

BASEBALL SASKATOON 13U LEAGUE PLAYOFF RULES

1. Unless changed by these rules, the 2020 League rules are in effect.
2. Everybody bats and unlimited substitution and re-entry of players are permitted.
3. For each game:
 - (a) The League will provide a plate and a base umpire for all games. In the event that an umpire is not provided, the VISITING team will provide the umpire.
 - (b) The HOME team will supply the scorekeeper and one other person who will record the number of pitches for each pitcher on the sheet provided by the League.
 - (c) Team line-ups are to be given to the scorekeeper and the coach of the opposing team before the start of a game. **PLAYERS' LAST NAMES AND NUMBERS ARE REQUIRED.** Players will bat in the order listed.
 - (d) **Coaches must inform the scorekeeper of each pitching change.**
 - (e) **Scorekeepers must record pitch counts for each pitcher used on the game summary sheet provided.**
 - (f) Coaches should sign the game summary sheet at the end of the game to verify that the score and the pitch counts recorded are correct. If this is not done, the game summary sheet will be considered correct and may not be disputed later.
 - (g) The HOME team returns the game summary sheet to the clubhouse after each game.
4. **A winner must be determined for all games.** In tied games, regular extra innings will be played to determine a winner. The pitching rules in rule 5 apply to all tie-breaking innings played.
Tie-breaker games will not be played.
5. The pitching rules are:
 - (a) Pitch count limitations (maximum of 85 pitches per day) apply.
 - (b) Any pitcher who has delivered more than 30 pitches in a day may not pitch again the following day.
 - (c) Once a pitcher is removed from the mound, he/she cannot pitch again in that game.
 - (d) The pitch count will NOT be reset for this tournament i.e. days of rest earned in a previous league game must be taken before a pitcher is eligible to pitch in this tournament.
 - (e) A pitcher may throw in three consecutive days provided the total pitches thrown in the **first two days** do not exceed 30.
 - (f) A player may catch and then pitch in the same day, but may not catch on that day after having pitched.
 - (g) Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in any two-day period. For example, if a pitcher throws 30 pitches on Day 1, that pitcher is limited to 55 pitches on Day 2.

New pitch count rules have been added in 2020, please review the Baseball Sask pitch count rules at www.baseballsask.ca/programs/pitch-count

6. When a game exceeds **the time limit of two hours** and **at least four complete innings for A and AA, and at least five complete innings for AAA** have been played, the game will be complete. Once this time limit has been reached, the umpire will stop the game once the current inning has been completed. The score at the end of this last inning will determine the result of the game. If the game is tied, extra innings will be played.

EXCEPTION: This time limit will not apply to the Semi-Final and Final games.

7. If four(A, AA) or five(AAA) or more innings have not been played and the game time limit has been reached, the game will continue until a decision is reached according to rule 6.

8. **MERCY RULES**

(a) A 5-run per inning mercy rule will apply in AA League games. **The inning will stop once the fifth run has been scored.**

EXCEPTION: This mercy rule will not apply in the sixth inning, or in the final inning as determined by the game time limitations, when there will be unlimited scoring opportunity for both teams.

(b) A 4-run per inning mercy rule is in effect for all innings for the A Division, including the sixth inning.

EXCEPTION: The run-per-inning mercy rule will not apply to the Championship Final game in A and AA Divisions.

10. Because it is not possible to have a protest committee present at each diamond, **NO PROTESTS MAY BE LODGED.** If a dispute arises, coaches, in consultation with the game umpire, are urged to resolve it among themselves.
11. The Baseball Sask dress code for coaches/managers on the bench and in the field is in effect. **Any person wearing shorts and/or sandals will not be permitted on the players bench or on the field. This will apply to the situation when a parent is asked to fill in for a member of the coaching staff, but not when a parent is acting as a base umpire. One warning will be issued. Failure for an incorrectly dressed coach to leave the bench or field when requested will result in that coach's team forfeiting the game with a score of 6-0 in four defensive innings.**