



BASEBALL SASKATOON 13U DIVISION RULES FOR LEAGUE PLAY

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 decision to cancel games due to poor weather will be made by 3:30pm and posted to the Field Conditions page of the Baseball Saskatoon website. For games in Martensville, please visit the Field Conditions page of the SaskFive Giants website.
- (b) Game start time will be 6:00 pm. before the May long weekend, 6:30pm afterwards. Games will be played at Geoff Hughes, Sifton and Nutana. Confirm on TeamLinkt or the Baseball Saskatoon website under Schedule.
- (c) The HOME team occupies the third base bench; the VISITING team occupies the first base bench.
- (d) The VISITING team will provide a base umpire should there only be one umpire assigned. Exceptions to this rule are when a SaskFive Giants team is the visiting team in Saskatoon and when a Saskatoon team is the visiting team in Martensville.
 - i. The plate umpire may decide that they can run the game alone
- (e) 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).
- (f) The team batting line-ups are to be provided to the scorekeeper and the opposing team 15 minutes before the start of the game. The best way to provide the lineup is with a sheet from a line-up book, it is not mandatory but it is helpful. Both team lineups are to include the player's first name, last name, and number.
- (g) Prior to the start of the game, players are only allowed on the infield when their team takes its pre-game warm-up.
- (h) Hitting baseballs of any type into any fence or backstop is not permitted.

2. TEAM LINEUPS

- (a) All divisions will play "everybody bats" with unlimited defensive substitution and re-entry. Players will bat in the order listed on the scoresheet at the beginning of the game. The batting order will remain the same for the entire game. 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. Players arriving after the game has started will be added to the bottom of the batting order.
- (b) Each player must play a minimum of two defensive innings in the first four (five for 13U AAA) innings of a game.
- (c) A team failing to field nine players by 15 minutes after the game was scheduled to start will forfeit the game and have a score of 6-0 loss recorded. A practice game, using the assigned umpire(s), is to be played instead. Teams should share players in the practice game so as to have two balanced teams.

3. SCOREKEEPING

- (a) The HOME team will provide the official scorekeeper, and the official pitch count keeper. They must sit close to the home plate umpire. Scorebooks, pitch count sheets and Game Summary Sheets are available at each ballpark. Home teams should bring a back-up scoresheet and pitch count sheets to be used in the event that these items are missing from the ballpark.
- (b) 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 and submit to the league immediately after the game and no later than 24 hours after completion of regular season games. Each team is responsible for entering their own pitch counts and they must be entered immediately after the game and no later than 24 hours after completion of regular season games.
- (c) Scorebooks must be used for each game.

4. GENERAL GAME RULES

- (b) AA Tier 2-3 and AA Tier 4-5 divisions will follow the same rules.
- (c) Coaches must inform the official pitch count keeper and home plate umpire of each pitching change before that change is made.
- (d) 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.
- (e) The Drop 3rd strike rule will apply in 13U AAA games only. In 13UAA Tier 2-3, 13UAA Tier 4-5 and 13UA, when a dropped third strike by the catcher occurs, the batter cannot advance to 1st

base and is considered out immediately.

(f) For 13U A League:

- i. No player may pitch more than three innings per game.
- ii. If a pitcher is having difficulty throwing strikes, 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. GAME LENGTH

(a) Games are six innings (seven innings for 13U AAA games). However, a game will be ruled complete 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 four (Five for 13U AAA) innings have been completed). If four (five for 13U AAA) innings have not been completed after the two-hour time limit, the game will continue until the fourth (fifth for 13U AAA) inning has 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 (seven for 13U AAA) innings have been completed or the game is ruled complete, whichever occurs first.

(b) Games may be stopped and ruled complete when the game is called by the umpire because of poor light or poor weather and four (five for 13U 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) Games will be ruled complete If the HOME team is ahead when the VISITING team has completed its half of the sixth (seventh for 13U AAA) inning or when the HOME team scores the winning run in its half of the sixth (seventh for 13U AAA) inning.

(d) 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.

6. 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 (6:05 for a 6:30 start) and the VISITING team commencing its infield 15 minutes before the scheduled game start time (6:15 for a 6:30 start). The plate meeting will commence 5 minutes before the scheduled start time (6:25 for a

6:30 start).

- (c) When a new pitcher enters the game he/she shall receive 8 preparatory pitches, unless under emergency circumstances covered elsewhere in OBR (Official Baseball Rules). 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 GENERAL GUIDELINES:
 - i. The between innings clock will be set at ninety (90) seconds.
 - ii. Umpire will keep time with a stopwatch.
 - iii. The clock will be in effect for the entire game, including any extra innings.
 - iv. It will be activated once the last out of the inning has been recorded.
 - v. The pitcher must complete and may not exceed 8 warm up pitches within the time.
 - vi. The catcher will be instructed to throw to second base with 30 seconds left on the clock.
 - vii. The batter must be entering the batter's box as time expires or when instructed by the Home Plate Umpire.
 - viii. The umpire will use discretion when the catcher is a runner or batter / hitter when the half inning ends.

7. MERCY RULES

- (a) League Games do not have a run differential mercy rule.
- (b) A 7-run per inning mercy rule will apply in 13U AAA games.
- (c) A 6-run per inning mercy rule will apply in 13U AA Tier 2/3 and 13U AA Tier 4/5 League games.
- (d) A 5-run per inning mercy rule will apply in 13UA games.

The inning will stop once the 7th/6th/5th run has been scored.

8. PITCHING RULES FOR ALL DIVISIONS

- (a) Pitching limits for all play will be determined by pitch counts. (see APPENDIX A below)
- (b) **REQUIRED DAYS OF REST APPLY TO ALL GAMES PLAYED AND DO NOT RESET TO ZERO FOR TOURNAMENTS OR EXHIBITION GAMES**
- (c) All pitch counts (including exhibition games and tournament games) must be entered into the Teamlinkt app. <https://help.teamlinkt.com/en/articles/6187334-submitting-pitch-counts>
- (d) Intentional walks and illegal pitches will be included in the pitch count totals.
- (e) 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.

- (f) Once removed from the mound, a player may not pitch again in that game, but may play in any other position **EXCEPT AS A CATCHER. Once a player assumes the position of pitcher, they cannot assume the position of catcher for the remainder of the day.**
- (g) **Curve balls are not permitted before June 1st.**

9. BALK RULE

Umpires have been asked to apply the balk rule in the following manner:

- (a) **All 13U AAA games - *The balk rule will be enforced.*** No warnings will be given.
- (b) **13U AA Tier 2/3, 13U AA Tier 4/5** - 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.**
- (c) **13UA** - When an infraction of the balk rule occurs, the umpire will call "no pitch". Repeated occurrences (eg. 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.

10. BAT SIZE LIMITATIONS

- (a) Bats constructed of aluminum, fiberglass, or magnesium with a maximum diameter barrel of 2-3/4 inches will be allowed. The bats may have a maximum length to weight differential of -10.

11. TEAM RESPONSIBILITIES AFTER THE GAME

- (a) 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.
- (b) The HOME team is responsible for replacing the base anchor plugs and returning the bases and the scorebook to the clubhouse/equipment box after the game. Teams not doing so will be fined (\$25 for the first offence, \$50 for each subsequent offence).
- (c) Notify the 13U 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
- (d) All storage boxes must be locked following each game.
- (e) Teams assessed fines will have their games suspended until the fines are paid.
- (f) The Coach/Manager of the home team is responsible for submitting the game score and Game Results Sheet through TeamLinkt as soon as possible, but no later than 24 hours after the game has finished. <https://help.teamlinkt.com/en/articles/4938552-submit-scores-to-the-league>
- (g) 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. <https://help.teamlinkt.com/en/articles/6187334-submitting-pitch-count>

12. SAFETY REGULATIONS

These are Baseball Canada rules and umpires may, at their discretion, eject players or coaches refusing to follow these 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. Malicious contact will be penalized regardless of whether it is committed by an offensive or a defensive player.
- (f) 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.
- (g) 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.

13. CONDUCT OF PLAYERS AND COACHES

- (a) Protests are not permitted in 13U games.
- (b) 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.
- (c) Coaches are expected to dress so that their team affiliation is apparent and all coaches should match. Shorts are allowed, but all coaches must wear the same color. If you are coaching in Provincials or out of town tournaments, be sure to inquire as to what their dress code will be
- (d) **A JUDGEMENT CALL BY AN UMPIRE MAY NOT BE PROTESTED. 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 Baseball Saskatoon discipline guidelines. These ejections will also be reported to the Baseball Sask 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.

- (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. 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 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. Subsequent conditions may be placed on the offending spectators based on this review.

14. COACHING CERTIFICATION

- (a) One coach on each team is required to have their Respect In Sport and Initiation Coach certifications.
- (b) ALL coaches are encouraged, at minimum, to have completed the on-line entry module at www.coach.ca and the Respect In Sport core module at www.respectgroupinc.com/respect-in-sport/
- (c) All coaches wishing to enter teams into the provincial championships should check the Baseball Sask website to ensure that they have the required provincial coaching qualifications for provincials.

Make Up Games or Game Reschedules:

Each team should contact each other first and decide on a date(s) and time(s) that would work for them. then send the Baseball Saskatoon Administrator an email at administrator@baseballsaskatoon.com to inquire about diamond and umpire availability on those dates.

Please note that if you are cancelling or rescheduling a game for any reason other than weather/diamond conditions, this must be done a minimum of 72 hours before the game in order to cancel the umpires without penalty. Games cancelled later than 72 hours before the game will be deemed a 6-0 forfeit as it does not give the opportunity to cancel the umpires or diamonds and we will be charged full price for both.

APPENDIX A - BASEBALL SASKATOON 13U DIVISION PITCH COUNT RULES - 2024

1. Pitchers may throw on 3 consecutive days provided the **combined** pitch count for the first two days does not exceed 30 pitches. Pitchers may not pitch on four consecutive days
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 1 pitch or more thrown in a game.
3. Pitchers may pitch a maximum of 85 pitches in 2 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), they can complete the at-bat without the penalty on days of rest, as long as they do 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. A pitcher who has reached their maximum pitch limit while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
6. 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.
7. Once a player has assumed the position of pitcher, they may not catch for the remainder of that day.

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.)

# 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