



DÉFI SPORTIF
ALTERGO

BASEBALL

DÉFI SPORTIF ALTERGO 2024

SCHOOL SPORTS RULES



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1. REGISTRATION

1.1. Registration platform

For registrations, connect to the [registration platform](#). Each school is responsible for its registrations.

1.2. Registration limit

Each schools and rehab centers, can register **a limited number of young athletes**. Refer to the table below for details.

2. TEAMS

BASEBALL				
LEVEL	FIELD	NUMBER OF PLAYERS IN THE FIELD	MAXIMUM NUMBER OF PLAYERS / TEAM	MAXIMUM NUMBER OF TEAM/ DIVISION
Elementary school	Outdoor	6 players	9 players	6 teams
High school	Outdoor	6 players	9 players	6 teams

Teams can be mixed

3. DIVISIONS

- Divisions are determined by registration, the number of teams, and the previous year's results.
- An error in classification will automatically disqualify the team. A friendly match can be played. The winning score of 3-0 will be given to the properly classified team.
- **We give the title of "buddy" to guides that will be on the field with athletes. They can guide the actions of the players, but cannot intervene directly.**

DIVISION	A	B	C
Elementary school		x	x
High school	x	x	x

3.1. Division A (only for high school athletes)

Category for autonomous athletes: no guides are allowed on the field to lead the defensive. This category will play according to the same rules as non-adapted baseball.

3.2. Division B

Category for semi-autonomous athletes: 3 buddies to verbally lead the defensive.

3.3. Division C

Category without outs: teams are allowed 1 buddy per athlete. Athletes in this category generally do not have the physical and / or intellectual abilities to play under the regular rules of baseball.

Example of C division players:



4. EQUIPMENT

Each team must wear matching numbered jerseys. If the teams have conflicting colored jerseys, bibs will be distributed to one of the teams by the organizers of the competition. A coin toss will determine the team that will be wearing the bibs.

4.1. Mandatory equipment

Wearing a helmet with two ears is mandatory for all batters and runners (Défi sportif AlterGo can provide the helmets).

4.2. Equipment for the games

- **The foam batting stick** must be a maximum length of 32 inches and a maximum barrel of two inches and three quarters ($2\frac{3}{4}$) in diameter. A batter is out for illegal action when he uses or attempts to use an illegal bat. No player may advance on the play, but all outs made in such a play are maintained. A batter is considered to have used or attempted to use an illegal bat if he brings such a stick in the batting box.

5. GENERAL RULES

A team must respect the fair playing time rule for all of its players. All team players must have been on the bench at least once during a match. That will be recorded. The sports consultant has the right to disqualify any team that does not conform to the rule. After a warning, the team will lose the ongoing game.

5.1. Positioning

- At all times, 6 players must be defending; a maximum of 2 players must be in the pitcher's circle, and the other players must be positioned inside the fair ball territory. This allows for the presence of one (1) or more coaches of the defensive team to be on the field, being placed behind defending players. The team batting must appoint a selected pitcher. If a coach is unintentionally hit by a batted ball or a relay, the ball remains in play.
- PITCHER: One (1) player must be placed behind the designated batter to play the defensive role of the pitcher (except in high school level A division), even when the T-ball is used.
- The designated pitcher must be a coach or volunteer appointed by the batting team.
- The designated catcher will be a volunteer provide by the Défi sportif AlterGo.
- The players who are on the bench in the first inning join the game on a rotational basis from the second round on.
- A player can't be inactive for more than one round.

6. SPECIFICS RULES

6.1. Division A

- An out can be completed. However, defensive players must not make contact with the runner to complete a withdrawal; if the defensive player is in contact with the cushion while in possession of the ball before the opposing player touches the base, he will be sent off.
- A half-inning ends on the 3rd out or after the batting team makes 5 points. There is then a change of role for the teams.
- For high school division a: the rubber ball must be 9 inches in circumference (23 cm).

6.2. Division B

- An out can be completed. However, the half round will be over when all 6 batters have hit the ball.
- When a ball toss towards a base exceeds the defensive player who finds himself on the base, the play is dead.
- If the defensive player on base touches the ball before the runner touch the base, the offensive player will be out. If the throw is off target, the runner is automatically "safe" but cannot move towards the next base unless he has already passed this base.

6.3. Division C

- When the ball is hit from the throw or T-ball, the game ends when a defensive player is in possession of the ball and throw to or touch a base or the pitchers mount. Runners can only get to the next base they are aiming for.
- There are no outs.
- When the ball passes the "diamond" (the lines connecting the 1st, 2nd and 3rd cushions), there is an automatic double.
- If the batter hits the ball more than 50 feet from home plate on the ground or in the air, there is a homerun.

- Exceptionally, a level C athlete may use a light tennis racket if the use of the foam bat is not possible.

6.4. Divisions B and C

- An offensive half round ends when 6 hitters have been batting. For the purpose of the score, it is considered that there are 2 outs when the sixth batter comes up to the plate.
- The pitcher must throw the ball from below.
- The 3-strike rule does not apply. All players receive a maximum of 3 throws by the pitcher. From the 3rd throw on, any false-shot leads to another throw. If the player has not put the ball into play at the end he'll be allowed to use a T-ball. The batter may take up to 2 swings on the T-ball. The batter is out if he has not put the ball into play or if he hits a foul ball during his second swing.
- The designated pitcher will be removed from the playing area and will have to install the T-Ball himself when the batter has missed his 3 throws.
- Runners must try to avoid making contact with field players. A player who maliciously makes physical contact with another player will be removed (unless he has scored prior to committing the offense) and automatically ejected (automatic suspension). The contact is considered malicious if it is the result of intentional excessive force and/or the contact was made with intent to injure. Malicious contact is punished, whether committed by an offensive or defensive player. It is up to the umpire to determine if the contact had been avoided or not. If the runner:
 - Could have avoided the fielder and reached the base; or
 - Intentionally prevented a defensive player from getting to the ball.
 - The ball would then be dead and all other runners shall return to the last base legally held at the time of the contact.
- If the defensive player blocks the path to reach the base without having possession of the ball, it is considered an obstruction. The runner is safe and the ball is then a delayed dead ball. If the runner collides flagrantly, he is declared safe due to obstruction, but he is nevertheless ejected and the ball is dead.
- A two-colour "safe base" will be used for all purposes. If a batted ball hits the white part, it is considered a fair ball. The orange part is not considered in

play (1st and 3rd bases) for the rules of good and foul balls. In all cases, the runner must use the orange part of the bag.

- The runner must not touch home plate after completing a round of the bases. He simply has to cross the line drawn on the ground behind the plate (aligned with the first base).
- A runner may leave his base only when the ball is hit. If there is a violation, the ball is dead and the runner must return to his base.
- Stealing bases is not allowed.
- When the T-ball is used, the batter and runners are limited to one (1) single goal. In any case of an error by the defense or ball out of bounds, the runners will not be allowed to advance.
- The infield fly rule does not apply.
- In case of rain or bad weather, the game is suspended by the supervisor of the competition. It must continue at a time determined by the supervisor of the competition.
- Any deterioration of weather (thunderstorm or high winds) must oblige referees to consult the coaches of the teams on the relevance or not to continue the game. Referees make the final decision, but it must have as its main objective the protection of all participants of the game.
- Defensive role: The other players who are on the bench in the first round join the game on a rotational basis from the second round on. A player can't be inactive for more than one round.
- Regulation of the "buddy" in a defensive role: They can direct their athletes and, if necessary, recover ground balls, when they have made contact and are unable to recover it through their own means.
- Regulation of the "buddy" in an offensive role: They can follow and lead their runners along the lines separating 1st and 3rd base with the home plate. They can also help to hit when necessary.

7. GAMES

7.1. Rounds

- A regular B or C division game lasts 2 full rounds.
- A regular A division game lasts 3 full rounds.
- Athletes have 2 minutes between each half round to get ready to resume playing.

7.2. Hitters

- A regular division B or C game lasts 2 full rounds.
- A regular division A game lasts 3 full rounds.
- Athletes have 2 minutes between each half round to get ready to resume playing.

7.3. Foul ball

A radius of 5 feet from the back tip of the marble and that will joint the two foul lines must be drawn. A hit ball from the ball launcher or the t-ball that comes to a complete stop or that is hit in within that radius will be considered a foul ball.

Note: A ball that comes to a complete stop or that is touched while being in contact with delimiting lines of the radius is an accepted ball.

7.4. Breaks

In exceptional circumstances, the organizers may change break time.

7.5 Weather conditions

In the event of rain or bad weather conditions, the competition supervisor will suspend the game. It must continue at the time determined by the competition supervisor.

Any deterioration of the weather conditions (electrical storms or strong winds) must oblige the referees to consult the coaches of the teams on the relevance or not of continuing the game. However, the final decision rests with the referees of the game, whose main objective is the safety of all parties involved in the game.

8. FIELD

8.1. Specificities – A and B Divisions

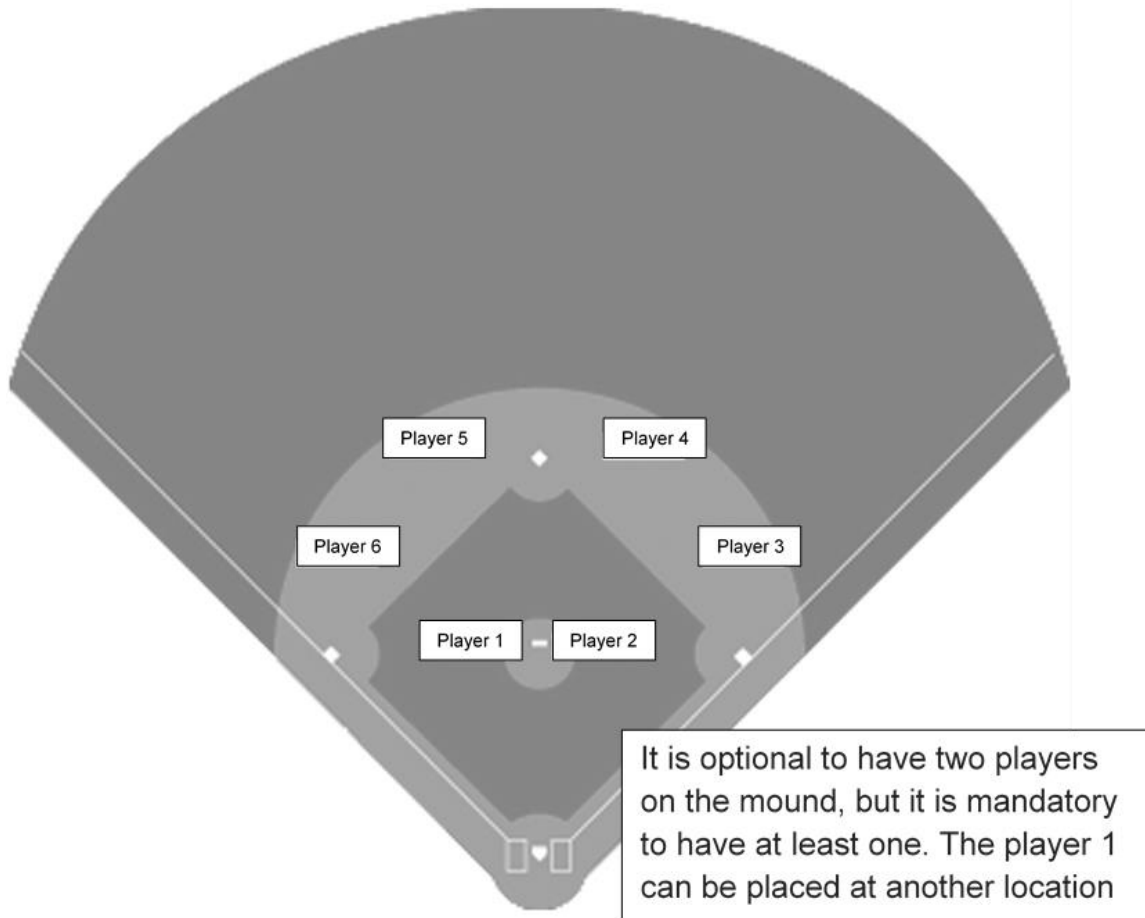
- The games are played on a regular softball field
- Distance between the bases is 60 feet or 18.29 meters
- Distance between home plate and the front of the pitcher's rubber is 30 feet or 9.14 meters
- The outfield fences, near the lines, are ideally 121 feet or 37 meters from home plate.
- The fence in the centre of the field is ideally 154 feet or 47 meters away from home plate.
- The designated area for the chosen pitcher is 5 to 15 feet from the home plate, aligned between the pitcher and the position plate of the defensive pitcher.

8.2. Specificities – Division C

- Games will be played on a hard surface (tennis court).
- Distance between the bases is 30 feet or 9,14 meters
- Distance between home plate and the front of the pitcher's rubber is 15 feet or 4,57 meters
- The outfield fences, near the lines, are ideally 50 feet or 15,54 meters from home plate.
- The designated area for the chosen pitcher is 5 to 15 feet from the home plate, aligned between the pitcher and the position plate of the defensive pitcher.

8.3. Defensive positioning

Positions de 6 joueurs sur un terrain





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