

2010 K of C Mosquito AA League Championship Tournament
June 18-24, 2010

ROUND 1

Pool A	Pool B	Pool C
1. Martensville 2	5. Blue Jay Bandits	9. Blue Jay Heat
2. Bomber Braves	6. ERA's	10. Martensville 1
3. Cardinal Crush	7. Ballistic Braves	11. Amazing A's
4. Blue Jay Gone Wild	8. Blue Jay Rebels	

Saturday, June 19	Sifton 1	Sifton 2	Sifton 3
10:00 am	1 vs 2	3 vs 4	9 vs 10
12:30 pm	5 vs 6	7 vs 8	10 vs 11
3:00 pm	3 vs 1	2 vs 4	11 vs 9
5:30 pm	7 vs 5	8 vs 6	

Sunday, June 20	Sifton 1	Sifton 2	Sifton 3
12:30 pm	6 vs 7	5 vs 8	1 st Pool C vs 2 nd Pool C (Game 1)
5:30 pm	2 vs 3	4 vs 1	

ROUND 2

Pool D	Pool E
12. 1 st Pool ?	15. 1 st Pool ?
13. 2 nd Pool ?	16. 1 st Pool ?
14. 2 nd Pool ?	17. 2 nd Pool ?

Date	Sifton 1	Sifton 2
Monday, June 21 6:15 pm	12 vs 13	15 vs 16
Tuesday, June 22 , 6:15 pm	13 vs 14	16 vs 17
Wednesday, June 23 , 6:15 pm	14 vs 12	17 vs 15

Date	Sifton 1
Thursday, June 24 , 6:15 pm	W (Pool D) vs W (Pool E) Championship Final

First-named team is HOME team except for the Championship Final where a coin toss will determine HOME team.

SASKATOON K of C MOSQUITO BASEBALL
AA LEAGUE CHAMPIONSHIP TOURNAMENT RULES
June 18 - 24, 2010

1. Teams were assigned to pools by random draw. Game 1 is played to equalize the number of games played by teams advancing to Round 2 and to determine the 1st and 2nd place finisher in Pool C.
After round robin play, the 1st and 2nd placed teams from each pool will be placed at random as follows:
 - the first draw from the 1st-placed teams will be assigned to Pool D; the remaining two 1st-placed teams will be assigned to Pool E.
 - the first draw from the 2nd-placed teams will be assigned to Pool E; the remaining two 2nd-placed teams will be assigned to Pool D.

Ties must be broken in all games by playing regulation innings until a result is obtained. SBA tie-breaking procedures will be used to determine the standings if teams are tied after round-robin play (see 2010 SBA Playoff Manual at <http://www.saskbaseball.ca/index.php?id=45>) except that tie-breaking games will not be played.
2. Everybody bats and unlimited substitution is permitted. Every player must play a minimum of two defensive innings during the first four innings of the game.
3. In each game:
 - (a) The HOME team will provide the scorekeeper and a pitch count recorder.
 - (b) Team lineups are to be given to the scorekeeper and to the opposing team before the start of a game. Players' last names and numbers are required. Players will bat in the order listed.
 - (c) Coaches must inform the scorekeeper of each pitching change.
 - (d) Scorekeepers will record the pitch count for each pitcher on the game record sheet provided. When completed, this sheet is to be returned to the plastic box in the equipment shed/box immediately after each game.
 - (e) Coaches should sign the game record sheet at the end of the game to verify that the score and the pitch counts recorded are correct. If this is not done, the game record sheet will be considered correct and may not be disputed later.
 - (f) The League will supply two umpires for each game. In the event that only a plate umpire is available, the VISITING team will supply a base umpire.
4. Pitch count rules as stated in the 2010 Mosquito Division rules apply.
Pitchers will start this tournament with a zero pitch count. The pitch count limitations for this tournament remain in effect until the tournament is completed, regardless of how many days that takes.
Once removed from the mound, a pitcher cannot pitch again in that game.
5. ALL GAMES WILL CONSIST OF SIX INNINGS. However, a game will be ruled complete
 - (a) when at least four innings have been played and one hour and forty-five minutes have elapsed (i.e. a new inning may not be commenced later than one hour, forty-five minutes after the official starting time of the game.) Any inning in progress when this time limit is reached shall be completed.
 - (b) after four innings have been played and the game has been called because of poor weather or light conditions.
 - (c) 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 fourth or a subsequent inning, the game will be ruled complete and the HOME team will not bat.
6. No stealing home on a wild pitch or passed ball. Runners must be hit home or may advance home in the case of a bases-loaded walk.

EXCEPTION: A runner may steal home if any player throws to THIRD base in an attempt to get the runner out and the ball is thrown past the defensive player. The runner may advance home at the risk of being thrown out at home or may be given home base if the ball leaves the field of play as a result of an overthrow.

7. All equipment must be kept off the playing area. Equipment must be stored in or behind the players bench.
8. THE FOUR-RUN PER INNING MERCY RULE WILL BE IN EFFECT FOR ALL GAMES. **NOTE:** In the event that a team, due to the 4-run mercy rule, cannot win the game (e.g. down 10 or more runs and able only to score 4 runs), the final innings are to be played as indicated in Rule 5. Failing to complete the game will affect tie-breaking ratios and may give a team an unfair advantage regarding the pitch count
9. No protests may be made. A judgment call by an umpire may not be disputed. Coaches, in consultation with the umpires, are expected to resolve among themselves any situation where it is believed a rule has been misinterpreted.
10. Any action deemed unsportsmanlike shall be grounds for ejection. This includes continued challenging of umpiring decisions.
A player or coach ejected from a game may not have contact with his/her team for the remainder of that game **and must leave the park**. A second ejection means expulsion from the tournament. All ejections will be dealt with according to the Saskatoon Baseball Council Discipline Guidelines.
11. **DRESS. No shorts, thongs or sandals are permitted on the field.** Coaches are expected to follow the SBA dress code for provincial play which states that coaching staff should wear the team uniform or attire that identifies them with their team.
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 or the players bench 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 in six innings) by the offending team.**
12. Except as amended here, 2010 Mosquito Division rules will apply.
13. Each team is expected to clean up its bench area at the conclusion of the game.

June 9, 2010