



2017 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 National Sport Organization's (NSO) version of athletes in the "training to compete" phase of its Long Term Athlete Development Model (LTAD), or other suitable phase of the model as justified by the NSO, discussed with the LTAD expert group, and approved by the Canada Games Council (CGC) Sport Committee.

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 CGC Sport Committee through his or her Chef de Mission or NSO.

Technical Packages are developed 36 to 24 months prior to Games primarily by NSOs, following principles outlined in this document, guidelines and requirements of the CGC. As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO. Technical Packages are developed by sport, not disciplines.

If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will evaluate the merits of the request and will, if it has merit, submit the requested change or clarification to the CGC's Sport Division for consideration. The NSO or Chef de Mission will submit the rationale for the request. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered after 36 months prior to the Games. Additions or changes to events/competition formats that result in a significant cost increase to the Host Society will not be considered after 24 months before the Games, unless approved by the CGC and the Host Society. Substantive changes to events or competition formats will not be considered after 18 months before the Games, unless approved by all participating Provincial/Territorial associations and the CGC. Minor corrections will be considered at almost any time, 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 by Games' participants early.

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**2017 Canada Summer Games
Baseball Technical Package**

1. SPORT: BASEBALL

2. PARTICIPANTS:

2.1. Competitors:

Male: 20

2.2. Staff:

3 Coaches, at least one (1) of which must be male

2.3. Additional Team Staff*:

- Apprentice Coach
 - See [Women in Coaching Canada Games Apprenticeship Program](#)
 - See [Aboriginal Apprentice Coach Program](#)
 - Apprentice coaches have same access as competitors and team staff.

- Venue Pass Holder
 - See [Venue Pass Holder Policy](#)
 - Venue Pass Holders do not have access to the field of play
 - Venue Pass Holder's access:
 - Front of House (Spectator areas)
 - Team Areas (athletes lounge, change rooms)

* Additional Team staff positions are administered by the Provincial/Territorial (P/T) Mission Team. Positions must be applied for based on each P/T Missions process. For information pertaining to the process in your P/T contact your Chef de Mission.

3. CLASSIFICATION:

BC, ON, QC:

17 years of age and younger as of December 31, 2017

Year of birth: 2000 or later

AB, MB, NB, NL, NS, PE, SK:

17 years of age and younger as of December 31, 2017, plus two (2) athletes 18 years of age as of December 31, 2017.

Year of birth: 2000 or later plus two (2) athletes 1999.

4. ELIGIBILITY

4.1. Coaches:

Head coaches on the official registration form must have achieved at least Level 3 certification or Competition stream, Development Context, Certified status in Baseball under the National Coaching Certification Program (NCCP). These coaches must be so certified not later than 180 days before the opening of the Games (January 30, 2017).

Assistant coaches on the official registration form must have achieved at least Level 3 certification or Competition stream, Development context, Trained status in Baseball under the NCCP. These coaches must be so certified not later than 180 days before the opening of the Games (January 30, 2017).

If a Provincial/Territorial team does not distinguish between a head coach and assistant coaches, at least one of the team's coaches must be Level 3 certified or Competition stream, Development context, Certified status in Baseball under the NCCP, while the others must be Level 3 certified or Competition stream, Development Context, Trained status, under the NCCP.

Baseball Coaches are not eligible for coach certification exemptions under the Canada Games Council coach certification policy.

4.2. Competitors:

Excluded from the Canada Games are:

- Senior National Team athletes are not eligible for the Canada Games*;
- Athletes that have held an SR1 or SR2 card (as defined by Sport Canada's Athlete Assistance program) at any time;
- 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.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to carding status or National Team status (i.e., no athlete will be excluded if they become National Senior Team members for the first time or are granted carding status after May 1st, 2017).

* Athletes who hold a C card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Requests must be submitted to the respective Provincial/Territorial Chef de Mission and approved by the Canada Games Council's Sport Committee.

5. COMPETITION:

5.1. Competition Format:

Games will be played under the most current Baseball Canada Rules as of January 1st, 2017.

The competition will be a ten (10) team two pool round robin format (seeding for the pools is described in section 5.2 below). Should more or less than ten (10) teams enter the event, Baseball Canada will update the technical package in a timely manner to reflect an updated competition format.

Games will consist of 7 innings, unless tied.

The winning team of each game will receive 2 points, the losing team 0 points. Teams will be ranked within their pool based on the number of accumulated points (from highest to lowest).

The ten run rule will be in effect any time after the completion of 5 (or 4.5) innings of play. The umpire will award the game to the team with a lead of ten (10) or more runs any time after the trailing team has had 5 or more turns at bat.

5.2. Seeding for Competition:

Seeding shall be based on the results from the 2014 – 2016 Baseball Canada Cups, using the following format:

- Each year, the team that finishes first (1st) will receive 10 points, team finishing 2nd will receive 9 points, and so forth, with the team finishing 10th receiving 1 point.

- Following the 2016 Baseball Canada Cup the team with the most points will be seeded 1 for the 2017 Canada Games, the team with the 2nd most points seeded 2 and so forth, with the team finishing with the least amount of points being seeded 10th.
- Seeded teams will be placed into pools in the following manner:

Pool A: 1, 2, 3, 4

Pool B: 5, 6, 7, 8, 9, 10

5.3. Competition Schedule

In pool play, Pool A will play a double round robin (teams play each other twice), Pool B will play a single round robin.

- Upon completion of pool play, the first (1st) place team from Pool A will play the first (1st) place team from Pool B in a semi final game. The winner will advance to the Gold medal game and the loser will advance to the Bronze medal game.
- The second (2nd) place team from Pool A will advance to a semi final game and play the winner of the quarter final game. The winner will advance to the Gold medal game and the loser will advance to the Bronze medal game.
- The third (3rd) place team from Pool A and the second (2nd) place team from Pool B will play in a quarter final game. The winner will advance to a semi final game and the loser will advance to the 5th place game.
- The fourth (4th) place team in Pool A will advance to the 5th place game and play the loser of the quarter final game. The winner will receive 5th place and the loser will receive 6th place.
- The third (3rd) place team in Pool B will play the fourth (4th) place team in Pool B in the 7th place game. The winner will receive 7th place and the loser will receive 8th place.
- The fifth (5th) place team in Pool B will play the sixth (6th) place team in Pool B in the 9th place game. The winner will receive 9th place and the loser will receive 10th place.

6. SPORT SCORING:

Teams will be ranked from 1st to last place. Based on the final rankings, teams will be awarded sport scoring as follows:

1st place – 10 points
2nd place – 9 points
3rd place – 8 points
4th place – 7 points
5th place – 6 points

6th place – 5 points
7th place – 4 points
8th place – 3 points
9th place – 2.5 points
10th place – 2 points

11th place – 1.5 points
12th place – 1 point
13th place – 0.5 points

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
2nd place - 9 points
3rd place - 8 points
4th place - 7 points
5th place - 6 points

6th place - 5 points
7th place - 4 points
8th place - 3 points
9th place - 2.5 points
10th place - 2 points

11th place - 1.5 points
12th place - 1 point
13th place - 0.5 points

8. TIE BREAKING RULE – COMPETITION:

All games will be played until a winner is declared.

If a **preliminary round robin** game is tied at the completion of regulation (7 innings), the following procedures will be implemented during extra innings: Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

If a **playoff/medal round** game is tied at the completion of regulation (7 innings), the teams will play extra innings until a winner is declared. Each team will begin the extra inning (and any subsequent necessary extra innings) with no players on base and no outs. The batting order of the extra innings or any subsequent innings will be determined by how the previous inning ended. The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

If there is a tie in the pool rankings following the round robin, the following tie-breaking formula will be applied:

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

8.1.1. 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 priorities have been exhausted. Then, and only then, will the remaining tied teams return to priority number 1 and proceed through the order again.

8.1.2. In the “A” pool, if teams end up with the same record, the tie breaking formula will be used. If in the “B” pool three teams end up tied for 1st place with a 4-1 record, the tie-breaking formula will be used to determine the team who will finish 1st and advancing to quarter finals. A playoff game will be played between the two remaining teams to determine which team will move into the quarter finals (winner) and which will play in the 3B vs 4B game (loser). For any other tie scenarios in the “B” pool, the tie-breaking formula will be used.

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

8.2. Should ties occur between the Provinces/Territories, division standings will be decided according to the following priorities:

8.2.1. The team with the best win-loss record in the game(s) between or among the tied teams will place higher in the standings;

8.2.2. If the tie still persists, the placement of the teams will be dictated by the ratio of number of runs against per defensive inning for games between or among the original tied teams;

8.2.3. If the tie still 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.

8.2.4. 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;

8.2.5. If the tie still persists, the team with the best defensive ratio of defensive runs per defensive inning in all games will place higher in the standings;

8.2.6. If the tie still persists, the team with the best offensive ratio of offensive runs per offensive inning in all games will place higher in the standings.

9. PROVINCIAL/TERRITORIAL RANKING – TIE BREAKING:

All teams playoff for final rankings, 1st through last. There is no possibility of a tie in the final Provincial/Territorial rankings at the conclusion of the competition.

10. MEDALS:

Total: Gold: 20 Silver: 20 Bronze: 20

11. COMPETITIVE UNIFORM:

Provincial/Territorial colours must be worn.

In the event that team uniform colours are similar and may cause confusion, the designate "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 or bamboo bats will be allowed for the competition.

13. APPENDICES:

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

APPENDIX 1 – COMPETITOR ELIGIBILITY

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens or permanent residents.
3. The Canada Games are open to athletes who are members in good standing of their sport's Provincial/Territorial 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. An athlete attending school on a full-time basis outside his or her Province or Territory of permanent residence during the year of the Canada Games shall be permitted to compete for either their Province or Territory of permanent residence or the Province or Territory in which the athlete attends school. To be eligible to compete for the Province/Territory where the athlete attends school, the student must be enrolled on a full-time basis during the current academic year.
6. An athlete who is training outside his or her Province or Territory of permanent residence may represent the Province or Territory in which they are training provided he or she can demonstrate a commitment to the Province or Territory she or he wishes to represent by:
 - i) Having been a member of a club or Provincial/Territorial Sport Organization in that Province/Territory for the entire previous or current competitive season

- AND –
 - ii) Having represented that Province or Territory at an international, national or regional championship,

- AND –
 - iii) Not having received direct development funding from their Province or Territory of permanent residence within a year of the opening of the Games, unless the funding jurisdiction provides permission for the athlete to compete for another team.

- OR
 - iv) Other similar circumstances may be considered.
7. An athlete is permitted to try out for any Province or Territory of eligibility but can only try out for one Province or Territory per sport (i.e. an athlete may try out for swimming for one Province or Territory but cannot try out for swimming in another Province or Territory. An athlete may try out

for one Province or Territory in swimming, and may try out for another Province or Territory in diving).

8. Athletes may only compete for one Province or Territory at a single Canada Games.
9. Athletes may not compete in two sports at one Canada Games if they are scheduled in the same week.
10. 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 P/TSOs 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.
11. Where a team/Province/Territory/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

12. 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 centimeters.
13. 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

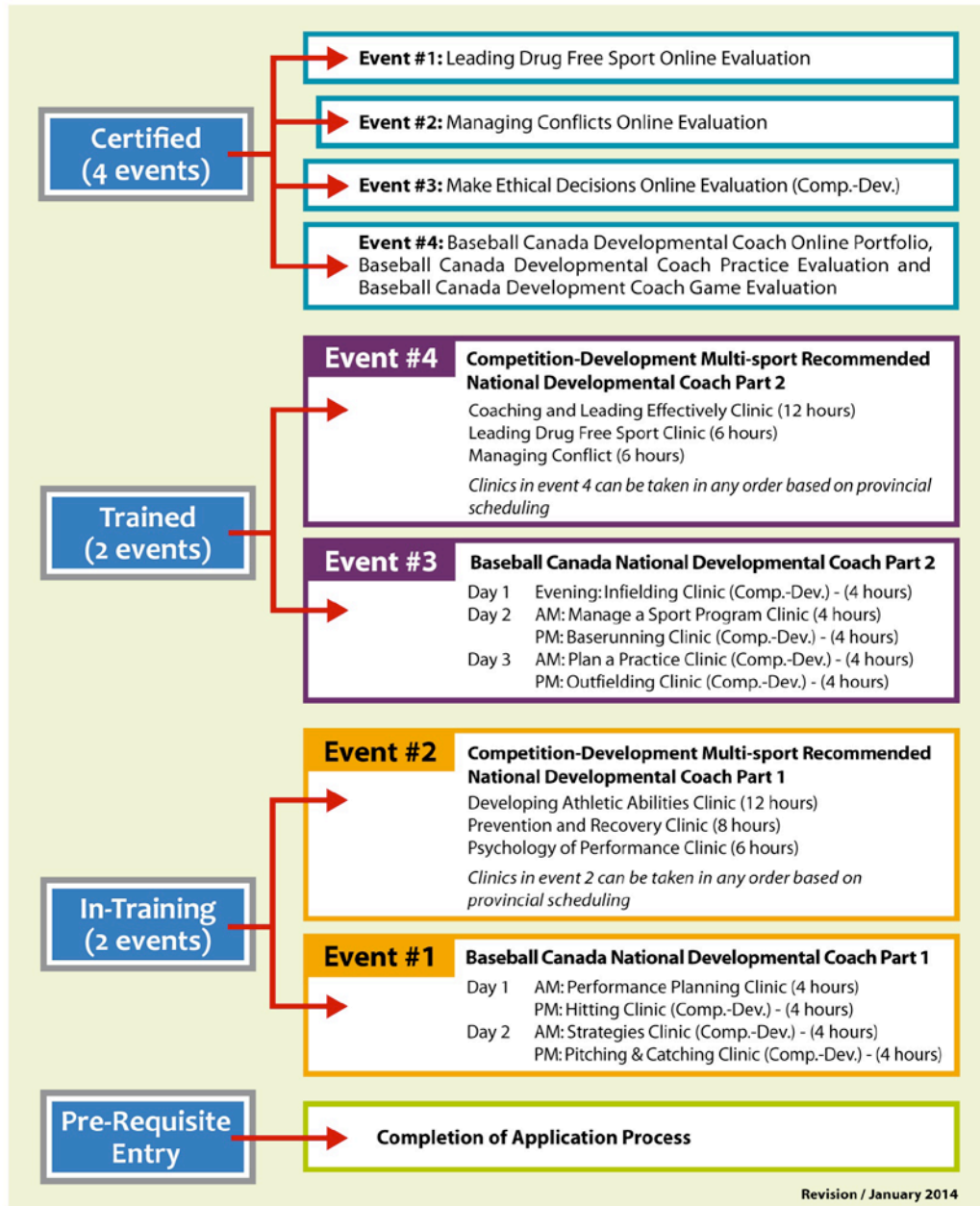
Scenario #3

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: 7 offensive innings, 4 2/3 defensive innings

Home Team: 4 2/3 offensive innings, 5 defensive innings

APPENDIX 3 – COACH CERTIFICATION REQUIREMENTS



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APPENDIX 4 – PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective National Sport Organizations, at the request of the Canada Games Council and the Federal-Provincial/Territorial Sport Committee (FPTSC,) to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Learning to Compete phase of Baseball Canada's LTAD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

Baseball Canada recognizes regional differences on how athletes are selected for the Canada Games. Below are some guidelines for provinces to follow as to the type of athletes accessing the Canada Games.

1. Provincial Teams at Canada Games should include the best athletes within the chosen stage of development or age group. In the case of baseball, the Learn to Compete Stage of Development has been identified as the ideal stage of development for the Canada Games.
2. Selected pool of athletes should all have the opportunity to try out for the provincial Canada Games Team. No club team is entering the Canada Games.
3. Potential athletes should be athletes involved in Elite baseball in the respective provinces at the 18U division.
4. Potential athletes should be training on an annual basis as part of an elite program, school based program or any other high performance environment.
5. Potential athletes should have started the process of specialization to a specific playing position.
6. Potential athletes should be engaged in a more serious environment with the technical, tactical, physical and mental aspects of the game being considered on an annual basis and with an off season training protocol.
7. A typical team usually includes 7 to 9 pitchers with 11 to 13 position players considering some athletes could be dual position players.