



## BASEBALL SASKATOON 11U Division Rules for League Play – 2023

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

### GAME START TIMES

1. Games will be played at Kilburn & Sifton Parks. Game start times will be 5:00 pm & 6:30 pm (4:45 and 6:15 before May long)

### GENERAL RULES

1. The Field Conditions/WEATHER HOTLINE is on the Baseball Saskatoon website at <https://www.baseballsaskatoon.com/field-conditions/>
2. The decision to cancel 5:00 pm games due to poor weather will be made by 3:30 pm.
3. For information on weather-related cancellations of games played outside Saskatoon, call the appropriate coach on the contact list. THIS INFORMATION WILL NOT BE AVAILABLE ON THE IN-TOWN WEATHER HOTLINE.
4. The HOME team will occupy the 3rd base side; the VISITING team will occupy the 1st base side.
5. Each team will be allowed a 10-minute infield, starting with the HOME team 25 minutes before game time and the VISITING team at 15 minutes before game time. Teams failing to start their infield on time will not be permitted to extend their designated time and delay the start of the game. The plate meeting will commence 5 minutes before the scheduled start time.
6. Batting Cages at Kilburn

During game days only teams that are playing may use the cages from 3:30 until 6:30 after that it will be 1st come. If there are teams waiting to use the cages there will be a 15 minute time limit. With 2 cages and 8 teams playing we can't have teams monopolize the cages.

7. A team failing to field 8 players by 15 minutes after the scheduled game start time will forfeit that game and have a score of 7-0 recorded against it. A practice game, using the assigned umpire should be played instead. Teams should share players in the practice game so as to have two balanced teams.
8. NO BATTING DRILLS WHICH USE BASEBALLS (OF ANY KIND) HIT INTO ANY FENCE ARE PERMITTED.
9. A, AA Tier 4-5, AA Tier 2-3 and AAA teams will play “everybody bats” with unlimited substitution and player re-entry throughout the season. **Each player must play a minimum of two defensive innings in the first four innings of a game.**
10. AA Tier 2-3 and AA Tier 4-5 will have the same rules.

## GAME RULES

1. The HOME team will occupy the third base bench; the VISITING team will occupy the first base bench.
2. The HOME team shall supply the game balls (3 balls in good condition).
3. 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 leaves or 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.**
4. All lineup changes must be made through the plate umpire.
5. Coaches must inform the scorekeeper of each pitching change **before** that change is made.
6. No equipment may be left or stored on the playing field at any time. Equipment must be kept in or behind the players’ benches.
7. Each team is responsible for cleaning up its bench area and the spectator area nearby.
8. The HOME team is responsible for returning the bases and other equipment such as rakes and lining equipment to the storage shed/boxes following the game. All storage boxes must be locked following each game.
9. The Home team at Kilburn 1 is responsible for locking the pup container.
10. Games will be canceled or stopped when the temperature (feels like) falls below 5 degrees C or when the time between a lightning flash and the sound of thunder is 30 seconds or less. A game stopped because of lightning may be resumed once the storm has passed if the field remains playable.
11. A courtesy runner for the catcher will be used in all league games and league tournaments. Any time the catcher for the upcoming inning is on base or reaches base with 2 outs, a substitute runner shall take his/her place on base so that the catcher is ready to take warm up pitches as soon as the inning ends. The substitute runner shall be the last player put out in that inning. The intent of this rule is to ensure that the next inning begins quickly after the third out to allow teams to play as many innings as possible in the time allotted.
12. Bunting is not permitted.

13. Lead-Offs are not allowed.
14. There are no intentional walks allowed.
15. 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. No drop greater than -10 baseball Sask equipment rules

## **DELAY OF GAME**

1. Delaying the game start or the progress of the game is to be avoided.
2. The plate meeting will commence 5 minutes before the scheduled start time.
3. When a new pitcher enters the game he/she shall receive 5 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 an extraordinarily 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.
4. BETWEEN INNING CLOCK GENERAL GUIDELINES:
  - a. The between innings clock will be set at ninety (90) seconds.
  - b. Umpire will keep time with a stopwatch.
  - c. The clock will be in effect for the entire game, including any extra innings.
  - d. It will be activated once the last out of the inning has been recorded.
  - e. The pitcher must complete and may not exceed 5 warm up pitches within the time.
  - f. The catcher will be instructed to throw to second base with 30 seconds left on the clock.
  - g. The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire.
  - h. The umpire will use discretion when the catcher is a runner or batter / hitter when the half inning ends.

## **GAME LENGTH**

1. Games are 6 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. The score after 6 innings or 1 1/2 hours of play will be the official score. If there is time to play more than 6 innings or longer than 1 1/2 hours and both teams are in agreement, then by all means keep playing.
2. In the event of a shortened game (rain, lightning, darkness, etc) a game shall be considered complete after 3 innings (2 1/2 if the home team is ahead).

## **PITCHING RULES FOR ALL CATEGORIES**

1. Pitching limits will be determined by the Baseball Canada pitch count rules (see Appendix A).
2. These pitch count limitations will apply to all games played.

REQUIRED DAYS REST DO NOT RESET TO ZERO FOR TOURNAMENTS, AND TOURNAMENT PITCH COUNTS MUST STILL BE RECORDED ON THE WEBSITE

3. Pitch counts will be recorded and each team is required to enter its pitch counts online within 24 hours of the game being played. The head coach of a team failing to do so will be warned and will face suspension if subsequent infractions occur. Please see the help page at <https://help.teamlinkt.com/en/articles/6187334-submitting-pitch-counts> for detailed instructions on how to enter pitch counts.
4. 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.
5. 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.
6. 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.
7. 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.

8. There are no intentional walks allowed.

## SCOREKEEPING

1. 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.
2. At the end of the game the Game Summary sheet must be filled out and signed by both coaches. The home team will enter the score into Teamlinkt AND include a picture of the Game Summary sheet. Each team is responsible for entering their own pitch counts and they must be entered within 24 hours.  
<https://help.teamlinkt.com/en/articles/4938724-how-to-submit-scores-to-the-league-for-team-admins>
3. 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.

5. The **home team** is responsible for entering the game score in teamlinkt **no later than 24 hours** after finish of the game.
6. Each team is responsible for entering their own teams' pitch counts at **no later than 24 hours** after finish of the game. Please see the help page at <https://help.teamlinkt.com/en/articles/6187334-submitting-pitch-counts> for detailed instructions on how to enter pitch counts.
7. Scorebooks must be used for each game. The team's line-up should be entered in the scorebook with each player's first and last name, number and starting position. Scorebooks **MUST** be left in the lock box or pup after the game, otherwise the next game at that diamond will not have a scorebook.

## MERCY RULES

1. 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. **Only in the event of an over the fence home run will all runs count.**
2. 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/playoff play, **but NOT in league play.**

## RULES SPECIFIC TO THE 11U AA LEAGUES

1. All batters start with a 1-1 count.
2. Scoring may only occur on a play initiated by a hit or a force play.  
Sask Baseball has updated the OverThrow Rule for 11u AA Tiers and A.

**i) 11U AA Tier 2, AA Tier 3, AA Tier 4, AA Tier 5 & AA Tier 6 Only – Regardless of what base a runner is on, they can only score (come home) on a hit ball in the ensuing live play or be walked home on a base on balls. Ex) Once a runner assumes possession of 1st, 2nd or 3rd base, the only way they can score is from a hit ball in play or a base on balls with the bases loaded. Runners cannot score on an overthrow, passed ball, runner getting into the hot box, throw from catcher to pitcher, or a throw from the catcher on an attempt to throw out a runner stealing a base.**

I went over the rule with Sask Baseball and here are some scenarios;

- Runner on 1st, steals 2nd, ball gets past defensive player at 2nd, runner can advance to 3rd. If the throw to 3rd gets past the defensive player at 3rd, the runner must stay at 3rd.

- Runner on 1st, batter hits ball to SS. SS throws to 2nd and ball gets past the defensive player at 2nd, runner advances to 3rd, ball is thrown to 3rd and gets past the defensive player at 3rd, runner **CAN** continue home. In this scenario there was a hit to initiate the play.

- Runner on 2nd, attempts to steal 3rd, ball gets by defensive player at 3rd. Runner **CAN NOT** continue home as there was no ball hit in play.

- Nobody on, the batter hits the ball in play, there are multiple throwing/catching errors, the batter/runner can go all the way home and score.

In summary;

If the pitcher is on the mound and there are runners on base, the only way those runners can score is on a ball that has been HIT into play.

Coaches, please discuss this rule with with the plate umpire before each game (and any other rules you are uncertain about)

## **RULES SPECIFIC TO THE 11U A LEAGUE and ARC**

1. IN THE 11U A DIVISION THERE IS A “NO WALK” RULE IN EFFECT FOR LEAGUE PLAY.

NOTE: We are trying to encourage and promote hitting, if a player has been hit and is **VISIBLY UPSET**, then give that player the option of going to 1st.

2. ONCE A BATTER HAS RECEIVED A COUNT OF FOUR BALLS, A MEMBER OF THE COACHING STAFF FROM THE HITTING TEAM WILL PITCH AN ADDITIONAL 3 HITTABLE PITCHES TO THE BATTER. IF THE BATTER DOES NOT HIT THE PITCHES, THEY WILL BE OUT AND RETURN TO THEIR BENCH.
3. Players pitch from 40 ft.
4. Batters start with a 1-1 count
5. No bunting
6. No leadoffs or stealing bases
7. Players can go home only on a hit ball or by a force play. Please refer to **RULES SPECIFIC TO THE 11U AA LEAGUES section 2 on the previous page for details.**
8. 4-run per inning mercy rule
9. 11U A Division is required to submit pitch counts as well. At this level it may seem unnecessary, but it is a good habit to develop as you will probably be moving up in skill level the following year! It is also recommended that pitchers be changed every 1-2 innings at this level.

## **SAFETY REGULATIONS**

1. All safety regulations, as outlined in the current SBA Handbook, are in effect for League play.
2. 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.
3. All batters, base runners and bat boys/girls must wear an undamaged regulation batting helmet.
4. Bat boys/girls must use a chinstrap securely fastened to their helmet.
5. Catchers must wear throat protection or a mask with extended protection.
6. ALL persons (including parents) warming up a pitcher must wear a protective mask if in the crouched position.

**NO EXCEPTIONS. These are Baseball Sask rules and the umpire may, at their discretion, eject players or coaches refusing to follow these safety regulations.**

## CONDUCT OF PLAYERS AND COACHES:

1. PROTESTS ARE NOT PERMITTED IN 11U LEAGUE GAMES.
2. There will be no arguing/debating with the umpires.
3. Any unsportsmanlike action shall be grounds for ejection. This includes swearing, any action designed to distract either team, over-aggressiveness, etc.
4. 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.
5. A ZERO TOLERANCE policy exists for verbal and physical harassment of umpires by coaches, players, parents and spectators.
  - 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 guidelines. 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 (See also item 1 directly above)
  - 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 behavior 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.
  - Coaches are expected to dress so that their team affiliation is apparent. Coaches must follow the SBA dress regulations. To clarify, dress like a coach and all coaches should match.

## COACHING CERTIFICATION:

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

## TEAM RESPONSIBILITIES

1. The Home team will supply sufficient game balls (3 in good condition to start the game) Each team should assign someone to retrieve foul balls.
2. The HOME team will:
  - Supply the scorekeeper and pitch count keeper. They must sit close to the umpire
  - Notify the 11U Division Coordinator or Minor Division Administrator of any missing or damaged equipment. If the equipment is not reported missing, the last HOME team to have played on that diamond after discovery of missing equipment will be charged for replacement of the missing equipment.
  - Return the bases to the Pup or Lock box after each game. Failure to do so will result in a fine of \$50; the fine will double for each subsequent offense.
3. The VISITING team will provide a base umpire if a base umpire is not present. The plate umpire may decide they can run the game alone.
4. Each team is responsible for cleaning up its bench area and the adjacent spectator area.
5. No equipment is to be stored or left on the playing field at any time.
6. Teams assessed fines will have their games suspended until the fines are paid.

## 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:

1. APs may come from the same division however the player must be from the same level or lower. e.g. 11U AA Tier 2-3 team may request a 11U AA Tier 4-5 or 11U A player and if unable to get a player from those 2 tiers, may pick up an 11U AA Tier 2-3 player. Picking up an 11U AAA player would not be allowed.
2. 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.
3. In all circumstances, the AP must be cleared by the coach of his regular team to play.
4. 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.



5. APs must follow the bat rules of the higher division when participating in those games.
6. 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.
7. These rules apply to **all league** regular season, Exhibition, league tournament and playoff games. Provincials, as always, is based on your submitted provincial roster.
8. Coaches not complying with this policy will be disciplined by Baseball Saskatoon.

**Make Up Games (For games that were not completed)**

Each team should contact each other first and decide on a date(s) and time(s) that would work for them. Then send Christa an email so that she can book a diamond and umpires for you.

administrator@baseballsaskatoon.com

## APPENDIX A

### BASEBALL SASKATOON 11U DIVISION PITCH COUNT RULES - 2022

**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 25 pitches.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 25 pitches are thrown in the first appearance. An appearance is defined as one pitch or more thrown in a game.
3. The totals for day 1 and day 2 are now the single day max (75). If pitchers do not go over the daily threshold for rest (<25), they can pitch again that day or the next day to their daily max. Day 2 is also has to take into account the previous day pitches.

i.e if a player pitches 20 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 25 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 25.

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. Intentional walks are not allowed.
8. Once a player has assumed the position of pitcher, he/she may not catch for the remainder of that day.
9. No curve balls are permitted.

**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    |

## **Appendix B Playoff Rules**

**Unless amended here, league rules apply.**

- 1. Playoffs are a “double knockout” format. In the event of an “if necessary Championship Game”, Home team will be decided by coin toss.**
- 2. There must be a winner for each game. Note: Time limits are in effect except for Championship(s) games.**
- 3. Mercy Rules: Per inning is the same as regular season. The 10 run mercy rule will be applied to playoff games. 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.**
- 4. Tied Games:**  
**In the event that a game is tied at the end of regulation innings, extra innings will be played until a winner/loser can be determined using the following method:**

**Extra inning game procedure:**

**If the game is tied at the completion of regulation, the following procedures will be implemented during extra innings: Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. (See example below to confirm who is on first and second) The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. (See example below to confirm who is at bat) The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.**

**Example:**

**If the last regulation inning ends with the #6 hitter having the last plate appearance (PA), then the extra inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base. With the exception of beginning the inning with runners on first and second base with no one out, all other “Official Baseball Rules” and “Canadian Rules” will remain in effect during extra innings required to determine a winner.**