



2009 CANADA SUMMER GAMES

BASEBALL TECHNICAL PACKAGE

Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each NSO's version of prospective high performance athletes.

Every Games' coach, manager, Sport Chairperson and Mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from the Sport Committee of the Canada Games Council through his or her Chef de Mission or National Sport Organization.

Technical Packages are developed primarily by National Sport Organizations, following principles, guidelines and requirements of the Canada Games Council. As the overall governing body of the Games, the Council has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the NSO concerned.

If an individual wishes to initiate a change to a Technical Package leading up to a Games, the desired change should be first directed to the National Sport Organization or the Chef de Mission. The NSO or Chef will evaluate the merits of the change and will, if it has merit, submit the requested change to the Sport Committee of the Canada Games Council. The NSO or Chef will submit the rationale for the change. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after three years prior to the Games. Substantive changes to events or competition formats will not be considered after 18 months before the Games. Minor corrections will be considered at almost anytime, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package early.



**2009 PEI CANADA SUMMER GAMES
TECHNICAL PACKAGE**

1. SPORT: BASEBALL

2. PARTICIPANTS:

2.1 Competitors: Male 18

2.2 Staff: 1 Manager, and 2 Coaches, at least one of which
must be male

3. CLASSIFICATION:

19 years of age and younger as of December 31, 2009
Year of birth: 1990 or later

4. ELIGIBILITY:

4.1 Coaches:

Any staff listed as coaches on the official registration form must be fully certified (theory, technical and practical) under the National Coaching Certification Program to at least Level 3, or the equivalent in the new NCCP Competition Stream, Development Context (Trained status) in Baseball. These coaches must be so certified not later than 90 days before the opening of the Games (May 17, 2009).

4.2 Competitors:

Excluded from the Canada Games are:

- (a) Non amateurs and professionals (note: Baseball Canada's amateur re-instatement rules will apply;).



In accordance with Baseball Canada's amateur/professional rules, an athlete that signs a professional contract but has not yet received any payment under the terms of such contract is eligible for the Canada Games.

5. COMPETITION:

CFAB RULES - ROUND ROBIN TWO DIVISIONS

Seeding for Competition

Seeding shall be based on the results of the 2005 Canada Summer Games, and teams shall be grouped as follows:

Pool A: 1 (ON) - 4 (NB) - 5 (QC) - 8 (NS) - 9 (NL)

Pool B: 2 (BC) - 3 (AB) - 6 (MB) - 7 (SK) - 10 (PEI)

Competition Schedules

Following round-robin play within each pool, the top two teams in each pool play off for medals and other teams for ranking as follows:

<u>Semi-Finals</u>	<u>Game #1</u>	<u>Game #2</u>
	1a vs 2b	2a vs 1b

Finals

Winner Games 1 vs Winner Game 2	Winner - Gold
	Loser - Silver
Loser Game 1 vs Loser Game 2	Winner - Bronze
	Loser - 4th
3a vs 3b	Winner - 5th
	Loser - 6th
4a vs 4b	Winner - 7th
	Loser - 8th
5a vs 5b	Winner - 9th
	Loser - 10th

6. SPORT SCORING:

Games to consist of 7 innings, unless tied.

Points = win - 2 points
 loss - 0 point

The ten-run rule will be in effect anytime after the completion of 5 (or 4½) innings of play. The umpire will award the game to the team with a lead of 10 or more runs anytime after the trailing team has had 5 or more turns at bat.

7. PROVINCIAL/TERRITORIAL RANKING:

Following the final ranking of all teams, points for the Games Flag will be awarded as follows:

1st place - 10 points	6th place - 5 points	11th place - 1 1/2 points
2nd place - 9 points	7th place - 4 points	12th place - 1 point
3rd place - 8 points	8th place - 3 points	13th place - 1/2 point
4th place - 7 points	9th place - 2 1/2 points	
5th place - 6 points	10th place - 2 points	

8. TIE BREAKING RULE - COMPETITION:

All games will be played until a winner is declared.

9. PROVINCIAL/TERRITORIAL RANKING - TIE BREAKING:

Please note the following before going through the tie-breaking formula:

9.1 When a multiple tie occurs and is only partially resolved, the remaining ties will be resolved by continuing on with the remaining tie breaking priorities until all 3 priorities have been exhausted. Then, and only then, will the remaining tied teams return to priority number 1 and proceed through the order again.

9.2 In a three-way tie, for first place only, one team will be awarded first place using the formula. The second and third teams involved in the tie will play a playoff game with the winner to advance to the championship round with the first place team.

9.3 In any tie scenario for 2nd place after round-robin play, teams will be placed using the tie breaking procedures and the 2nd and 3rd place team will then play a playoff game to determine which team will advance to medal play.

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

Should ties occur between the provinces, division standings will be decided according to the following priorities:

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

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

4. If the tie still persists, the team having the best win-loss record in games played versus the highest placed team not in the tie, followed by comparison against the next highest placed team, etc. will place higher in the standings.

10. MEDALS:

GOLD 18

SILVER 18

BRONZE 18

11. COMPETITIVE UNIFORM:

Provincial/Territorial colours must be worn.

In the event that team uniform colours are similar and may cause confusion, the designated "Home" team must be prepared to change into an alternate set of uniforms. *It is highly recommended that players' names appear on the back of the uniform.*

12. EQUIPMENT:

Only wooden bats will be allowed for the competition.

13. APPENDIX:

The attached appendices form an integral part of this technical package.

APPENDIX 1

2009 Prince Edward Island Canada Summer Games

Competitor Eligibility

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens and landed immigrants.
3. The Games are open to amateur athletes **who are members** in good standing of their provincial and/or national sport organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the province or territory they are representing. An athlete can have only one domicile.
5. Students attending school on a full-time basis outside their province of permanent residence during the year of the Games shall be permitted to compete for either their province of permanent residence or the province in which the athlete attends school. To be eligible to compete for the province where the athlete attends school, the student must be enrolled on a full-time basis during the 2008-2009 academic year.
6. If a non-student athlete attends a recognized national training centre outside his or her province of permanent residence, the athlete is encouraged to represent his or her province of permanent residence; however, the athlete could represent the province where the centre is located under the terms of paragraph (7), below.
7. Exceptions to the domicile requirement will be possible if the athlete can demonstrate a commitment to the province or territory she or he wishes to represent by such means as having been a member of a club or provincial sport organization in that province for the entire previous competitive season, having represented that province or territory at a previous national or regional championship or having attended school full-time the previous academic year or a recognized national training centre full-time during the previous 12 months. Other similar circumstances may be considered.
8. An athlete is permitted to try out for only one province or territory per Games.
9. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. **Coaches or PSOs must bring forward any unclear cases to their Chef de Mission and to their NSO as early as possible before the competition for forwarding to the Sport Committee.**



10. Where a team/province/Chef wishes to challenge the eligibility of an athlete on another provincial/ territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

OTHER

1. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to *a maximum size of 60 square centimetres*.
2. The only coaching permitted is by those accredited coaches identified in the Technical Package. Personal coaches of athletes or additional coaches of any type will not receive accreditation and will not have access to competition or training areas.
3. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Sport Medicine Council of Canada assists the Host Society by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

APPENDIX 2

Provincial-Territorial Ranking: Tie Breaking

Example:

B.C., Ontario and Newfoundland all tied after the completion of the Round Robin portion of the tournament.

Priority 1:

B.C. defeated Ontario 6 - 3

Newfoundland defeated B.C. 6 - 4

Ontario defeated Newfoundland 10 - 8

* No tie resolved, move to next priority

Priority 2:

B.C. 9 runs against in 14 innings $(9/14) = .643$

Ontario 14 runs against in 14 innings $(14/14) = 1.000$

NL 14 runs against in 14 innings $(14/14) = 1.000$

*B.C. emerges from the tie but Ontario and Newfoundland remain tied and must move to next priority

Priority 3:

Ontario 13 runs for in 14 innings $(13/14) = .929$

NL 14 runs for in 14 innings $(14/14) = 1.000$

*Newfoundland emerges from the tie

Example of fractional inning scenarios:

**Fractional innings calculation is used when a game ends before 3 out are made.*

Scenario # 1

If the home team wins the game in the bottom of the seventh inning by scoring a run with nobody out, the inning count will be:

Visiting Team: 7 offensive innings and 6 defensive innings

Home Team: 6 offensive innings and 7 defensive innings

Scenario #2

If the home team wins the game in the bottom of the seventh inning by scoring a run with one out, the inning count will be:

Visiting Team: 7 offensive innings and $6 \frac{1}{3}$ defensive innings

Home Team: $6 \frac{1}{3}$ offensive innings and 7 defensive innings

Scenario #3

The same application of the rule is used in a mercy rule situation. If the home team is awarded the game by the mercy rule after two outs in the bottom of the fifth inning the inning count will be:

Visiting Team: 5 offensive innings, 4 $\frac{2}{3}$ defensive innings

Home Team 4 $\frac{2}{3}$ offensive innings 5 defensive innings.