

5.2.12. Pitch Count

Level	Daily Pitches (No Rest)	Daily Pitches (1 day rest)	Daily Pitches (2 days rest)	Daily Pitches (3 days rest)	Daily Pitches (4 days rest)	Daily Max
11U/12U Girls	1 - 25	26 - 40	41 - 55	56 - 65	66 - 75	75
13U/14U Girls	1 - 30	31 - 45	46 - 60	61 - 75	76 - 85	85
15U/17U Girls	1 - 35	36 - 50	51 - 65	66 - 80	81 - 95	95
18U	1 - 40	41 - 55	56 - 70	71 - 85	86 - 105	105
22U	1 - 45	46 - 60	61 - 75	76 - 90	91 - 115	115

5.2.13. Pitch Count Three Day Maximum

A pitcher cannot pitch in 3 consecutive days UNLESS a pitcher's first 2 days combined does not exceed:

- 11U – 25 pitches
- 13U – 30 pitches
- 15U – 35 pitches
- 18U – 40 pitches
- 22U – 45 pitches

5.2.14. Pitch Count rules

5.2.14.1 Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in any two-day period.

5.2.14.2 A pitcher's combined 3-day pitch count cannot exceed:

- 11U/12U Girls - 105 pitches
- 13U Boys/14U Girls - 120 pitches
- 15U/17U Girls - 135 pitches
- 18U - 150 pitches

5.2.14.3 Pitch Counts will be used for all BNS sanctioned tournaments (Qualifications, Provincial, Atlantic's, Bluenose league play & National Eliminations).

5.2.14.4 Pitch Counts will be used in 11U,12U Girls, 13U, 14U Girls, 15U, 17U Girls, 18U & 22U at the A, AA & AAA levels.

5.2.14.5 Warm up pitches & throws to other bases should not be included in the Pitch Count.

5.2.14.6 Pitches thrown on a called balk count towards pitch count. If the pitch is not delivered, no pitch is recorded.

5.2.14.7 In all Baseball Nova Scotia sanctioned competitions, once a pitcher is about to throw the pitch which would lead him/her to reach any one of the pitch count thresholds and the coach wishes not to throw this pitcher past this threshold, the coach will call time and indicate to the umpire this would be the last batter. Once that at-bat is completed, the pitcher must be withdrawn and be credited with only throwing the limit of pitches for that particular threshold.

For example, in 15U, if a coach wants a pitcher to be withdrawn at 35 pitches, they will signal to the umpire prior to the throwing of the 35th pitch. "Last batter".

Once the pitcher finishes that batter, he/she would be withdrawn from the game and credited with throwing 35 pitches even if they threw any additional pitches to retire the batter.

5.2.14.8 When the pitcher reaches their daily max, they may finish the batter.

5.2.14.9 Should a pitcher throw under the daily threshold in their first game of the day, and pitches a second time that day, they must announce the last batter before the two-game total reaches the daily threshold. For example, in 15U, a pitcher throws 20 pitches Saturday morning, and returns to pitch again in another game Saturday afternoon. If the coach wants to have the pitcher available for Sunday, the coach must announce the last batter before the pitcher throw pitch number 15 in game two (which would be 35 pitches on the day).

5.2.14.10 Calling last batter is only applicable to the daily pitch thresholds as defined in the Pitch Count chart. It cannot be called to stay under limits as it relates to two and three day thresholds. (I.E an 11U pitcher throws 25 pitches on day 1. Last batter can be called prior to the 26th pitch. If the pitcher throws on day 2, last batter CANNOT be called prior to pitch 15 on the day to stay under the two day threshold. Once the pitcher has thrown the 16th pitch to pass 40 pitches for the two days, the two day threshold has been passed and the pitcher would not be eligible to pitch again in the tournament).

5.2.14.11 Players who hit their two day limit in the first game of the day are not eligible to pitch for the rest of the day (I.E an 11U pitcher throws 20 pitches on Friday. They throw 25 pitches in game 1 on Saturday. Since they've passed the 40 pitch threshold that requires two days rest, they are not eligible to pitch again that day)

5.2.14.12 For the purposes of recording pitch count in situations where a pitcher was removed in the first game of a day after the last batter is announced, the pitches thrown will reflect the threshold (not the exact number of pitches thrown). For example, in 15U, the last batter is announced as a pitcher reaches their daily 35 pitch threshold. The pitcher throws 37 pitches to complete the batter. The pitches shall be recorded as 35, and the pitcher would be eligible to pitch 60 pitches in game 2 that day.

5.2.14.13 Players playing in an older age division must abide by the Pitch Count rules for the age division they belong in. Example: 13U eligible player pitching in 15U Provincials must abide by 13U pitch count rules.

5.2.14.14 The Pitch Count Official must warn coaches of any pitcher reaching the daily minimum/maximum level of pitches.

5.2.14.15 Official Pitch Count sheets should be kept during each tournament to prove compliance. BNS will supply these Pitch Count sheets. Hosts must be able to produce these if requested by BNS. Any changes made to the official pitch count sheets (a corrected error), is to be struck through with a single line and the change initialled by both coaches.

5.2.14.16 If a team does not have any remaining players eligible to pitch in a game the opposing coach may designate a player who has yet to pitch in that game, this pitcher may not throw more than 30 pitches.

5.2.14.17 The total number of pitches thrown by an ambidextrous pitcher are counted for the purpose of calculating pitch count, regardless of which arm or combination there- of is throwing.

5.2.14.18 Once a player pitches in a game, he or she cannot catch for the remainder of the day.

5.2.15. Pitch Tracking

It is the responsibility of the OFFICIAL SCORER to track the pitches/ innings pitched for all those participating. All information regarding this shall be recorded and made available to any team requesting the information. If there is any discrepancy between a team's total and that of the official scorer, the OFFICIAL SCORER'S information will take precedence and is NOT subject to appeal. In the absence of an official scorer, the tournament chairman shall record the pitches/innings pitched by all pitchers and provide this information as requested.

5.2.16. Pitch Count & Suspended Games

When a game is stopped by inclement weather or for any reason other than a mercy rule, that specific game has to be resumed at the point of stoppage. If Pitcher "A" is the starting pitcher of a game and has a pitch count below the first threshold, Pitcher "A" can then be used as a pitcher again for that particular game but considering he will be carrying the number of pitches thrown when the game stopped. This applies for a game that is resumed on the same day or on the next day.

Example: if Pitcher "A" threw 30 pitches at 15U Nationals, he will then be allowed to throw a maximum of 65 pitches when the game resumes. If Pitcher "A" had thrown 36 pitches

when the rain started, he would not be eligible to pitch if that game is re-scheduled for the next day as he needs his full day of rest. If the game is resumed during the same day, he can then come back as pitcher while carrying his pitches.

5.2.17. Pitch Count Violations

If there is a violation of the pitching restrictions, the onus is on the official scorer or, in their absence, the opposing manager to bring the matter to the attention of the team at fault through the umpires. Only once the team has been informed of the violation or the impending potential for violation, the team is then responsible to ensure that the rules regarding pitching restrictions are followed. If after this point, the team continues to violate these rules, the team shall immediately forfeit the game.

5.3.10.5. Six Team Draw

- The schedule format for the six-team draws shall be:

Game 1:	A vs D	Game 6:	C vs D
Game 2:	B vs E	Game 7:	A vs F
Game 3:	C vs F	Game 8:	B vs D
Game 4:	A vs E	Game 9:	C vs E
Game 5:	B vs F		
Game 10:	1 vs 4		
Game 11:	2 vs 3		
Game 12:	Championship Game		

- At the end of the round robin, the teams will be ranked from 1st to ^{3rd}~~4th~~ to determine the *quarter-final* and semi-final games. The rankings will be determined by the following:
 - Win/loss record
 - Head-to-head record (two team tie only)
 - Differential Runs (defensive first, then offensive as per tie-breaking rule)

5.3.11. Tie Breaking Procedures

5.3.11.1 This rule does not come into effect for a tie in a 6 team format until noted to do so.

5.3.11.2 When two teams are tied, the record of the two teams against each other will determine the position of finish. The team, which won between the two teams, finishes higher in the standings.

5.3.11.3 Where two or more teams are still tied, calculating to two decimal places the team, which has given up the fewest defensive runs per defensive inning played, will break the tie. Under this formula, the team haven given up the fewest runs per defensive inning finishes higher in the standings, the team having given up the second fewest runs per defensive innings next, and so on.

5.3.11.4 When two or more teams are still tied, calculating to two decimal places the team, which has scored the greatest number of offensive runs per offensive inning played, will break the tie. The team scoring the greatest number of runs per offensive inning finishes higher in the standings, the team having scored the second highest runs per offensive innings next, and so on.

5.3.11.5 In the very unlikely event that two or more teams are still tied, the tie shall be broken by one or more coin tosses conducted by the host.

5.3.11.6 Where there are no innings played, all scores of forfeited games shall be excluded from the tie breaking process.

5.3.11.7 Throughout the tie breaking procedure, only those games involving the teams tied shall be considered. In a four-team tournament, for example, whereby Teams A, B and C are tied with each other, those games only shall be considered for the purpose of the tie breaking procedure. Any game involving Team D, no matter who their opponent was, shall not be considered for the tie breaking procedure.

5.3.11.8 For the purpose of calculating innings, each out counts as one third of an inning so that if, for example, the game ends with one out in the sixth inning then the team will have played five and one third innings for the purpose of any such calculation pursuant to this rule.

5.3.11.9 Runs scored in extra innings during the round robin do not count towards tie breaking calculations. Only runs scored during regular play shall count towards tie breaking calculations.

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