



**BASEBALL SASKATOON
13U DIVISION RULES FOR LEAGUE PLAY – 2021**

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 Baseball Sask Handbook and Baseball Sask Handbook Supplement (latest editions). These league rules take priority over those in the Baseball Sask Handbook which, in turn, take priority over those in the Baseball Canada Rule Book. **These League rules do not apply to Baseball Sask Provincial Qualifier or Provincial Championship tournaments.**

1. GAME START TIMES AND PREGAME PREPARATIONS

- (a) The start time will be 6:30 pm until July 31. Beginning August 1, the start time will be 6:00 pm. We may adjust these times as the season progresses. Games will be played at Geoff Hughes, Sifton and Nutana #3.
- (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. 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.
- (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.**
- (g) **NO BATTING DRILLS WHICH USE BASEBALLS OF ANY KIND ARE HIT INTO ANY FENCE ARE PERMITTED.**

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) Line-up cards, supplied by teams, must be used for each game. The team's line-up card must include each player's first and last name, number and starting position.
- (c) Line-up cards must be given to the scorekeeper at least 15 minutes prior to game time.
- (d) 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) 13U AA Rules apply to all AA Tier 1 and AA Tier 2 games.
- (b) Players will bat in the order listed on the lineup card. 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.
- (c) Coaches must inform the scorekeeper of each pitching change **before** that change is made.
- (d) 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
- (e) Specific rules for the 13U A League:
 - i. No player may pitch more than three innings per game.
 - ii. 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.
 - iii. 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.

5. BAT SIZE LIMITATIONS

- (a) Bats must not exceed a diameter of 2 3/4 in and a -10 length/weight differential.

6. 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 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) **AND** four (A, AA)/ five (AAA) innings have been completed. **EXCEPTION: 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. **NOTE:** If four (A/AA)/ five (AAA) innings have not been completed after the two hour time limit, the game will continue until the fourth/fifth inning has been completed.

- (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) 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.
- (d) If the HOME team is ahead when the VISITING team has completed its half of the sixth (A, AA)/seventh (AAA) inning. 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.
- (e) 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 7-run per inning mercy rule will apply in AAA League games. **The inning will stop once the 7th run has been scored.**
- (b) A 6-run per inning mercy rule will apply in AA League games. **The inning will stop once the 6th run has been scored.**
- (c) A 5-run per inning mercy rule will apply in A League games. **The inning will stop once the 5th run has been scored.**
- (d) **EXCEPTION:** The mercy rule will not apply in the final inning as determined by the game time limitations, when there will be unlimited scoring opportunity for both teams.
- (e) This mercy rule may be suspended for League Tournaments and Championship play by the Division Coordinator after consultation with the appropriate team coaches.
- (f) The 10-run mercy rule after 4 or more complete innings (3 1/2 innings if the HOME team is ahead) will apply in league playoffs/tournament play, **but NOT in regular 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.**
- (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) **All pitch types may be thrown all season long, including curve balls.**

10. 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.

- (a) **AAA: The balk rule will be enforced.** No warnings will be given.
- (b) **AA Tournament, AA League Championship Tournament, AA and A Zone Qualifiers: The balk rule will be enforced.** No warnings will be given.
- (c) **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.**
- (d) **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.
- (e) When a balk is called, coaches should ensure that their pitcher understands the reason for the call.

11. 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 the same age division however the player must be from same level or lower. e.g. 13U AA Tier 1 team may request a 13U AA Tier 1 or 13U AA Tier 2 player but not a 13U AAA player.
- (b) APs may come from any level of a lower division.
- (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** age 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** age 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.

12. 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) 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. 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).**
- (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

13. SAFETY REGULATIONS

The following safety regulations will be strictly enforced:

- (a) Refer to all COVID safety handouts. All teams must have a Health and Safety coordinator.
- (b) Shoes with metal or plastic cleats or spikes are prohibited; shoes with rubber studs or cleats are permitted.
- (c) The batter, runners must wear undamaged regulation batting helmets with two ear flaps.
- (d) **ALL PERSONS (including parents)** receiving warm-up throws from a pitcher, **whether on or off the field**, must wear a protective mask.
- (e) Catchers must wear a throat protector or a mask with extended throat protection.
- (f) 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.
- (g) Malicious contact (as defined in 13 (e)) will be penalized regardless of whether it is committed by an offensive or a defensive player.

Rules 13 (a-f) are Baseball Canada rules and umpires may, at their discretion, eject players or coaches refusing to follow these safety regulations.

- (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) 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.
- (j) 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.

14. 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) **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.**
- i. 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.
- (d) **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.
- (e) **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.

15. 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. At least one coach of an A team is required to have completed the on-line portion of the Initiation Coach certification.
- (c) Coaches of teams participating in Baseball Sask Zone Qualifiers and Provincial Championships must meet the appropriate Baseball Sask coaching certification requirements. **NO EXCEPTIONS TO THESE REQUIREMENTS WILL BE MADE.**

APPENDIX A
BASEBALL SASKATOON 13U 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 (<30), they can pitch again that day or the next day to a total two day maximum of 85 pitches. (i.e if player pitches 30 on day 1, they are only eligible for 55 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
1-30	None	31-45	1 Day	46-60	2 Days

# of pitches	#days rest	# of pitches	#days rest	# of pitches	#days rest
61-75	3 Days	76-85	4 Days	85	Maximum