

SASKATOON MIDGET AA TOURNAMENT - JUNE 12 - 13

POOL A	POOL B	POOL C	POOL D
TM 1 - S'TOON CARDS #2	TM 4 - S'TOON A'S #1	TM 7 - S'TOON BRAVES	TM 10 - S'TOON BLUE JAYS
TM 2 - S'TOON A'S #2	TM 5 - S'TOON CARDS #1	TM 8 - MARTENSVILLE	TM 11 - KINDERSLEY
TM 3 - SHERWOOD PARK ATHLETICS	TM 6 - EAST PARK EDMONTON ORIOLES	TM 9 - LLOYDMINSTER TWINS	TM 12 - REGINA

SATURDAY

TIME	LEAKOS	CAIRNS	GIRGULIS	DIEFENBAKER
7:45 AM	TM 2 VS TM 1	TM 5 VS TM 4	TM 8 VS TM 7	TM 11 VS TM 10
10:00 AM	TM 1 VS TM 3	TM 4 VS TM 6	TM 7 VS TM 9	TM 10 VS TM 12
12:15 PM	TM 3 VS TM 2	TM 6 VS TM 5	TM 9 VS TM 8	TM 12 VS TM 11
4:00 PM	2ND D VS 1ST C GAME 1		2ND B VS 1ST A GAME 2	
6:30 PM	2ND C VS 1ST D GAME 3		2ND A VS 1ST B GAME 4	

SUNDAY

TIME	LEAKOS	CAIRNS	GIRGULIS	DIEFENBAKER
7:45 AM	W GM 1 VS W GM 2 ** GAME 5	W GM 3 VS W GM 4 ** GAME 6	L GM 1 VS L GM 2 ** GAME 7	L GM 3 VS L GM 4 ** GAME 8
10:00 AM	3RD A VS 3RD B ** GAME 9	3RD C VS 3RD D ** GAME 10		
12:15 PM	L GM 5 VS L GM 6 ** "B" FINAL	W GM 5 VS W GM 6 ** "A" FINAL	W GM 7 VS W GM 8 ** "C" FINAL	
2:30 PM	W GM 9 VS W GM 10 ** "D" FINAL			

**** DENOTES COIN TOSS TO DETERMINE HOME TEAM**

SASKATOON MIDGET BASEBALL AA TOURNAMENT RULES

June 12-13, 2010

1. Teams have been placed in four pools of three. Teams will receive 2 points for a win - 1 point for a tie - 0 points for a loss. In the event that all pool teams have identical win-loss records after the round robin, the top-placed team will be determined by the fewest runs allowed per defensive inning.

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 except where it is indicated on the game schedule that a coin toss will determine HOME team. The HOME team occupies the third base bench.
3. **Nine-man baseball rules apply.**
4. **Due to time constraints there will be no infield or outfield warmups .**
5. In each game:
 - (a) Scorekeepers and pitch-count keepers will be supplied for each game (see work schedule).
 - (b) Team lineups are to be given to the scorekeeper **20 minutes** before the start of a game (please provide your own lineup cards.). Failure to do so may delay the start of the game, and therefore reduce the game time limit. **Players' last names and numbers are required.** Players will bat in the order listed.
 - (b) Coaches must inform the scorekeeper of each pitching change at the time that the change is made.
 - (c) Scorekeepers will record the number of pitches pitched by each pitcher on the game result sheet. Scorekeepers are to return this sheet, fully completed, to the clubhouse immediately after each game. (Or phone it in to 270-3298 if at Diefenbaker or Girgulis)
 - (d) **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.
5. The pitching rules are:
 - (a) For each pitcher,

<u>NUMBER OF PITCHES PER DAY</u>	<u>REST PERIOD</u>
1 – 30	No rest required
31 – 45	1 day rest
46 – 60	2 days rest
61 – 75	3 days rest
76 – 100	4 days rest
TOTAL ALLOWED PITCHES IN A DAY	100

- (b) **NOTE:** Pitch count is a daily accumulated amount. Example 1: Player A pitches 20 pitches at 9:00 AM, Saturday, and another 20 pitches at 3 PM, Saturday. Pitcher A is now needing 1 day of rest, and can not pitch anymore Saturday or Sunday, as his daily total is now 40 pitches. Example 2: Player B pitches 20 pitches at 9:00 AM, Saturday. Player B is eligible to pitch a maximum of 80 pitches later Saturday, as the daily limit is 100.
 - (c) Once removed from the mound, a pitcher cannot pitch again in that game but may play in any other defensive position, except catcher. **A player can not pitch and catch in the same day.**
 - (d) A pitcher can not pitch in 3 consecutive games.
6. **ALL GAMES WILL CONSIST OF SEVEN INNINGS** but a game will be ruled complete
- (a) if six 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 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) if a game exceeds the **time limit of two hours, 10 minutes** and at least five complete innings have been played. When this time limit has been reached, the umpire will stop the game once the current inning is completed.

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. **The scorekeeper will record this time in the scorebook.**

- 7. If five or more innings have not been played and the game time limit has been reached, the game will continue until five innings have been completed. If after these five innings the game is tied, the game will be ruled as completed. And end in a tie.
- 8. If a game is tied **after seven innings, due to time restraints, the game will be considered a tie.**
- 9. **All equipment must be kept off the playing area and the entrance to the players bench.** Equipment should be stored in or behind the players bench/dugouts.
- 10. There will be no **Protest Committee**. Coaches, in consultation with the umpires, are expected to resolve any disputes arising from rule interpretation. Coaches are also reminded that a judgement call by an umpire may not be disputed.
- 11. **DRESS. No shorts, thongs or sandals are permitted on the field.** Coaches are expected to follow the SBA dress code for provincial play. This code requires that the coaching staff must be dressed in either team uniform or identifiable clothing such as wind pants, golf shirt and team cap, and all members of the coaching staff shall be dressed in the same manner. Coaches inappropriately dressed will be asked to leave the field and will not be allowed to return to the field until their dress meets the code. Failure for coaches to leave the field when requested will result in forfeit of the game (6-0 score, 5 defensive innings) by the offending team.

12. All players and coaches are expected to follow the "CODE OF CONDUCT" and the "SAFETY REGULATIONS" outlined in the S.B.A. Annual Handbook. Any action deemed unsportsmanlike shall be grounds for ejection. This includes continued challenging of umpiring decisions.

Key safety regulations are:

- batting helmets with two earflaps must be worn by any member of the batting team when on the field.

ALL persons receiving warm-up throws in the crouched position must wear a protective mask.

- "skullcaps" for catchers are permitted, although the one-piece helmet/face mask is preferred.

13. Except as amended here, the rules in the Baseball Canada Rule Book and the SBA Handbook (latest editions) will apply.
14. No Aluminium Bats, ALL WOOD BATS only!
15. Courtesy runner for Catcher is permitted. But must be the last out.

Tournament Contacts, in case of weather or situations. Thanks.

Mark Loran (A's1) 341-9419 Rick Johnson (A's2) 384-7290 Pat Moser 290-5149
Stu Cutts (Braves) 260-4633 Mike Taylor (Jays) 881-9426 Kevin Doell (Cards) 979-7439

Phone Line to call in scores and pitch counts (from Girgulis and Diefenbaker) 270-3298