

SASKATOON BANTAM AA LEAGUE PLAYOFFS - JUNE 26 - 27, 2010

POOL A	POOL B	POOL C	POOL D
# 1 - Braves #1	# 4 - Blue Jays # 1	# 7 - Beastie Braves	# 10 - Blue Jays # 2
# 2 - A's # 2	# 5 - Cards # 2	# 8 - A's # 1	# 11 - Cards # 1
# 3 - Hanley/Davidson	# 6 - Watrous	# 9 - Blue Jays # 3	# 12 - North Battleford

SATURDAY

TIME	Diamond # 1	Diamond # 2	Diamond # 3	Diamond # 4
9:00 AM	# 2 VS # 1	# 5 VS # 4	# 8 VS # 7	# 11 VS # 10
11:30 AM	# 1 VS # 3	# 4 VS # 6	# 7 VS # 9	# 10 VS # 12
2:00 PM	# 3 VS TM 2	# 6 VS # 5	# 9 VS # 8	# 12 VS # 11
5:30 PM	2ND D VS 1ST C	2ND C VS 1ST D	2ND B VS 1ST A	2ND A VS 1ST B
	GAME 1	GAME 3	GAME 2	GAME 4

SUNDAY

TIME	Diamond # 1	Diamond # 2	Diamond # 3	Diamond #4
8:00 AM	W GM 1 VS W GM 2 **	W GM 3 VS W GM 4 **	L GM 1 VS L GM 2 **	L GM 3 VS L GM 4 **
	GAME 5	GAME 6	GAME 7	GAME 8
10:30 AM	3RD A VS 3RD B **	3RD C VS 3RD D **		
	GAME 9	GAME 10		
1:00 PM	L GM 5 VS L GM 6 **	W GM 5 VS W GM 6 **	W GM 7 VS W GM 8 **	
	"B" FINAL	"A" FINAL	"C" FINAL	
3:30 PM	W GM 9 VS W GM 10 **	L GM 9 VS L GM 10 **		
	"D" FINAL	"E" FINAL		

** DENOTES COIN TOSS TO DETERMINE HOME TEAM

SASKATOON BANTAM BASEBALL LEAGUE AA LEAGUE TOURNAMENT RULES

1. In round robin play, 2 points will be awarded per win and 0 points for a loss. Ties will be broken using the procedure described in rule 9.
S.B.A. tie-breaking procedures will be used to determine the standings if teams are tied after round-robin play **except that tie-breaking games will not be played.**
2. The last-named team is the HOME team in round robin play. For all playoff games the HOME team will be decided by coin toss. The HOME team occupies the third base bench.
3. Everyone Bats, with unlimited substitution, except pitcher. Once a pitcher is removed from a game, they cannot return to pitch in that game.
4. HOME team will provide the scorekeeper and pitch counter. VISITING team provides base umpire if needed. If necessary, the scorebook and the game result should be picked up from the clubhouse near diamond #1 by the official scorekeeper.
5. In each game:
 - (a) Coaches must inform the scorekeeper of each pitching change **before** the change occurs.
 - (b) Pitch Counters will record each pitcher's pitch count on the game record sheet provided. Scorekeepers are to return this sheet fully completed, and game summary sheet to the clubhouse immediately after each game.
 - (c) **Coaches should sign the game record sheet at the end of the game to verify that the score and the pitcher's pitch count recorded are correct.** If this is not done, the game record sheet will be considered correct and may not be disputed later.
6. The pitching rules are:
 - (a) SBA Pitching limitations apply. For each pitcher, these are

Number of Pitches	Rest Period
1 - 30	No rest required
31 - 45	1 day rest
46 - 60	2 days rest
61 - 75	3 days rest
76 - 90	4 days rest
<i>Total allowed pitches in a day</i>	90

- (b) once removed from the mound, a pitcher cannot pitch again in that game.
- (c) **rest period takes precedence over daily pitch count. For example, a pitcher must not pitch more than 30 pitches in a game in order for that pitcher to pitch again in the same day. A pitcher can not appear in 3 games in a row.**

7. **ALL GAMES WILL CONSIST OF SEVEN INNINGS** but a game will be ruled complete
- (a) if five innings have been played and two hours have elapsed (i.e. **a new inning will not be commenced two hours after the official starting time of the game**).
 - (b) if one team is ahead by 10 or more runs after five 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 5th or a subsequent inning, the game will be ruled complete and the HOME team will not bat.

The time limits will normally 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.

The umpires will determine the starting time for the purpose of time limitations and must announce this time at the plate meeting to the coaches and to the scorekeeper before game start. If this is not done, the coaches should ask the umpire to state the official starting time of the game. **The scorekeeper will record this time in the scorebook.**

8. If five or more innings have not been played and the game time limit has been reached, the game will continue until at least five innings have been completed. If after these five innings the game is tied, tie-breaking innings as described in Rule 9 will be played until a winner is determined.
9. If a game is tied **after seven innings**, tie-breaking innings will be played until a winner is determined. In these tie-breaking innings, each team at bat will start with one out and the last batter out in the previous inning as a runner on second base. **The pitching rules in rule 6 apply to all additional innings played.**

12. **The SBA Code of Conduct and the SBA Dress Code apply to this tournament**

Except as amended here, the rules in the Baseball Canada Rule Book (latest edition) and the 2009 SBA Handbook will apply.

NOTE: A PLAYER CANNOT PITCH & CATCH IN THE SAME DAY IN THE MOSQUITO, PEE WEE OR BANTAM DIVISIONS.