

## 11U Division Rules for League Play – 2024

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](http://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.**

**GAME START TIMES:** Games will be played at Kilburn, Sifton Parks and Riversdale Kiwanis. Game start times will be 6:00pm. If we have to do 2 games in the same night, start times will be 5:00 pm & 6:30 pm. Please confirm on TeamLinkt.

The Field Conditions/WEATHER HOTLINE is on the Baseball Saskatoon website at <https://www.baseballsaskatoon.com/field-conditions/>

### TEAM LINEUPS:

1. AAA, AA Tier 2-3, AA Tier 3-4 and A 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.**
2. A team failing to field a minimum of 8 players 10 minutes after the scheduled start time for the game shall forfeit the game. 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.
3. AA Tier 2-3 and AA Tier 4-5 will have the same rules.

### GAME RULES

- (a) The HOME team will occupy the third base bench; the VISITING team will occupy the first base bench.
- (b) The HOME team shall supply the game balls (3 balls in good condition).
- (c) 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.**
- (d) All lineup changes must be made through the plate umpire.
- (e) Coaches must inform the scorekeeper of each pitching change **before** that change is made.
- (f) No equipment may be left or stored on the playing field at any time. Equipment must be kept in or behind the players’ benches.
- (g) Each team is responsible for cleaning up its bench area and the spectator area nearby.
- (h) 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.
- (i) The home team on Kilburn 1 is responsible for locking the pup container.

(j) Games will be canceled or stopped when the temperature 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.

(k) 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.

(l) **Bunting is not permitted.**

(m) Lead-Offs are not allowed.

(n) Stealing bases is allowed in AAA, AA Tier 2-3 and AA Tier 4-5, the ball **MUST** cross home plate before the runner can leave the base.

(n) There are no intentional walks allowed.

#### **BAT LIMITATIONS**

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.

#### **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. 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).
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.
4. Each registered umpire must print and sign their name in the game results sheet to verify that he/she worked that game.
5. The winning team is responsible for entering the game score in teamlinkt no later than 24 hours after finish of the game. Take a picture of the Game Summary Sheet and upload it to TeamLinkt. ([See Video](#))
6. Each team is responsible for entering their own teams' pitch counts at <https://teamlinkt.com/pitchcount> no later than 24 hours after finish of the game.
7. Line-ups must be given to the scorekeeper at least 15 minutes prior to game time.

#### **MERCY RULES**

1. A 6-run per inning mercy rule will apply in the AAA, AA Tier 2-3 and AA Tier 4-5 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.

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 or City Playoffs,, **but NOT in league play.**

## **DELAY OF GAME**

1. Delaying the game start or the progress of the game is to be avoided.
2. Each team will be allowed a 10-minute pre-game infield with the HOME team starting its infield 25 minutes before the scheduled game start time. The plate meeting will commence 5 minutes before the scheduled start time.
3. 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.
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 8 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 six innings long. No new inning shall not be started 2 hours after the official game start time (1 ½ hours in length if 2 games on the same night).

## **RULES SPECIFIC TO THE 11U AA Tier 2-3 & Tier 4-5 LEAGUE**

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.  
\* A RUNNER OCCUPYING THIRD BASE AT THE START OF THE PITCH, MUST BE HIT OR FORCED HOME (ON A WALK) TO SCORE. THAT RUNNER CANNOT SCORE ON ANY OTHER PLAY SUCH AS AN OVERTHROW OR PASSED BALL.

## **RULES SPECIFIC TO THE 11U A (ARC) LEAGUE**

See Appendix B.

## 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.
7. **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.  
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.
4. A ZERO TOLERANCE policy exists for verbal and physical harassment of umpires by coaches, players, parents and spectators.
  - (a) 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)
  - (b) 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.
4. Coaches are expected to dress so that their team affiliation is apparent. Shorts are allowed but all coaches must have the same colour. If you are coaching in Provincials or out of town tournaments, be sure to inquire as to what their dress code will be.

## **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 <https://www.respectgroupinc.com/respect-in-sport/>.
3. All Coaches wishing to enter teams in Provincial Championships should check the Baseball Sask website [2024 NCCP requirements for Provincials](#) to ensure that they have the required provincial coaching qualifications.

## **Team Responsibilities**

1. The HOME team will:
  - a. Supply the scorekeeper and pitch count keeper. They must sit close to the umpire
  - b. 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.
  - c. 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 offence.
2. The VISITING team will provide a base umpire if a base umpire is not present. Exceptions to this rule are when an out of town team is the visiting team in Saskatoon and when a Saskatoon team is the visiting team out of town, then the Home team will provide a base ump.
  - a. The plate umpire may decide they can run the game alone.
3. Each team is responsible for cleaning up its bench area and the adjacent spectator area.
4. NO BATTING DRILLS WHICH USE BASEBALLS (OF ANY KIND) HIT INTO ANY FENCE ARE PERMITTED.
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:

- APs may come from the same division however the player must be from the same level or lower. e.g. 11U AA team may request a 11U AA or 11U A player but not a 11U AAA player.
- 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.
- In all circumstances, the AP must be cleared by the coach of his regular team to play.
- 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.
- APs must follow the bat rules of the higher division when participating in those games.
- These AP rules are to help teams out when they are short players. It is not to 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.

These rules apply to **all league** regular season, Exhibition, league tournament and playoff games. Provincials, as always, is based on your submitted provincial roster.

Coaches not complying with this policy will be disciplined by Baseball Saskatoon.

## **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.  
Entering pitch counts – [www.teamlinkt.com/pitchcount](http://www.teamlinkt.com/pitchcount)  
USERNAME : baseball PASSWORD: scores2web
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, minimum 2 game suspension.
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.)
8. 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.
9. **There are no intentional walks allowed.**

## APPENDIX A

### BASEBALL SASKATOON 11U DIVISION PITCH COUNT RULES - 2024

**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.**
    - a. **i.e if 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.**
    - a. **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

### Game Format & Rules for the 11U A (ARC) Division

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

\*\*\* (If a player has been hit, give them the choice of staying in or going to 1st)\*\*\*

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.

- Players pitch from 44 ft.
- Batters start with a 1-1 count
- No bunting
- No leadoffs or stealing bases
- Players can go home only on a hit ball or by a force play
- 4-run per inning mercy rule

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!

## Diamond Duties Kilburn, Riversdale and Sifton

### Kilburn

- Pups and Lock Boxes; bases, plugs
- Home team is responsible for putting the plugs in, locking the bases, scorebooks and pitch count sheets in the lock box (pup on diamond 1) at the end of the night.
- To open the locks make sure you are lining up with the guides.

### Sifton & Riversdale

- Lock Box, Pup up near 13u Diamonds (SIFTON)



## Saskatoon Tournaments

- Tier 4-5 Open Tournament, May 24-26
- 11U A Tournament, May 31- June 2. All teams are automatically entered, please let us know if your team won't be participating.
- AAA Open Tournament June 7-9
- AA Tier 2-3 June 14-16

For more information go to the Tournaments page on the Baseball Saskatoon Website.

## City Playoffs

- A league June 17-28
- AA Tier 2-3 and Tier 4-5 July 2 - July 12
- AAA July 2 - July 12
- Format for all is double knockout

## PROVINCIALS

If you are planning on attending Provincials here are some things to keep in mind.

- You will need to have the proper coaching certifications.  
<https://www.baseballsask.ca/assets/2022-NCCP-Requirements-for-Provincials.pdf>
- Deadline for submitting rosters is..... Over book the plane!
- There is an entry fee of \$250 per team, but there is another fee of up to \$250 as well. This is a "gate fee".
- [Provincial Championships](#)
- Read the [Playoff Manual](#) before you go! (You can't wear shorts)

Filling out Pitch Count Sheet and Game Summary

 Pitch count and Game Summary HD 720p

## Additional Resources

[Basics of scoring](#)

Scoring, in depth - [Keeping a scorebook pt1](#)