



**BASEBALL SASKATOON
13U DIVISION
RULES FOR LEAGUE PLAY – 2020**

Except as amended by the following, the rules of the Baseball Saskatoon 13U Division are those in the Baseball Canada Rule Book (latest edition) and the SBA Handbook and SBA Handbook Supplement (latest editions). These League rules take priority over those in the SBA Handbook which, in turn, take priority over those in the Baseball Canada Rule Book. **These League rules do not apply to SBA Provincial Qualifier or Provincial Championship tournaments.**

1. GAME START TIMES

The start time may be 6:30 pm until July 31. Beginning August 1, the start time may be 6:00 pm. We may adjust these as the season progresses.

3. TEAM LINEUPS

(a) All teams will play "everybody bats" with unlimited defensive substitution and re-entry. However, AAA teams may play 9-man ball with re-entry if requested by a majority of AAA teams.

(b) When unlimited defensive substitution and re-entry is permitted, each player must play **a minimum of two defensive innings** in the first four innings of a game.

(c) A team failing to field nine players by **20 minutes** after the game was scheduled to start will forfeit the game and have a score of 6-0 recorded against it. **A practice game, using the assigned umpire(s), is to be played instead.**

4. GAME RULES

In each game:

(a) The HOME team occupies the third base bench; the VISITING team occupies the first base bench.

(b) The VISITING team provides a base umpire in A and AA games. Two umpires will be requested for AAA games. If an assigned umpire for the AAA game does not show, the VISITING team will provide a base umpire.

(c) The HOME team supplies the game balls (3 balls in good condition), the scorekeeper and a second person to record pitch counts. Should the need arise, the VISITING team will prepare the diamond for play (placing bases, chalking foul lines & batter's box).

(d) The team batting line-ups are to be given to the scorekeeper and the opposing team 15 minutes before the start of the game. Players will bat in the order listed. **If a player is removed from the game for any reason, the batting position of that player will be filled by advancing the remaining players in the batting order.**

(e) Whenever 9-man baseball is played, line up cards must be given to the plate umpire at the plate meeting. All line up changes must be made through the plate umpire.

(f) Coaches must inform the scorekeeper of each pitching change **before** that change is made.

(g) Use of a courtesy runner is permitted. A pinch runner may be used for the catcher if the catcher reaches base safely with 2 outs or is on base when the second out of the inning occurs. The pinch runner must be the player who was the second out in the inning in which the pinch runner is used.

(h) No equipment may be left or stored on the playing field at any time. **Equipment must be kept in or behind the player's bench.**

(i) Players are not allowed on the infield until the team takes its pre-game warm-up. The length of each team's infield is 10 minutes. The HOME team should commence its infield 25 minutes before the

scheduled game start time and the VISITING team should commence its infield 15 minutes before game start time. **Games are expected to start on time.**

(j) Games will be cancelled or stopped when the temperature falls below 5°C (as indicated by Environment Canada) or when the time between a lightning flash and the sound of thunder is 30 seconds or less. If the field is playable, a game stopped because of lightning may be resumed once the storm has passed and the time between a lightning flash and the sound of thunder is more than 30 seconds.

(k) The HOME team is responsible for notifying the 13U Division Coordinator of any missing or damaged equipment. **If the equipment is not reported missing, the last HOME team who played at that diamond before the League discovers that the equipment is missing will be charged with the replacement cost of the missing equipment.**

NOTE; Teams required to pay for missing equipment must pay for the missing equipment within one (1) week of being billed for that equipment or, at the discretion of the Minor Division Management Committee, face suspension from the League until payment is made.

5. BAT SIZE LIMITATIONS

Bats must not exceed a diameter of 2 3/4 in and a -10 length/weight differential (applies to AAA, AA and A games).

6. DELAY OF GAME

The pitcher starting each inning or a new pitcher entering the game during an inning will be allowed up to **eight (8) warm-up** pitches. All warm-up pitches are to be completed within one minute of the pitcher taking his/her position on the mound (Baseball Canada rule 8.03). After one minute, the umpire will call PLAY and the opportunity for further warm-up pitches is lost.

Coaches who cause delay of the game by not ensuring that batters are ready to take their turn at bat, by failing to ensure that ALL members of the defensive team are in position promptly after each half-inning, by not sending out a relief pitcher promptly, or by having extended visits to the mound shall receive one warning. If such behavior re-occurs the offending coach(es) will be suspended for a minimum of two (2) games. Further occurrences will be reviewed by the SBCI Disciplinary committee.

7. TEAM RESPONSIBILITIES AFTER THE GAME

(a) At the end of the game, a coach from each team is to verify each pitcher's pitch count and the score, and sign the game result sheet. If this is not done, the pitch counts and the score as recorded will be considered correct and may not be disputed.

(b) **Each team is responsible for cleaning up its bench area and the spectator area nearby.** Failure to do so once will bring a warning. Subsequent failure will invoke a fine (\$25); this fine will double for every additional offence.

(c) (i) For games played at Geoff Hughes Park, the HOME team is responsible for returning the bases and the scorebook to the clubhouse after the game. Teams not doing so will be warned once and then fined for all subsequent offences (\$25 for the second offence, \$50 for each subsequent one).

(ii) For games played at Sifton the HOME team is responsible for returning the bases, umpire equipment and the scorebook to the equipment box after the game, locking the box **and replacing the base anchor plugs.** Teams not doing so will be fined (\$25 for the first offence, \$50 for each subsequent one).

(d) The Coach/Manager of the **winning** team is responsible for recording the **game results and the number of registered umpires for that game** on the Baseball Saskatoon website through TeamLinkt as soon as possible after the game has finished.

(e) The Coach/Manager of each team is responsible for recording their own team's **pitch counts** on the Baseball Saskatoon website as soon as possible through TeamLinkt after the game has finished.
www.teamlinkt.com/pitchcount

8. SCOREKEEPERS

(a) **The scorekeeper must list the last name, the first name and the number of each player in the scorebook.**

(b) A second person must record the pitches thrown by each pitcher on a form provided by the League.

(c) **The scorekeeper will ensure that the umpire PRINTS AND SIGNS his/her name on the game result sheet or in the scorebook if no sheet is available. THIS IS THE DIVISION'S RECORD THAT THE UMPIRE WORKED THAT GAME AND IS THE BASIS FOR THE DIVISION'S PAYMENT OF UMPIRE FEES.**

9. 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.

This mercy rule may be suspended for League Tournaments and Championship play by the Division Coordinator after consultation with the appropriate team coaches.

(b) A game will finish when a team is ahead by 10 or more runs after four/five complete innings, or any complete inning following that. **This applies to all categories.** **NOTE:** If the HOME team is leading by 10 runs after the VISITING team has completed its bat in the fourth or a subsequent inning, the game will be considered complete and the HOME team will not bat.

10. PITCHING RULES FOR ALL CATEGORIES

(a) Pitching limits for all play will be determined by pitch counts (see Appendix Table 1). **REQUIRED DAYS OF REST DO NOT RESET TO ZERO FOR TOURNAMENTS.**

(b) Intentional walks and illegal pitches will be included in the pitch count totals.

(c) Once removed from the mound, a player may not pitch again in that game, but may play in any other position **EXCEPT AS CATCHER.**

(d) The League will monitor all teams' pitching to ensure that these rules are being followed. If a coach fails to follow these rules, the coach will be warned and the team may forfeit the game. Subsequent infractions will result in suspension.

(e) **Curve balls may be thrown all season long.**

11. RULES SPECIFIC TO THE 13U 'A' LEAGUE

(a) No player may pitch more than three innings per game .

(b) If a pitcher is having difficulty throwing strikes from the stated pitching distance, the pitcher, with approval from the coach of the opposing team, may throw from 44 ft. at any time during the season.

(c) A 4-run per inning mercy rule will apply in all innings of A games. The inning will stop once the 4th run has been scored.

(d) Players must play two defensive innings in the first four innings of a game. (It is recommended that a player does not sit more than one defensive inning in a row.)

(e) Scoring may only occur on a hit or a force play i.e. a runner starting on 3rd may not steal home on an overthrow or a passed ball.

12. BALK RULE

Umpires have been asked to apply the balk rule in the following manner (Unfortunately, the League cannot guarantee that umpires will follow these guidelines. If this happens, do not argue with the umpire but report failure of the umpire to enforce these rules to the Division Coordinator as soon as possible):

AAA League play and Tournaments: *The balk rule will be enforced.* No warnings will be given.

AA Tournament, AA League Championship Tournament, AA and A Zone Qualifiers: *The balk rule will be enforced.* No warnings will be given. **AA League play, AA League Tournament, A League Championship Tournament:** When the umpire judges that a deliberate attempt has been made to deceive a runner, the balk rule will be enforced. In all other situations, a warning will be given after the first infraction. **A balk will be called if the same infraction occurs again.**

A League Play, A League Tournament: When an infraction of the balk rule occurs, the umpire will call "no pitch". Repeated occurrences (e.g. the third time) of the same infraction will be penalized.

When a balk is called, coaches should ensure that their pitcher understands the reason for the call.

13. GAME LENGTH

Games are six innings long for A and AA games, and seven innings long for AAA games. However, a game will be ruled complete

(a) if four (A, AA)/five (AAA) innings have been played and two hours have elapsed (i.e. a new inning may not be commenced after **8:00 p.m. for a 6:00 pm start and 8:30 pm for a 6:30 pm start** if four (A, AA)/five(AAA) innings have been completed).

EXCEPTIONS:

(i) if four (A, AA)/five (AAA) innings have not been completed, this time limitation will not apply and the game will stop after the fourth (A, AA)/fifth (AAA) inning has been completed.

(ii) **if both coaches agree and the umpire(s) judges that the light and weather conditions are suitable**, the game will continue until six (A, AA)/seven (AAA) innings have been completed or *the game is ruled complete*, whichever occurs first.

(b) when the game is called because of poor light or poor weather and four (A, AA)/five (AAA) complete innings have been played.

NOTE: only the umpire(s) has the authority to stop a game because of light or weather conditions and to determine whether the game can be continued after such a stoppage.

(c) if the HOME team is ahead when the VISITING team has completed its half of the sixth (A, AA)/seventh (AAA) inning.

(d) when the HOME team scores the winning run in its half of the sixth (A, AA)/seventh (AAA) inning. **EXCEPTION:** If the last batter in a game hits a fair fly ball out of the playing field, the batter and all runners on base are permitted to score in accordance with the base running rules and the game will end when the batter-runner touches home base.

14. SAFETY REGULATIONS

The following safety regulations will be strictly enforced:

(a) Shoes with metal or plastic cleats or spikes are prohibited; shoes with rubber studs or cleats are permitted.

(b) The batter, runners must wear undamaged regulation batting helmets with two ear flaps.

(c) **ALL PERSONS (including parents)** receiving warm-up throws from a pitcher, **whether on or off the field**, must wear a protective mask.

(d) Catchers must wear a throat protector or a mask with extended throat protection.

(e) Runners must slide or attempt to avoid contact with a fielder. A player who maliciously runs into another player will be declared out (unless that player has scored before committing the infraction) and will automatically be ejected (whether or not declared safe). Contact is considered malicious if it is the result of intentional excessive force and/or there is intent to injure.

(f) Malicious contact (as defined in 14 (e)) will be penalized regardless of whether it is committed by an offensive or a defensive player.

Rules 14 (a-f) are Baseball Canada rules and umpires may, at their discretion, eject players or coaches refusing to follow these safety regulations.

(g) In all AA and A Category games, a runner must be allowed at least partial sight of the base to the runner who is advancing. A defensive player, who in the opinion of the umpire deliberately blocks a base to a runner, will automatically be ejected.

(h) Except for the batter, the runners, the on-deck batter and the base coaches, all members of the batting team, **including coaches**, must remain inside the players' bench area.

15. CONDUCT OF PLAYERS AND COACHES

A JUDGEMENT CALL BY AN UMPIRE MAY NOT BE PROTESTED. The only basis for a protest is where an umpire is considered to have misinterpreted the rules. The protest must be made verbally to the umpire immediately upon the occurrence of the disputed action. **The opportunity to protest is lost upon delivery of the first legal pitch or completion of the first legal play following that action.**

If the protest is to proceed, the details of the protest must be mailed or delivered to the League President within 24 hours of completion of the disputed game and be accompanied by a \$100.00 deposit. The umpire must also file a written report. A Protest Committee will be formed and will rule on the protest within 7 days of its receipt. The deposit will be returned if the protest is upheld.

16. All players and coaches are expected to conform to the League's "CODE OF CONDUCT" as found on the Baseball Saskatoon website. Any unsportsmanlike action shall be grounds for ejection. This includes swearing, any action designed to distract the defensive team, over-aggressiveness, excessive noise from the players bench etc. **A PLAYER OR COACH EJECTED FROM A GAME MUST LEAVE THE PARK FOR THE REST OF THAT GAME.** All ejections will be dealt with according to the Baseball Saskatoon Discipline Guidelines.

17. A **ZERO TOLERANCE** policy exists for verbal and physical harassment of umpires by coaches and players. Any coach or player who excessively argues any decision or harasses an umpire in any way will automatically be ejected from the game and subject to SBCI discipline guidelines. These ejections will also be reported to the SBA Commissioner.

NOTE: This policy is not meant to prevent a coach from asking an umpire to explain a decision, but rather to prevent an argument or extended discussion of the decision. See also rule 16.

18. **The team manager will be held responsible for the conduct of the team's spectators.** If the umpire judges that the spectators' behavior is detrimental to the conduct of the game, the umpire will ask the team manager(s) to inform the spectators that the game will be called if such behavior continues. If a game is called for this reason, the League will conduct a full inquiry, involving the umpire and coaches of both teams, and may issue suspensions to the coaching staff of either or both teams. The League President or his/her representative may also request the umpire to call the game for the same reason.

19. COACHING CERTIFICATION

- (a) **ALL** coaches are required to have Respect in Sport certification.
- (b) **ALL** AA team coaches are required, **at a minimum**, to obtain Initiation Coach Certification.
- (c) At least one coach of an A team is required to have completed the on-line portion of the Initiation Coach certification.
- (d) Coaches of teams participating in SBA Zone Qualifiers and Provincial Championships must meet the appropriate SBA coaching certification requirements. **NO EXCEPTIONS TO THESE REQUIREMENTS WILL BE MADE.**

20. **NO BATTING DRILLS WHICH USE BASEBALLS OF ANY KIND ARE HIT INTO ANY FENCE ARE PERMITTED.** Soft toss drills using foam or similar balls are permitted, **BUT ONLY AGAINST THE BACKSTOP.**

APPENDIX A

**SASKATOON MINOR BASEBALL
PEE WEE DIVISION
PITCH COUNT RULES - 2017**

Pee Wee A, AA and AAA											
May 4 to end of season	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	Maximum pitches
	1 - 30	None	31 - 45	1 day	46 - 60	2 days	61 - 75	3 days	75 - 85	4 days	85

NOTE: A rest day commences at 12:01 am following the day the pitcher was used i.e. the number of nights of sleep a player is required to have before pitching again is always one more than the number of days of rest.

The following rules are also in effect:

1. Pitchers may throw 3 consecutive days in a row provided the combined number of pitches thrown on the first two days does not exceed 30.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 30 pitches are thrown in the first appearance and the total pitch count for the day does not exceed the maximum pitch limit. (An appearance is defined as one pitch or more thrown in a game.)
3. A pitcher who has reached his or her maximum pitch limit while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
4. Intentional walks will be included in pitch count totals.
5. Once a player assumes the position of pitcher, he/she cannot catch for the remainder of that day.
6. A player cannot pitch on 4 consecutive days even though 30 or less pitches were thrown on each of the previous days.

The scorekeeper is asked to advise the coach when a pitcher is within 5 pitches of the maximum allowed. Failure of a coach to remove that pitcher when the maximum pitch count is reached will result in the game being forfeited.