



BASEBALL SASKATOON
13U AA OPEN TOURNAMENT RULES
May 31-June 2, 2019 Geoff Hughes Park & Sifton Park

1. All games must be played to determine a winner and a loser. Ties will be broken using the procedure described in rule 9. SBA tie-breaking procedures will be used to determine the standings if teams are tied after round-robin play except **that tie-breaking games will not be played**. In the event of a 3-way tie, the top ranked team will be determined by SBA tie-breaking rules. The next ranked team will be determined by the result of the head-to-head game.
2. The first named team is the HOME team except where it is indicated on the game schedule that a coin toss will determine HOME team. The HOME team should occupy the third base bench.
3. Everybody bats and unlimited substitution is permitted.
4. The HOME team will be responsible for scorekeeping and recording the pitch count. In all playoff games, the home team will scorekeep and visitors will record the pitch count.
5. In each game:
 - (a) Team lineups are to be given to the scorekeeper before the start of a game. **Players' full names and numbers are required**. Players will bat in the order listed.
 - (b) Coaches must inform the scorekeeper of each pitching change.
 - (c) Scorekeepers will record the pitch count for each pitcher on the game record sheet provided. Scorekeepers are to return this sheet fully completed to the clubhouse immediately after each game.
 - (d) **Coaches should sign the game record sheet at the end of the game to verify that the score and the pitch count recorded are correct**. If this is not done, the game record sheet will be considered correct and may not be disputed later.
6. The pitching rules are:
 - (a) Pitch count limitations as per SBA rules (maximum of 85 pitches per day). Refer to chart below.
 - (b) Any pitcher who has delivered more than 30 pitches in a day may not pitch again the following day.
 - (c) Any pitcher that delivers more than 30 pitches in their first game of the day is not eligible to pitch any more that day. If they throw 30 or fewer pitches in the first game they may pitch again that day in **one** additional game only and to a **DAILY** maximum total of 85 pitches.
 - (d) A player may not pitch in more than two games in a day.
 - (e) A player may pitch on three consecutive days if the total number of pitches thrown on the first two days does not exceed 30.
 - (f) Once a pitcher is removed from the mound, he/she cannot pitch again in that game.
 - (g) A player may not catch on the same day once that player has been used as a pitcher. However, a player may catch and then be used as a pitcher.
 - (h) Pitch count and required rest will conform to the following limitations:

PEE WEE	
Number of Pitches	Rest Period
1 – 30	No rest required
31 -45	1 day rest
46 -60	2 days rest
61 -75	3 days rest
76 -85	4 days rest
Total allowed pitches in a day	85

7. **ALL GAMES WILL CONSIST OF SIX INNINGS** but a game will be ruled complete
- (a) if four innings have been played and two hours have elapsed (i.e. **a new inning will not be commenced two hours after the official starting time of the game**). If an inning is started, it must be played to completion.
- The time limit will normally be counted from the scheduled starting time of the game. However, if the tournament is running behind schedule, the starting time (*for the purpose of the time limitation rule*) will be the time midway between the scheduled starting time and the actual starting time of the game.
- The umpires will determine the starting time for the purpose of time limitations and must announce this time at the plate meeting before the start of the game. To avoid any subsequent dispute, this time should be recorded by the scorekeeper on the game result sheet.**
- EXCEPTION:** This time limitation will not apply to SEMI-FINAL or FINAL games.
- (b) if one team is ahead by 10 or more runs after four **complete** innings or any **complete** inning after that.
- NOTE:** If the HOME team is leading by 10 or more runs after the VISITING team has completed its bat in the 4th or a subsequent inning, the game will be ruled complete and the HOME team will not bat.
8. If four or more innings have not been played and the time limit for commencement of a new inning has been reached, the game will continue until four innings have been completed. If the game is tied after the four innings have been played, tie-breaking innings (see Rule 9) will be played until a winner is determined.
9. If a game is tied **after six innings**, tie-breaking innings will be played until a winner is determined. In these tie-breaking innings, each team at bat will start with one out and the last two batters out in the previous inning as runners on first and second base. **The pitching rules in rule 6 apply to all additional innings played.**
- EXCEPTION:** If a FINAL game is tied after six innings, the tie will be broken by playing **regulation** innings until a winner is determined.
10. All equipment must be kept off the playing area. Equipment should be stored in or behind the player's bench.
11. There will be no Protest Committee. Coaches, in consultation with the umpires, are expected to resolve any disputes arising from rule interpretation. Coaches are also reminded that a judgment call by an umpire may be appealed, but not disputed.

12. All players and coaches are expected to follow the "CODE OF CONDUCT" and the "SAFETY REGULATIONS" outlined in the 2018 S.B.A. Handbook. Any action deemed unsportsmanlike shall be grounds for ejection. This includes continued challenging of umpiring decisions. Ejection of a member of a Saskatchewan team will be dealt with as described in the 2018 S.B.A. Handbook. Coaching staff are required to follow the SBA guidelines regarding dress (2018 SBA Handbook) which indicate that coaching staff should wear the team uniform or attire that identifies them with their team.
Shorts and/or sandals are not considered appropriate dress. Coaches not dressed appropriately will be asked to change for their next game. Failure to do so will result in that coach not being allowed on the playing field or in the bench area. Dispute of this ruling will cause that coach's team to forfeit the game and a score of 6-0 in 4 defensive innings will be recorded for that game.
13. The Team Manager will be held responsible for the conduct of the team's parents and fans. If the plate umpire judges that the spectators' behavior is detrimental to the conduct of the game, the umpire will ask the Team Manager to inform the spectators that the game will be called if such behavior continues. If a game is called for this reason, the non-offending team will be declared the winner by a score of 6-0 with six complete innings played. Pitchers will be charged with the pitch count recorded up to the time the game was called.
14. Players, including affiliated players, may only be on one team roster.

May 23, 2019