



**BASEBALL SASKATOON
11U DIVISION RULES FOR LEAGUE PLAY – 2021**

Except as amended by the following, the rules of the Baseball Saskatoon 11U Division are those in the Baseball Canada Rule Book (latest edition) and the Baseball Sask Handbook (latest edition is available at www.saskbaseball.ca). In league play, the rules outlined below take priority over the Baseball Sask Handbook which, in turn, takes priority over those in the Baseball Canada Rule Book. * **Please note these league rules do not apply to Baseball Sask Provincial Qualifier or Championship tournaments.**

1. GAME START TIMES AND PREGAME PREPARATIONS

- (a) Games will be played at Kilburn & Sifton Parks. Game start times will be 5:00 pm & 6:30 pm
- (b) The HOME team occupies the third base bench; the VISITING team occupies the first base bench.
- (c) The VISITING team will provide a base umpire should there only be one umpire assigned.
- (d) 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).
- (e) The team batting line-ups are to be given to the scorekeeper and the opposing team 15 minutes before the start of the game
- (f) 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.**

2. TEAM LINEUPS:

- (a) All teams will play "everybody bats" with unlimited defensive substitution and re-entry.
- (b) 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.**

3. SCOREKEEPING

- (a) The HOME team of each game will provide the official scorekeeper, the scorebook, and the official pitch count keeper. The HOME team scorebook will be the official scorebook for that game.
- (b) Team batting line-ups are to be given to the scorekeeper at least 15 minutes prior to game time.
- (c) The official Game Summary Sheet must show an accurate account of the pitching records and score for the game, plus the signatures of each team coach and registered umpire(s). It is each team coach's responsibility to ensure that the pitching statistics and game score are correct before the game results sheet is signed. By signing the game results sheet, the coach is verifying that the game score and pitch counts are correct.

4. GENERAL GAME RULES

- (a) 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.
- (b) Coaches must inform the scorekeeper of each pitching change **before** that change is made.
- (c) Use of a courtesy runner is permitted 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 courtesy runner must be the player who was the second out in the inning in which the courtesy runner is used
- (d) **Bunting is not permitted.**
- (e) Lead-Offs are NOT allowed. The runner may not leave the base until the pitched ball has crossed the plate.
- (f) Intentional walks are NOT allowed.

(G) SPECIFIC RULES FOR THE 11U A LEAGUE:

- i. There is a "No Walk" rule in effect for league play. Once a batter has received a count of four balls, a member of the coaching staff from the hitting team will pitch an additional three hittable pitches to the batter. If the batter does not hit, he/she will be out and will return to their bench.
- ii. If a player has been hit by the pitch, that player has the choice to continue with his/her turn at bat or to become a baserunner at first base.
- iii. Players pitch from 40 ft.
- iv. Batters will start with a 1-1 count
- v. Baserunners can only advance on a hit ball or a force play. Stealing bases is not allowed.

(H) SPECIFIC RULES FOR THE 11U AA LEAGUE:

- i. 11U AA Rules apply to all AA Tier 1 and AA Tier 2 games.
- ii. All batters start with a 1-1 count.
- iii. Scoring may only occur on a play initiated by a hit or a force play.
- iv. A runner occupying third base at the start of the pitch must be hit or forced home (i.e on a walk) to score. That runner cannot score on any other play such as an overthrow or passed ball.

5. BAT SIZE LIMITATIONS

- (a) Bats must not exceed a diameter of 2 3/4 inches and a length of 32 inches, taped 16 inches. There is no maximum length-weight differential.

6. GAME LENGTH

- (a) Games are six innings long or 1 1/2 hours in length. A new inning shall not be started one hour and 15 minutes after the official game start time, unless agreed upon by **BOTH** coaches prior to the start of the game that 6 innings will be played. In this situation, the umpire must be notified as soon as the decision is made. On nice evenings, full 6 inning games are encouraged, but are not mandatory.
- (b) Games will be cancelled or stopped when the temperature falls below 5C (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.

7. DELAY OF GAME

- (a) Delaying the game start or the progress of the game is to be avoided.
- (b) Each team will be allowed a 10-minute pre-game infield with the HOME team commencing its infield 25 minutes before the scheduled game start time and the VISITING team commencing its infield 15 minutes before game start time. The plate meeting will commence 5 minutes before the scheduled start time.
- (c) When a new pitcher enters the game he/she shall receive 8 preparatory pitches, unless under emergency circumstances covered elsewhere in OBR. For each additional inning, he/she shall receive 5 preparatory pitches, the umpire has the discretion to extend this to 8 pitches under special circumstances, i.e. cold weather or extraordinary long inning. Both of these shall not exceed 90 seconds. (Baseball Canada rule 5.07 (b)). After one minute, the umpire will call PLAY and the opportunity for further warm-up pitches will be lost.
- (d) Between Inning Clock Guidelines:
 - i. The between innings clock will be set at ninety (90) seconds. Umpire will keep time with stopwatch. It will be activated once the last out of the inning has been recorded. The clock will be in effect for the entire game, including any extra innings.
 - ii. The pitcher must complete and may not exceed 8 warm up pitches within the time.
 - iii. The catcher will be instructed a throw to second base with 30 seconds left on the clock.
 - iv. The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire.
 - v. The umpire will use discretion when the catcher is a runner or batter / hitter when the half inning ends.

8. MERCY RULES

- (a) A 6-run per inning mercy rule will apply in the AAA and AA leagues and a 4-run per inning mercy rule will apply in the A league. The inning will stop once the sixth/fourth run has been scored.
- (b) The 10-run mercy rule after 4 or more complete innings (3 1/2 innings if the HOME team is ahead) will apply in tournament play, **but NOT in league play**.

9. 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 APPLY TO ALL GAMES PLAYED AND DO NOT RESET TO ZERO FOR TOURNAMENTS. All pitch counts (including tournament games) must be entered into the Teamlinkt website.** Deliberate violation of the pitch count rules will result in the offending team forfeiting the game and a score of 6-0 will be recorded. The infraction will be reported to Baseball Saskatoon and Baseball Sask and the head coach of the offending team will be subject to disciplinary action.
- (b) A pitcher who has reached his or her maximum pitch limit (75 pitches) while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
- (c) Once removed from the mound, a player may not pitch again in that game or catch in that or another game played on the same day.
- (d) No curve balls may be thrown. A "curve ball" is defined as any breaking ball in which the pitcher deliberately breaks his or her wrist, or snaps the elbow in order to induce a forward or side-angled spin on the ball i.e., ANY breaking pitch thrown by the pitcher using arm action that causes the ball to noticeably change direction while in flight to the plate. A curve ball will be treated as an illegal pitch and penalty will be as follows: with no runners on base, the pitch will be called a ball unless the batter safely reaches first base. - with runners on base, the pitch will be considered a balk. The pitch will be declared a "no pitch", the ball is dead and runners will advance one base, except that if the batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. An umpire's judgment that a curve ball was delivered to a batter may not be appealed.
- (e) **There are no intentional walks allowed.**

10. BASEBALL SASKATOON AFFILIATED PLAYER RULES:

An **affiliated player (AP)** refers to a player on a team that is asked/requested to play in a higher division to the one they regularly play in to complete a team who is short regular roster players due to injury, prior commitments, or absences.

The following are rules for use of APs within Baseball Saskatoon:

- (a) APs may come from same division however the player must be from same level or lower. e.g. 11U AA team may request a 11U AA or 11U A player but not a 11U AAA player.
- (b) APs may come from any level of a lower division e.g. 11U AA team may request from an Advanced Rally Cap or Rally Cap.
- (c) In all circumstances, the AP must be cleared by the coach of his regular team to play.
- (d) APs are NOT allowed to pitch or catch for the team that has affiliated them if they are coming from a **lower** division, e.g. 11U AAA playing in 13U division. APs are allowed to pitch or catch if the team they are picked up for plays in the **same** division regardless of level, e.g. 11U AA going to 11U AAA or another 11U AA. The APs coach needs to be consulted if the player is eligible to pitch and when that coach is pitching them next as pitch count rules do still apply.
- (e) APs must follow the bat rules of the higher division when participating in those games.
- (f) These AP rules are to help teams out when they are short players. It is not to be used to "strengthen" a team at the expense of a regular team member getting less playing time. Coaches found to be abusing this system will be subject to discipline by Baseball Saskatoon.

11. TEAM RESPONSIBILITIES AFTER THE GAME

- (a) At the end of the game, a coach from each team is required 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) **The scorekeeper will ensure that the umpire PRINTS AND SIGNS his/her name on the game summary 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.**
- (c) 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.
- (d) The HOME team is responsible for returning the bases and the scorebook to the Pup or Lock box after the game. The last team at the park is responsible for locking the pup container.
Teams not doing so will be fined (\$25 for the first offence, \$50 for each subsequent one).
- (e) 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, **but no later than 24 hours** after the game has finished. ([See Video](#))
- (f) 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, **but no later than 24 hours**, through TeamLinkt after the game has finished. www.teamlinkt.com/pitchcount - USERNAME : baseball PASSWORD: scores2web

12. SAFETY REGULATIONS

- (a) **Refer to all COVID safety handouts. All teams must have a Health and Safety coordinator.**
- (b) All safety regulations, as outlined in the current SBA Handbook, are in effect for League play.
- (c) Except for the batter, base runners, on-deck batter and base coaches, all members of the batting team (including coaches not on base) must remain off the field, and spread out down the outside of the fence.
- (d) All batters, base runners and bat boys/girls must wear an undamaged regulation batting helmet.
- (e) Bat boys/girls must use a chinstrap securely fastened to their helmet.
- (f) Catchers must wear throat protection or a mask with extended protection.
- (g) ALL persons (including parents) warming up a pitcher must wear a protective mask if in the crouched position.
- (h) **NO EXCEPTIONS.** These are Baseball Sask rules and the umpire may, at their discretion, eject players or coaches refusing to follow these safety regulations.

13. CONDUCT OF PLAYERS AND COACHES:

- (a) 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.
- (b) Coaches are expected to dress so that their team affiliation is apparent. Coaches must follow the SBA dress regulations.
- (c) **PROTESTS ARE NOT PERMITTED IN 11U LEAGUE GAMES.**
- (d) There will be no arguing/debating with the umpires. Any coach or player who argues any decision or harasses an umpire in any way will automatically be ejected from the game and subject to Baseball Saskatoon discipline guideline. These ejections will also be reported to the Baseball Saskatoon Executive Director. **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.
- (e) Any unsportsmanlike action shall be grounds for ejection. This includes swearing, any action designed to distract either team, over-aggressiveness, 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 current Baseball Saskatoon Discipline Guidelines.
- (f) **A ZERO TOLERANCE** policy exists for verbal and physical harassment of umpires by coaches, players, parents and spectators.
- (g) The team Manager and/or Head Coach will be held responsible for the conduct of the team's parents and fans. If the umpire judges that the spectator's behavior is detrimental to the conduct of the game, the umpire shall ask the Team Manager and/or Head Coach to inform the spectator(s) that the game will be called if such behaviour continues. Any spectator who continues to harass an umpire may be asked to leave the playing area. The game shall be stopped until the offending party has agreed to cease and desist or has left the field area. If at their discretion, the umpires feel the situation is not resolved in a timely manner the game shall be called. If the game is called 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. Subsequent conditions may be placed on the offending spectators based on this review.

14. COACHING CERTIFICATION:

- (a) One coach of each team is required to have Initiation Coach and the Respect in Sport Core module certification.
- (b) ALL coaches are encouraged, at a minimum, to have completed the on-line entry module at www.coach.ca and the Respect in Sport Core module at www.respectinsport.com.
- (c) All Coaches wishing to enter teams in Provincial Championships should check the Baseball Sask website (www.baseballsask.ca) to ensure that they have the required provincial coaching qualifications.

APPENDIX A
BASEBALL SASKATOON 11U DIVISION PITCH COUNT RULES - 2021

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 on 3 consecutive days provided the **combined** pitch count for the first two days does not exceed 30 pitches.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 30 pitches are thrown in the first appearance. An appearance is defined as one pitch or more thrown in a game.
3. Pitchers may pitch a maximum of 85 pitches in two consecutive calendar days provided the daily pitch count limit of 30 pitches was not reached on day 1. If pitchers do not go over the daily threshold for rest (<25), they can pitch again that day or the next day to a total two day maximum of 85 pitches. (i.e if player pitches 25 on day 1, they are only eligible for 50 additional pitches on day 2)
4. When a pitcher reaches the maximum number of pitches allowed for a threshold for requiring days rest (see table below), he/she can complete the at-bat without the penalty on days of rest, as long as he/she does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log. (i.e if your pitcher is at 30 pitches, the coach or manager needs to tell the umpire and pitch counter prior to the next pitch. The pitcher can finish the batter, but the pitch count will be marked at 30).
5. Pitchers may not pitch on four consecutive days.
6. 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.
7. Once a player has assumed the position of pitcher, he/she may not catch for the remainder of that day.

The scorekeeper should 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.

# of pitches	#days rest	# of pitches	#days rest	# of pitches	#days rest
1-25	None	26-40	1 Day	41-55	2 Days

# of pitches	#days rest	# of pitches	#days rest	# of pitches	#days rest
55-65	3 Days	66-75	4 Days	75	Maximum