



Baseball Saskatoon Advanced Rally Cap (ARC) Format

The Sr. Rally Cap Advanced season will begin on May 1 with each team having two games per week following the 11U A format, finished off with a tournament in July. **No umpires will be provided in Advanced Rally Cap. **All teams will be set up with the TeamLinkt team management software, where your schedules will be automatically synced to.

11U A FORMAT:

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). 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.**

TEAM LINEUPS:

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.**

GAME RULES:

- The HOME team will occupy the third base bench; the VISITING team will occupy the first base bench.
- The HOME team shall supply the game balls (3 balls in good condition).
- 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 injured, the batting position of that player will be filled by advancing the remaining players in the batting order.
- Coaches must inform the scorekeeper of each pitching change before that change is made.
- No equipment may be left or stored on the playing field at any time. Equipment must be kept in or behind the players’ benches.
- Each team is responsible for cleaning up its bench area and the spectator area

nearby.

- 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.
- The last team at the park is responsible for locking the pup container.
- Games will be cancelled 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.
- 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.
- Bunting is not permitted.
- No walks. 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 hit-able pitches to the batter. If the batter does not hit the pitches, they will be out.
- Players pitch from 44 ft. Moving the pitching distance up to 40' if necessary is permissible depending on the player
- Base distance is 60 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
- If a runner is put out at base or batter's fly ball is caught, player returns to bench
- 4-run per inning mercy rule

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.

SCOREKEEPER

1. The HOME team shall provide a scorekeeper and a second person to record pitch counts on the sheets provided.
2. Follow instructions provided in the storage container.
3. The number and full name of each player must be recorded in the scorebook for all games.

MERCY RULES

1. A 4-run per inning mercy rule will apply. The inning will stop once the 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 play, but NOT in league play.

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.
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.
Entering pitch counts – 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.
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 - 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 25 pitches.
2. Pitchers may have 2 appearances on the same day provided no more than 25 pitches are

thrown in the first appearance. An appearance is defined as 1 or more pitches thrown in a game.

3. Pitchers may not pitch on four consecutive days.

4. 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.

5. 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.

April 30 to end of season

# 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

GAME LENGTH:

Games are six innings long or 1 1/2 hours in length. A new inning shall not be started one hour and forty-five minutes after the official game start time, unless agreed upon by **BOTH** coaches prior to the start of the game that 6 innings will be played. On nice evenings, full 6 inning games are encouraged, but are not mandatory.

SAFETY REGULATIONS:

1. 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, base runners and batboy/girl must wear undamaged, regulation batting helmets with two ear flaps and the chin-strap securely fastened.
 - (c) ALL PERSONS (including parents) receiving warm up throws from a pitcher while in the crouch position, 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) Bats may not exceed 32 inches in length, not more than 2 3/4 inches in diameter and may not be taped more than 16" from the handle.
 - (f) Except for the batter, the base runners, the on-deck batter and base coaches, all members of the batting team, including coaches, must remain in the players' bench area.