



BASEBALL SASKATOON 15U DIVISION RULES FOR LEAGUE PLAY

Except as amended by the following, the rules of the Baseball Saskatoon 15U 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. GENERAL REGULATIONS

- (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. Teams will be notified if field conditions improve after 3:30pm and their game is able to proceed.
- (b) Game start time will be 5:45pm and 8:15pm on Bob Bessel and Jim Baba Field, and 6:30pm on Volunteer Field. All games will be played at Nutana Park or Martensville Mocon diamonds. Confirm on TeamLinkt or on the Schedule page of the Baseball Saskatoon website.
- (c) There is a hitting tunnel for each diamond at Nutana Park. Each team will be allowed a 25-minute batting practice, starting with the home team 75 minutes before the game start time and the visiting team following at 45 minutes before the game start time.
- (d) The HOME team occupies the third base bench; the VISITING team occupies the first base bench.
- (e) 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
- (f) 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).
- (g) 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.
- (h) Prior to the start of the game, players are only allowed on the infield when their team takes its pre-game warm-up.

- (i) 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 five innings of the 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 at their discretion, 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 or regular season games.
- (c) Scorebooks must be used for each game.

4. GENERAL GAME RULES

- (b) Coaches must inform the pitch counter of each pitching change before the change is made.
- (c) 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.

- (d) The Drop 3rd strike rule will apply.

5. GAME LENGTH

- (a) Games are seven innings long. However, a game will be ruled complete if two hours have elapsed and five innings have been completed. If five innings have not been completed (4 ½ if the home team is winning) after the two-hour time limit, the game will continue until the fifth inning has been completed. The sixth and seventh innings shall not begin two hours after the scheduled game start time.

EXCEPTION: If both coaches agree and the umpire(s) judges that the light and weather conditions are suitable, the game will continue until seven innings have been completed or the game is ruled complete, whichever occurs first.

- (b) Games may be stopped and ruled complete due to poor light or poor weather and 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 are ruled complete If the HOME team is ahead when the VISITING team has completed its half of the seventh inning or when the HOME team scores the winning run in its half of the seventh 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 and the VISITING team commencing its infield 15 minutes before the scheduled 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 (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) A 10-run mercy rule will apply in all games after five complete innings (or 4 ½ if the home team is winning).
- (b) A 5-run per-inning mercy rule will apply in 15U AA Tier 4/5 league games. The half-inning will stop once the 5th run has been scored by a team (including the last inning).
- (c) A 5-run per-inning mercy rule will apply in 15U A league games. The half-inning will stop once the 5th run has been scored by a team (including the last inning).

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.**

9. BAT SIZE LIMITATIONS

- (a) Wood bats are optional for all A/A divisions. Wood composite bats include wood bats with fiberglass sheathing and wood barreled bats with composite handles. Wood composite bats do not

include any bat that has any metallic component. NOTE: if your teams up in AA Tier 1 Provincials, you must use a wood bat

- (b) For 15U A/AA – Bats constructed of aluminum, fiberglass, or magnesium with a maximum diameter barrel of 2 ¾ inches will be allowed and have a maximum length-weight differential of -5.

10. 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 15U 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) The batter, runners must wear undamaged regulation batting helmets with two ear flaps.
- (b) **ALL PERSONS (including parents)** receiving warm-up throws from a pitcher, **whether on or off the field**, must wear a protective mask.
- (c) Catchers must wear a throat protector or a mask with extended throat protection.
- (d) 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.

- (e) 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.
- (f) 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) 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 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
- (c) **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 Baseball Sask. **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.
- (d) **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) All coaches on each team are required to have their Respect In Sport and Initiation Coach certifications.
- (b) 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. View the online Nutana calendar to find diamond availability.

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 and we will be charged full price for them.

APPENDIX A - BASEBALL SASKATOON 15U DIVISION PITCH COUNT RULES - 2024

**APPENDIX A
SASKATOON MINOR
BASEBALL 15U DIVISION
PITCH COUNT RULES**

Bantam AA and AAA											
April 30 to end of season	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	Maximum pitches
	1 - 35	None	36 – 50	1 day	51 – 65	2 days	66 - 80	3 days	81 - 95	4 days	95

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 3 consecutive days in a row provided the combined number of pitches thrown on the first two days does not exceed 35.
2. If a pitcher meets the requirements to pitch on consecutive days and the pitcher does not go over the first daily threshold during game 1, they are permitted to have a 2nd appearance in the same calendar day. Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in any two-day period.
 - a. A 15U pitcher throws 25 pitches on Day 1. On Day 2, that pitcher is limited to 70 pitches.
1. When a pitcher reaches the maximum number of pitches allowed for a threshold (see table above), 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. The coach or manager needs to acknowledge this to the umpire at this moment prior to the next pitch. Umpire would then notify the scorekeeper.
2. 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.
3. Intentional walks will be included in pitch count totals.
4. Once a player assumes the position of pitcher, he/she cannot catch for the remainder of that day.
5. A player cannot pitch on 4 consecutive days even though 30 or less pitches were thrown on each of the previous days.

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.