

**SASKATOON PEEWEE BASEBALL
2009 AAA LEAGUE CHAMPIONSHIP TOURNAMENT**

July, 2009

Teams
1. A's
2. Blue Jay Cyclones
3. Braves
4. Cardinals
5. Jays

All games 6:30 pm start	ED BRYANT	GH #2	JOE ZEMAN
Monday, July 6	1 vs 2		3 vs 4
Tuesday, July 7	2 vs 3		4 vs 5
Wednesday, July 8			
Thursday, July 9	5 vs 3		1 vs 4
Friday, July 10			

Last-named team is **HOME** team. Visiting team on Zeman runs concession.

All games 6:30 pm start	ED BRYANT	GH#2	JOE ZEMAN
Monday, July 13			
Tuesday, July 14	4 vs 2		5 vs 1
Wednesday, July 15	3 vs 1		2 vs 5
Thursday, July 16			
Friday, July 17	4 th in Pool vs 3 rd in Pool (Consolation)		2 nd in Pool vs 1 st in Pool (Championship)

Last-named team is **HOME** team. Visiting team on Zeman runs concession.

SASKATOON PEE WEE BASEBALL AAA LEAGUE CHAMPIONSHIPS RULES

July , 2009

1. Unless changed by these rules, the 2009 League rules are in effect.
2. Everybody bats and unlimited substitution and re-entry of players are permitted.
3. For each game:
 - (a) The League will provide a plate and a base umpire for all games.
 - (b) The HOME team will supply the scorekeeper.
 - (c) Team lineups are to be given to the scorekeeper and the coach of the opposing team before the start of a game. **PLAYERS' LAST NAMES AND NUMBERS ARE REQUIRED.** Players will bat in the order listed.
 - (d) Coaches must inform the scorekeeper of each pitching change.
 - (e) Scorekeepers must record each pitcher's outs on the game record sheet provided.
 - (f) Coaches should sign the game record sheet at the end of the game to verify that the score and the pitcher's outs recorded are correct. If this is not done, the game record sheet will be considered correct and may not be disputed later.
 - (g) The HOME team returns the game score sheet to the clubhouse after each game.
4. In round robin play, 2 points shall be awarded per win and 0 points for a loss. In tied games, extra innings will be played to determine a winner (see rule 8).
The tie-breaking procedures in the S.B.A. Handbook will be used to determine the standings if teams are tied after round-robin play except that tie-breaking games will not be played.
5. The pitching rules are:
 - (a) June pitch count limitations (maximum of 85 pitches per day) apply.
 - (b) Any pitcher who has delivered more than 30 pitches in a day may not pitch again the following day.
 - (c) Any pitcher that delivers more than 30 pitches in the first game of the day is not eligible to pitch any more that day. If they throw 30 or fewer pitches in the first game they may pitch again that day in **one** additional game only and to a **DAILY** maximum total of 85 pitches.
 - (d) Once a pitcher is removed from the mound, he/she cannot pitch again in that game.
 - (e) The pitch count will be reset for this tournament i.e. days of rest required are zero. All pitchers will start this tournament with zero pitches. **HOWEVER**, days of rest resulting from pitching in this tournament will carry through into the following week.
 - (f) A player may not play both the pitching and catching positions in the same game.
6. All games consist of six innings. However, a game will be ruled complete
 - (a) when four innings have been played and two hours, ten minutes have elapsed (i.e. a new inning may not be commenced later than two hours, ten minutes after the official starting time of the game.)
 - (b) when 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.
 - (c) when the HOME team is ahead after the VISITING team has completed its half of the sixth inning.
 - (d) when the HOME team scores the winning run in its half of the sixth inning. **EXCEPTION:** If the last batter in a game hits a fair fly ball out of the ground, the batter and all runners on base will be permitted to score in accordance with base running rules and the game will end when the last batter touches home plate.
 - (e) when a game is called because of poor weather or poor light and four complete innings have been played.

- (f) when a game exceeds the time limit of two hours, 20 minutes and at least four complete innings have been played. Once this time limit has been reached, the umpire will stop the game after the current inning is completed. The score at the end of this complete inning will determine the result of the game.

Normally, the time limits will be counted from the scheduled starting time of the game. However, if the tournament is running behind schedule, the starting time (for the purpose of the time limitation rules) will be the time midway between the scheduled starting time and the actual starting time of the game. This will not apply if the umpire judges that the delay was caused by excessively long pre-game warm-ups or other actions by one or both teams.

The umpire will determine the starting time for the purpose of time limitations and should advise the coaches at the pre-game meeting.

7. If four or more innings have not been played and the game time limit has been reached, the game will continue until a decision is reached according to rule 6 and/or rule 8.
8. If a game is tied after six complete innings or after exceeding its time limit, tie-breaking innings will be played until a winner is determined. In each tie-breaking inning, the batting team will start its half of the inning with one out and with the last batter out in that team's previous inning as a runner on second base. The pitching rules in rule 5 apply to all tie-breaking innings played.
9. Game balls will be provided by the League. Coaches are asked to ensure that the game balls are returned to the umpire at the end of the game.
10. Because it is not possible to have a protest committee present at each diamond, **NO PROTESTS MAY BE LODGED**. If a dispute arises, coaches, in consultation with the game umpire, should resolve it among themselves.

June 28, 2009