASS A AND AA

107.7 - RUNNERS ON BASE AND ADVANCING ON BASE
All runners may leave their base. All runners are subject to the rules of baseball regarding their participation in the game (BCan 5.06).

107.8 - BATTER, DROPPED THIRD STRIKE
The rule of play applies (BCan).

107.9 - BALK
The rule of play applies (BCan).

SPECIFIC RULES 13U CLASS AA

Note: The rules described below apply throughout the season (regular season, playoffs, tournament) but do not apply during the 13U AA provincial championship or the Jeux du Québec. ***When participating in a tournament, please refer to the terms and conditions of this article at the end of Section G, which refer to these same competitions.***

107.10 - OFFENSIVE ROLE
All players are listed on the batting order and each player takes their turn at bat.
i) When a player arrives during the game, he is listed at the bottom of the batting order.
ii) When a player leaves during the game, they are removed from the offensive role. No "automatic" outs are counted.
iii) if a player is unable to complete his at-bat, the next batter in the order replaces him with the same count. The replaced player may return to the game during the game;
iv) If a runner is unable to complete his turn on base, he is replaced by the last out. This player may advance to the next base only if the ball is hit or if he is forced to advance. If there is a violation, this runner is at risk of being tagged by a defensive player in possession of the ball and being put out. If he reaches the next base, the ball is dead and the runner is returned to the previous base. The replaced player may return to the game during the game.

Note 1: When the last out cannot be determined, the previous player in the batting order who is not on base becomes the replacement runner.

Note 2: If a player "skips" his turn at bat but remains in the game, an out is counted.

108 - RULES OF THE GAME FOR THE 15U DIVISION

108.1 - GAME DURATION

a) All games are 7 innings to finish, weather and time permitting. However, 4½ innings constitute a regulation game if the home team has more runs than the visiting team.
Note: If your league rules stipulate that a suspended game (before it is official) must be continued, the game must resume at the point where it was suspended, with the same score and game situations. Under no circumstances should the game be restarted from the beginning.

b) From the scheduled start time of the game, a team has 15 minutes to field the required number of players on offense or defense, otherwise the game is forfeited.

108.2 - PITCHER

a) VISITS:
A coach who visits a pitcher for the second time in the same inning must change that pitcher, who may play at another position.

b) LEAVING THE MOUND:
A pitcher who leaves the mound to play another position may not return to the game as a pitcher.

c) INTENTIONAL BALLS:
A coach may indicate to the umpire his intention to grant an intentional walk to the batter. The ball is dead, the batter automatically advances to first base, and runners advance if forced. Automatic balls in an intentional walk do not count in the pitch count.

d) RESTRICTION:
i) A player may not pitch on three consecutive days;
ii) A day of rest means a full calendar day.

e) NUMBER OF INNINGS (regular season):
May and June
i) A pitcher may not pitch more than 3 innings in one day;
ii) A pitcher may not accumulate more than 5 innings in a period of 7 consecutive days.
Months of JULY, AUGUST, and SEPTEMBER
iii) A pitcher may not pitch more than 4 innings in one day;
iv) A pitcher may not accumulate more than 7 innings in a period of 7 consecutive days.
Note: One pitch thrown in an inning counts as one inning pitched.
The number of innings pitched in provincial competition is not counted toward the maximum number of innings allowed during the regular season for the 7-day period. The 7-day consecutive period must be calculated RETROACTIVELY from the date of the LAST APPEARANCE on the mound by the pitcher in question – see example in Division 11U.

f) NUMBER OF PITCHES (provincial competition):
i) A pitcher who throws between 46 and 60 pitches in one day must have one day of rest.
ii) A pitcher who throws between 61 and 75 pitches in one day must have two days of rest;
i) A pitcher who throws between 76 and 90 pitches in one day must have three days of rest;
iv) When a pitcher reaches the maximum number of pitches allowed for a stage (45, 60, and 75 pitches), he may finish facing that batter without incurring the penalty for days off if he does not face any other batters. In this situation, the number of pitches corresponding to the stage reached by the pitcher is recorded in the log.
v) When a pitcher faces a new batter beyond the 45th pitch in a game, he may not pitch in another game on the same day.
vi) When a pitcher reaches the maximum number of pitches allowed in one day against a batter (90 pitches), he may finish his appearance and must be replaced after that batter.
vii) In provincial competition, a pitcher may pitch on a second consecutive day if he has not reached a cumulative total of 46 pitches or more on the previous day. He is allowed to throw up to a maximum of 90 pitches for the cumulative total of the two days. He is prohibited from pitching on three consecutive days, regardless of the number of pitches thrown.
Example: 30 pitches on day 1. Having thrown fewer than 46 pitches, he is eligible to pitch on a second consecutive day, but is limited to 60 pitches on the second day.
viii) In provincial competition, a coach may make a second visit to the pitcher to remove him from the mound, but only for the same batter in the same inning.
ix) In provincial competition, a person is assigned to keep track of pitches. Their pitch count is the official source for pitcher regulations.

SPECIFIC RULES 15U CLASS AA

108.3 - EXTRA BATTER

An Extra Hitter (EH) may be placed in the batting order (a 10th hitter may be placed anywhere in the batting order) in order to use more players with at-bats throughout the game. This rule is optional for both teams before each game and does not require both teams to use it during a game. The Extra Hitter (EH) must be indicated on the batting order at the start of the game and must be used for the entire game.
The Extra Hitter (EH) may be interchanged with any other defensive position during the game, and the change may be made more than once. For example, the shortstop may become the Extra Hitter, and the Extra Hitter may become the shortstop.

In the event that a player is injured and the team has no eligible substitutes available, the return-to-play rule applies and the team may continue with a lineup of ten batters.
If the team has no substitute players available OR in the event of an ejection, the game continues with nine batters in the lineup, without forfeiting.

109 - RULES OF THE GAME FOR THE 18U AND 21U DIVISIONS

109.1 - GAME DURATION

a) All games are 7 innings to finish, weather and time permitting. However, 4½ innings constitute a regulation game if the home team has more runs than the visiting team.
Note: If your league rules stipulate that a suspended game (before it is official) must be continued, the game must resume at the point where it was suspended, with the same score and game situations. Under no circumstances may the game be restarted from the beginning.

b) From the scheduled start time of the game, a team has 15 minutes to field the required number of players on offense or defense, otherwise the game is forfeited.

109.2 - PITCHER

a) VISITS:
A coach who visits a pitcher for the second time in the same inning must change that pitcher, who may play at another position.

b) LEAVING THE MOUND:
A pitcher who leaves the mound to play another position may not return to the game as a pitcher.

c) INTENTIONAL WALKS:
A coach may indicate to the umpire his intention to grant an intentional walk to the batter. The ball is dead, the batter automatically advances to first base, and runners advance if forced. Automatic balls in an intentional walk do not count in the pitch count.

d) RESTRICTION:
i) A player may not pitch on three consecutive days;
ii) A day of rest means a full calendar day.

e) NUMBER OF INNINGS (regular season):
May and June
i) A pitcher may not pitch more than **4 innings** in one day;
ii) A pitcher may not accumulate more than 6 innings in a period of 7 consecutive days.
Months of JULY, AUGUST, and SEPTEMBER
iii) A pitcher may not pitch more than **5 innings** in one day;
iv) A pitcher may not accumulate more than 8 innings in a period of 7 consecutive days.
Note: One pitch thrown in an inning counts as one inning pitched.
The number of innings pitched in provincial competition is not counted toward the maximum number of innings allowed during the regular season for the 7-day period. The 7-day consecutive period must be calculated RETROACTIVELY from the date of the LAST APPEARANCE on the mound by the pitcher in question – see example in Division 11U.

f) NUMBER OF PITCHES PER DAY (provincial competition):
i) A pitcher who throws between 51 and 65 pitches in one day must have one day of rest.
ii) A pitcher who throws between 66 and 80 pitches in one day must have two days of rest;
iii) A pitcher who throws between 81 and 100 pitches in a day must have three days of rest;
iv) When a pitcher reaches the maximum number of pitches allowed for a stage (50, 65, and 80 pitches), he may finish facing that batter without incurring the penalty for days off if he does not face any other batters. In this situation, the number of pitches corresponding to the stage reached by the pitcher is recorded in the log.
v) When a pitcher faces a new batter beyond the 50th pitch in a game, he may not pitch in another game on the same day.
vi) When a pitcher reaches the maximum number of pitches allowed in one day against a batter (100 pitches), he may finish his appearance and must be replaced after that batter.
vii) In provincial competition, a pitcher may pitch on a second consecutive day if he has not reached a cumulative total of 51 pitches or more on the previous day. He is allowed to throw up to a maximum of 100 pitches for the cumulative total of the two days. He is prohibited from pitching on three consecutive days, regardless of the number of pitches thrown.
Example: 30 pitches on day 1. Having thrown fewer than 51 pitches, he is eligible to pitch on a second consecutive day, but is limited to 70 pitches on the second day.
viii) In provincial competition, a coach may make a second visit to the pitcher to remove him from the mound, and this may be done on the same batter in the same inning.
ix) In provincial competition, a person is assigned to keep track of pitches. Their pitch count is the official source for pitcher regulations.

109.3 - PLAYER STATUS 17U AAA RESEAU DE DÉVELOPPEMENT
A player who played in the 17U AAA Reseau de développement the previous season must play in the highest 18U class in his region (excluding AAA) in order to be eligible as a pitcher in his team's games.

SPECIFIC RULES 18U CLASS AA

109.4 - EXTRA BATTER

Note: A team has the option of using either the EXTRA BATTER or the DESIGNATED BATTER, but only one (1) of these two options is permitted.

An Extra Hitter (EH) may be placed in the batting order (a 10th batter may be placed anywhere in the batting order) in order to use more players with at-bats throughout the game. This rule is optional for both teams before each game and does not require both teams to use it during a game. The Extra Hitter (EH) must be indicated on the batting order at the start of the game and must be used for the entire game.

The Extra Hitter (EH) may be interchanged with any other defensive position during the game, and the change may be made more than once. For example, the shortstop may become the Extra Hitter, and the Extra Hitter may become the shortstop.

In the event that a player is injured and the team has no eligible substitutes available, the return-to-play rule applies and the team may continue with a lineup of ten batters.

If the team has no substitute players available OR in the event of an ejection, the game continues with nine batters in the lineup, without forfeiting.

SPECIFIC RULES 21U

109.5 - **22+ PITCHER**

Note: The notation "22+" must be entered on the batting order after the player's name. When participating in a provincial competition, we invite you to consult the terms and conditions of this article at the end of Section G, with reference to these same competitions.

a) **A player aged 22 or older (calendar year) is limited to two innings pitched per game. Penalty: Player ineligible (see definition).**

b) **A player aged 22 or older may not pitch more than 20% of her team's innings played during the regular season. Penalty: The player may not play as a pitcher in the provincial championship.**

110 - RULES OF THE GAME FOR JUNIOR, JUNIOR ELITE, AND SENIOR DIVISIONS

110.1 - GAME DURATION

a) In the Junior, Junior Elite, and Senior divisions, all games are 7 innings to finish, weather and time permitting. However, 4½ innings constitute a regulation game if the home team has more runs than the visiting team.

Note: If your league rules stipulate that a suspended game (before it is official) must continue, the game must resume at the point where it was suspended, with the same score and game situations. Under no circumstances should the game be restarted from the beginning.

b) From the scheduled start time of the game, a team has 15 minutes to field the required number of players on offense or defense, otherwise the game is forfeited.

110.2 - PITCHER

A pitcher removed from his position following a second visit to the mound in the same inning may play another position, except pitcher. The other provisions of Rule 5.10 (BCan) apply.

111 - PITCHER'S RULES

111.1 - TABLE

Regular season

Division	Maximum / day	Limit over 7 consecutive days
11U	2 innings (May-June) 3 innings (July to September)	*In 11U, a pitcher is limited to 3 innings (MAY and JUNE) and 5 innings (JULY to SEPTEMBER) per week - (7 consecutive days)*
13U	2 innings (May-June) 3 innings (July to September)	*In 13U, a pitcher is limited to 4 innings (MAY and JUNE) and 6 innings (JULY to SEPTEMBER) per week - (7 consecutive days)*
15U	3 innings (May-June) 4 innings (July to September)	*In 15U, a pitcher is limited to 5 innings (MAY and JUNE) and 7 innings (JULY TO SEPTEMBER) per week - (7 consecutive days)*
18U / 21U	**4 innings** (May-June) **5 innings** (July to September)	*In 18U and 21U, a pitcher is limited to 6 innings (MAY and JUNE) and 8 innings (JULY TO SEPTEMBER) per week - (7 consecutive days)*
Note: Notwithstanding the above, a 22+ pitcher is limited to the innings specified in the 21U specific rules.		

Provincial competition

Division	No rest	1 day of rest	2 days of rest	3 days off
11U	1-35 pitches	36-50 pitches	51-60 pitches	61-75 pitches
13U	1-40 pitches	41-55 pitches	56-70 pitches	71-85 throws
15U	1-45 pitches	46-60 pitches	61-75 pitches	76-90 throws
18U / 21U	1-50 pitches	51-65 pitches	66-80 pitches	81-100 pitches
Note: Notwithstanding the above, a 22+ pitcher is limited to the pitches indicated at the end of section G.				

Note: A reserve player from a lower division playing as a pitcher in a provincial competition is subject to the rules of the division in which he is a reserve player. A pitcher is allowed to play catcher during the day, and vice versa.

111.2 - PENALTIES - SANCTIONS

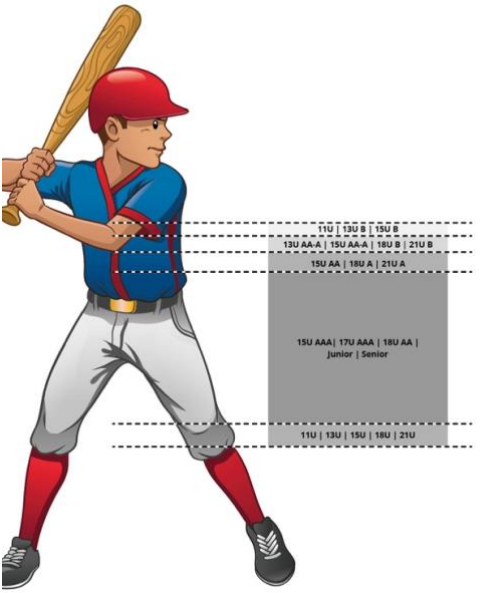
The organizing committees **of provincial competitions** must designate a person responsible for keeping a record of the number of pitches and ensuring that this number is announced at each stage reached by the pitcher, at the end of each half-inning, and as soon as the pitcher is no longer eligible to face a batter. The team coach must ensure compliance with the rules. The penalty may be enforced at any time by a person in authority.

Penalty: An ineligible pitcher must be replaced immediately by a player eligible to play that position when the infraction is discovered. However, any action taken by that pitcher remains valid, and the innings/pitches thrown must be recorded in the pitcher's log.

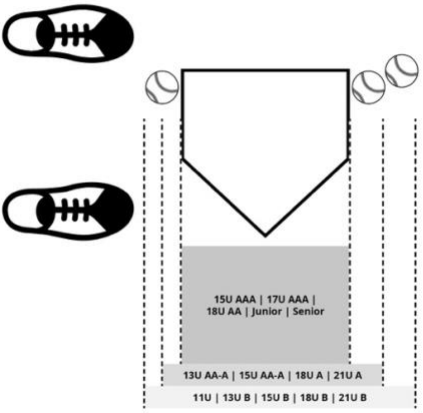
During the regular season, any violation of the pitcher's rule will result in the head coach of the offending team being ejected from the game under the Automatic Suspension rule.

In provincial competition, any violation of the pitcher rule will result in the ejection of the head coach of the offending team and the pitcher involved from the game under the Automatic Suspension rule.

RECOMMENDED STRIKE ZONE PER CATEGORY



RECOMMENDED STRIKE ZONE PER CATEGORY



PITCHER RULES IN TOURNAMENTS AND CHAMPIONSHIPS
Questions/Answers

In the following scenarios, we refer to David, a Division 11U pitcher.

Question: *If David faces a new batter beyond the 35th pitch and finishes his outing at 38 pitches in the first game of a tournament, can he pitch in the second game on the same day?*
Answer: NO – Once the minimum threshold (35) has been exceeded, he is done for the day and must have a full day of rest.

Question: *What is a day of rest? If David pitches 38 pitches in a game on Friday morning, can he pitch in a game on Saturday afternoon?*
Answer: NO – he needs a full day of rest. He can pitch again on Sunday.

Question: *I listed David on my starting lineup as a pitcher and had to change him before the game started. Are there any consequences?*
Answer: No, as long as the lineup has not been submitted to the umpire.

Question: The umpire calls an illegal pitch on David. *Is this considered a pitch?*
Answer: According to baseball rules, an illegal pitch does not count as a pitch when it is thrown. However, if the call of an illegal pitch is followed by a pitch that crosses the foul line during a batter's at-bat, that pitch is counted in the pitch count.

Question: *David reaches a pitching milestone while a batter is at bat. Can he finish the batter?*
Answer: Yes, he can finish the batter; however, he must be removed from the pitcher's position before facing the next batter. This applies to each milestone (35, 50, or 60 pitches) and to the maximum number of pitches allowed per day (75 pitches). A milestone can be reached during one game or over the course of two games on the same day.

Question: *Can David pitch in two consecutive games on the same day?*
Answer: YES, but only if he does not exceed the rest threshold (35) during the first game. When pitching twice in the same day, the number of pitches is cumulative. For example, if David makes 10 throws in the first game, that number of throws carries over to the second game—so his first throw in the second game will be his 11th throw for the day. Throws must always be announced for the <u>total number for the day</u>, not for the game.

Some examples:
David makes 30 throws in the two games played on Friday, i.e., 18 throws on Friday morning + 12 throws on Friday evening for a cumulative total of 30 throws. Is he eligible to throw on Saturday?
Yes, since he did not exceed the cumulative total of 35 throws on Friday. He is therefore eligible to throw up to a maximum of 45 throws on Saturday, corresponding to the maximum daily number (75 throws) minus the number of throws accumulated on the previous day (30 throws). He cannot pitch on three consecutive days, so he cannot pitch on Sunday, regardless of the cumulative number of pitches thrown on previous days.
David makes 15 throws in the two games played on Friday, i.e., 6 throws on Friday morning and 9 throws on Friday evening for a cumulative total of 15 throws. Is he eligible to throw on Saturday?

Yes, since he did not exceed the cumulative total of 35 pitches on Friday. He is therefore eligible to pitch up to a maximum of 60 pitches on Saturday, corresponding to the maximum daily number (75 pitches) minus the number of pitches accumulated on the previous day (15 pitches). He cannot pitch on three consecutive days, so he cannot pitch on Sunday. He has two days of rest, either Sunday and Monday, depending on the number of pitches thrown on Saturday.

Question: How are the rest days calculated*?*
Answer: Rest days are calculated based solely on the number of pitches thrown on the last day. NEVER for the cumulative total of two days.

Some examples:
If David throws 75 pitches on Friday, the number of rest days is based on the number of pitches thrown on that same day (75), so he will rest for three days, namely Saturday, Sunday, and Monday.
If David makes 25 throws on Friday and 50 throws on Saturday (limit of 75 throws over 2 days), the number of rest days is based on the number of throws made on the last day (50), so he has 2 days off, Sunday and Monday.
If David throws 15 pitches on Friday evening and 15 pitches on Saturday, the number of days of rest is based on the number of pitches thrown on the last day (15), so he does not rest. However, since he pitched on Friday and Saturday, he must rest for one day, i.e., Sunday, because he cannot pitch on three consecutive days.
If David pitches 35 pitches on Friday and 35 pitches on Saturday morning, he is eligible to pitch 5 pitches in a second game on Saturday afternoon (limit of 75 pitches over 2 days). The number of days of rest depends on the number of pitches thrown on the last day (40), so he is rested for one day, i.e., Sunday—especially since he cannot pitch on three consecutive days.

Question: *David faces Paul at the start of the 3rd inning and has thrown 49 pitches so far. His coach wants to take him out before he faces another batter after his 50th pitch. What happens when he reaches 50 or even 60 pitches? Can he finish the batter in these situations?*
Answer: Yes, he can finish the batter at any time.
For example, David throws 5 pitches to Paul, who finally hits a single (for a total of 54 pitches). David's coach then removes him from the mound before he faces the next batter. For pitcher registration purposes, 50 pitches are recorded and David has one day of rest left.
In the same example where David faces Paul with 49 pitches in his arm, Paul hits 13 foul balls in a row before being retired on a fly ball to the outfield. David's coach removes him from the mound before he faces another batter. In reality, David threw 62 pitches, but for record-keeping purposes, David's milestone, in this case 50 pitches, is recorded, and David must take a single day of rest. Obviously, in either situation, if David remains on the mound and pitches to the batter following Paul, the actual number of pitches thrown by David is recorded.

Question: How does the announcement of pitches work*?*
Answer: The count of pitches thrown by the pitcher always starts at zero at the beginning of the first game of the day. ALWAYS. The only time the total number of pitches is added up when announcing pitches is when a pitcher pitches in two games on the same day. In this situation, the best practice is to announce the pitcher's daily total, not the number of pitches thrown during the game.

Question: *David is registered for a tournament that starts on Friday. How do we know if he is eligible to pitch in the tournament?*
Answer: ALL pitchers are eligible when the tournament begins, EXCEPT those who pitched on the two (2) consecutive days preceding the tournament (Wednesday and Thursday) due to the three consecutive days rule.

Question: *David pitches two innings on Wednesday evening in his league and is on the mound on Thursday at the tournament, where he throws 15 pitches. Can he pitch on Friday at the tournament, or even on Friday in his league?*
Answer: No. It is prohibited to pitch 3 consecutive days, regardless of whether the pitches were thrown during the regular season (league) or in a provincial competition (tournament or championship).

Question: *What happens to David's pitch count if the game is suspended under the circumstances described in Baseball Canada Rule 7.02?*
Answer: All pitches are counted. The pitcher receives credit for these pitches and they must be recorded, even in a suspended game. The normal rest period applies if David has thrown 36 or more pitches at the time of the game suspension.

Question: *If a suspended game continues on the same day, can David continue pitching when the game resumes?*
Answer: Absolutely. If David was the starting pitcher when the game was suspended, he can pitch and the pitch count continues. If he pitched during that same game and was removed from the mound before the suspension, he cannot return to pitch during the continuation of that game under any circumstances.

Question: *If a suspended game resumes the next day or even three days later, how do we know if David is eligible to pitch when the game resumes?*
Answer: First, any pitcher(s) who were removed from the mound before the game was suspended are not eligible to return to pitch when the game resumes. The pitcher who was on the mound at the time of the suspension is eligible to pitch when the game resumes if he is not on a day of rest.
If the game is postponed and resumed the next day, and David had thrown 25 pitches before the suspension, the pitch count is reset to zero, but David is limited to 50 pitches (75 pitches maximum over 2 days).
If the game is postponed for 2 or 3 days, and David had thrown 25 pitches before the suspension, the pitch count is reset to zero. David can throw 75 pitches when the game resumes.

Question: *David throws a perfect game/no-hitter when he reaches his maximum. Can he still continue pitching?*
Answer: NO, arm prevention is paramount.

ACCIDENT INSURANCE CLAIM PROCEDURES

It is important to know that:

1. The member must be affiliated with Baseball Quebec and the claim must be approved by the provincial office.

2. An accident report must be completed by a responsible person at the time of the accident and sent to Baseball Québec within thirty (30) days of the accident.

3. Members must obtain a claim form (proof of loss) available on the Baseball Québec website at **www.baseballquebec.com** under the "***Documents***" tab, "***Insurance***." Please note that there is a separate form for dental claims. The authorization form for the collection, use, and disclosure of personal information must be completed for all claims.

4. The member must duly complete all sections of the proof of claim form and have the attending physician complete the statement on the back of the form, then return everything to Baseball Québec within thirty (30) days of the accident. Please note that the costs incurred to have the insurance form completed are not reimbursable by the insurance company.

5. When completing the claim form, it is important to specify whether you have personal insurance, otherwise the form will be returned to you.

6. You have 90 days to return the original invoices related to your claim to Baseball Quebec. If your proof of claim is incomplete, it will be returned to you and the processing of your file will take longer.

7. In order to receive reimbursement from the insurance company, the member must have consulted a physician within 30 days of the accident and have been referred by the physician BEFORE undergoing any physiotherapy or chiropractic treatment. The attending physician's statement should normally be used for this purpose.

8. The insurance policy provides for the reimbursement of expenses resulting from bodily injury caused solely by an accident. Expenses resulting from injury caused by overuse of a limb or muscle are not reimbursable.

9. Baseball Québec's insurance coverage applies AFTER any other insurance coverage held by the member or their parents, if applicable. It can be used to cover the portion not paid by the insurer. You must send us the accident report and proof of claim within the required time frame, and when you receive reimbursement from your insurer, you must send us the explanatory stub for the reimbursement received.

*For information on the accident insurance claims process and the various insurance coverages, please refer to the Baseball Québec website at **www.baseballquebec.com** under the "**Documents**" tab, "**Insurance**."*

New

Integrity protection policy, rules and procedures

PLAYER/ATHLETE/PARTICIPANT'S CODE OF CONDUCT

To benefit optimally from the practice of sport or leisure, the player, the athlete, or the participant must have an attitude and behaviour which derive from the purest sportsmanship or camaraderie. The important thing is not to win or lose, but the way she or he practices the discipline (sports or leisure). She or he should never lose sight that this is a game.

To get the most fun, any player, athlete, or participant will have to:

- Play for fun while remembering that the practice of sport or leisure is not an end in itself, but a means;
- Strictly observe the rules of the game and the charter for sportsmanship
- Accept and respect the officials' decisions at all times;
- Respect at all times, the officials, opponents, and their supporters who must not become enemies;
- Always remain in control of yourself;
- Have exemplary conduct on and off the sets, using language without insult, vulgar expression, or profanity;
- Respect your coach and managers and follow their instructions when they are not against your well-being;
- Engage all your strength in the game by avoiding discouragement in failure, and vanity in victory;
- Respect the property of others and avoid theft or vandalism;
- Refuse and not tolerate the use of drugs, medication, or any stimulant to improve performance;
- Know that no abuse, harassment, negligence, violence, or inappropriate behaviour is tolerated, and report immediately to the coach or any person in authority any such act committed against another person or yourself;
- Read the "athlete" section of the www.sportbienetre.ca platform.
- Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member.
- Ensure that everyone is treated with respect and fairness.

Player/athlete/participant's, don't take any situation lightly or brush it off

Name and First Name _____ Signature _____ Date _____

I hereby, acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligations contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

New

Integrity protection policy, rules and procedures

COACH'S CODE OF CONDUCT

The coach must first and foremost be aware of the importance of his role and the great influence he has on the participants and on people around him. He must carry out a mission of education and of physical, moral, and social training with participants, and be worthy of this responsibility. He needs to focus more on the well-being and interests of the participants rather than on their results. He should not consider sport and leisure as an end in itself but as a tool for education.

To accomplish his task, the coach must:

Physical safety and health of the participants

- Ensure that training, competition, or activity facilities are safe at all times;
- Be prepared to respond quickly and appropriately in case of an emergency;
- Avoid putting participants in situations that are unnecessary or unsuitable for their level;
- Seek to preserve the health, safety, integrity, and well-being, present or future, of participants;
- Obtain parental consent to drive a minor participant to or from practice, competition, or an activity.

Coaching in a responsible way

- Use the authority associated with his position wisely and make decisions that are in the best interests of participants;
- Promote the development of the participants' self-esteem;
- Avoid taking personal advantage of a situation or decision;
- Know your limits in terms of knowledge/skills when making decisions, giving instructions, or taking action;
- Honor the commitments, the word given, and the objectives on which there was agreement. Maintain the confidentiality and privacy of personal information and use it appropriately;
- Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member;
- Refrain from all alcoholic beverages or drugs during the execution of duties and make players aware of the problems related to the use of these products as well as doping in sports;
- Ensure that everyone is treated with respect and fairness.

Integrity in relationships

» Avoid situations that may affect the objectivity, impartiality, or integrity of coaching duties.

» Refrain from any behaviour that constitutes abuse, harassment, negligence, and violence, or any inappropriate relationship with a participant.

» All activities should be planned so that a coach is never alone in a closed private location with a participant, or someone involved in the community. This location can be real (a room, a bedroom, lockers, a car) or virtual (message system, social networks).

» **In particular:**

- Electronic communications between a participant and a coach must include the participant's parents if participant is under the age of 18.
- Group e-mail must be preferred to private messages.
- The coach must request the presence of another adult when a participant visits his office or his room.
- The coach must not drive participants under the age of 18 to or from an activity (practice, party, competition, or other) without their parents' consent. He must get parental consent for any exceptional case.
- During trips involving a stay, the coach makes sure that the chaperones stay in a room next to the participants rooms.
- The coach must limit visits in the hotel rooms to same-sex visitors.
- The coach must ensure that the room checks are done by trained adults and preferably mixed pairs.

» Ensure that participants understand that abuse, harassment, negligence, violence, or inappropriate behaviour are not tolerated, and encourage the practice among participants to disclose and report such behaviours.

» The coach must refer to the guidelines offered on the www.sportbienetre.ca/ website.

Respect

» Ensure that everyone is treated equally, regardless of age, descent, color, race, citizenship, ethnicity, place of origin, language, belief, religion, athletic potential, disability, family status, marital status, gender identity, gender expression, gender, or sexual orientation;

» Preserve the dignity of each person when interacting with others;

» Respect the guidelines, rules, or policies in force.

Honor of sport

» Observe and enforce all regulations strictly;

» Wanting to compete against an opponent in fairness;

» Maintain dignity in all circumstances and exercise self-control;

» Respect the officials and accept their decisions without doubting their integrity.

Coach's, don't take any situation lightly or brush it off

Name and First Name _____ Signature _____ Date _____

I hereby, acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligations contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

New

Integrity protection policy, rules and procedures

OFFICIAL CODE OF CONDUCT

No competition may take place in a satisfactory manner without the presence of officials. Good ensures the pleasure of playing under the rules of the game and the protection of the participants. However, the decisions of the officials are often the source of many frustrations, their judgment rarely making unanimity.

An efficient and competent official must, therefore:

» Protect the integrity of the competition and the safety of the participants;

» Know the rules and their interpretation; Comply with the rules set out;

» Apply the rules objectively and impartially, fairly, and wisely;

» Communicate respectfully with participants;

» Be physically and mentally fit to complete the task;

» Avoid imposing oneself too much in order to stand out to the detriment of the participants.

» Plan all activities so that an official is never alone in a private closed location with a participant, or someone involved in the community. This location can be real (a room, a bedroom, lockers, a car) or virtual (message system, social networks).

» **In particular:**

- Electronic communications between a participant and an official must include the participant's parents if participant is under the age of 18.
- Group e-mail must be preferred to private messages.
- The official must request the presence of another adult when a participant visits his office or his room.
- The official must not drive participants under the age of 18 to or from an activity (practice, party, competition, or other) without their parents' consent. He must get parental consent for any exceptional case.
- During trips involving a stay, the official makes sure that the chaperones stay in a room next to the participants rooms.
- The official must limit visits in the hotel rooms to same-sex visitors.
- The official must ensure that the room checks are done by trained adults and preferably mixed pairs.

» Must refer to the guidelines offered on the www.sportbienetre.ca website.

» Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member.

» Refrain from all alcohol or drug use in the execution of duties.

» Ensure that everyone is treated with respect and fairness.

Official, don't take any situation lightly or brush it off

Name and First Name _____ Signature _____ Date _____

I hereby, acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligations contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

New

Integrity protection policy, rules and procedures

ADMINISTRATOR'S CODE OF CONDUCT

The decision-making process rests in the hands of the administrators. They have the ultimate responsibility for the quality of sporting or leisure activities. A local, regional, or provincial administrator must ensure that the practice of sport or leisure activities is in line with the values pursued by educational and social purposes.

To perform his role properly, the administrator must

- Recognize the participant as the central element of any decision or action
- Ensure that an equal opportunity to participate in the activities is offered to all participants, regardless of age, gender, or skill level;
- Ensure that the participants are supervised by skilled individuals who respect the principles valued by the organization;
- Promote fair play, social and civic engagement, and the spirit of solidarity;
- Promote all volunteer's participation in training programs or the advance courses
- Take all necessary measures to value and impose respect towards the officials;
- Take all necessary measures to ensure the safety and integrity of the participant;
- Ensure that the premises, facilities, equipment, and rules of the game meet the interests and needs of the participant;
- Ensure good relationships and contacts with the media, the public, and all organizations or individuals associated with the organization;
- Plan all activities so that a worker (coach, administrator, therapist, volunteer, official, etc.) is never alone in a closed private location with a participant, or someone involved in the community. This location can be real (a room, a bedroom, lockers, a car) or virtual (message system, social networks);
- Refer to the guidelines offered on the www.sportbienetre.ca website;
- Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member;
- Refrain from all alcohol or drug use in the execution of your duties;
- Ensure that everyone is treated with respect and fairness.

Administrator's, don't take any situation lightly or brush it off

Name and First Name _____ Signature _____ Date _____

I hereby, acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligations contained in the Integrity Policy and its Code of Conduct is punishable by sanction.

New

Integrity protection policy, rules and procedures

PARENTS CODE OF CONDUCT

Parents concerned about the development of their child should take an interest in their well-being and know the educational underlying values of sport or leisure. They must therefore collaborate in the use of sport or leisure as a means of education and expression so that their child can benefit from it.

To properly carry out their duties, parents must adopt the following behaviours:

- Show respect for coaches, managers, and officials;
- Have a good behaviour and use appropriate language;
- Avoid any verbal abuse towards the participants and support all efforts in this regard;
- Never forget that their child plays in a sport or takes part in a leisure activity for his pleasure, not for his parent's pleasure;
- Encourage their child to respect the sportsmanship charter, the rules of the game, or the internal management rules of their team or program;
- Recognize their child's outstanding performance as well as those of opposing participants;
- Help their child to improve their skills and develop sportsmanship or camaraderie;
- Teach their child that an honest effort is just as good as a victory;
- Objectively judge the possibilities of their child and avoid projections;
- Help their child choose one or more activities to their likings;
- Never ridicule a child for making a mistake or losing the game;
- Encourage their child, by their example, to respect the rules and resolve conflicts without aggression or violence;
- Read the guidelines offered on www.sportbienetre.ca website;
- Use social networks, the Internet, and other electronic media in an ethical and respectful manner towards colleagues, coaches, and managers, not to use it to provoke the opponent or another member;
- Ensure that everyone is treated with respect and fairness.

Parents, don't take any situation lightly or brush it off

Name and First Name	Signature	Date

Name and First Name	Signature	Date

I hereby, acknowledge that I have read the Integrity Policy and the Code of Conduct and adhere to its content. I also recognize that any breach of any of the obligations contained in the Integrity Policy and its Code of Conduct is punishable by sanction.