

SASKATOON PEE WEE BASEBALL

AA TOURNAMENT

June 11 -13, 2010

TEAMS

POOL A	POOL B	POOL C	POOL D
1. Blue Jay River Dogs	5. Saskatoon Cardinals	9. Blue Jay Bandits	12. Muenster
2. Bashin' Braves	6. Martensville	10. Estevan TSM Tornados	13. Regina Pacers
3. Carlyle Cardinals	7. Regina White Sox	11. A's 2	14. Lloydminster
4. Regina Kiwanis LL	8. Kindersley		

GAME SCHEDULE

FRIDAY June 11	ED BRYANT GH #1	GEOFF HUGHES # 2	JOE ZEMAN GH #3
4:00 pm	1 vs 2		6 vs 5
6:30 pm	7 vs 8	14 vs 13	9 vs 11

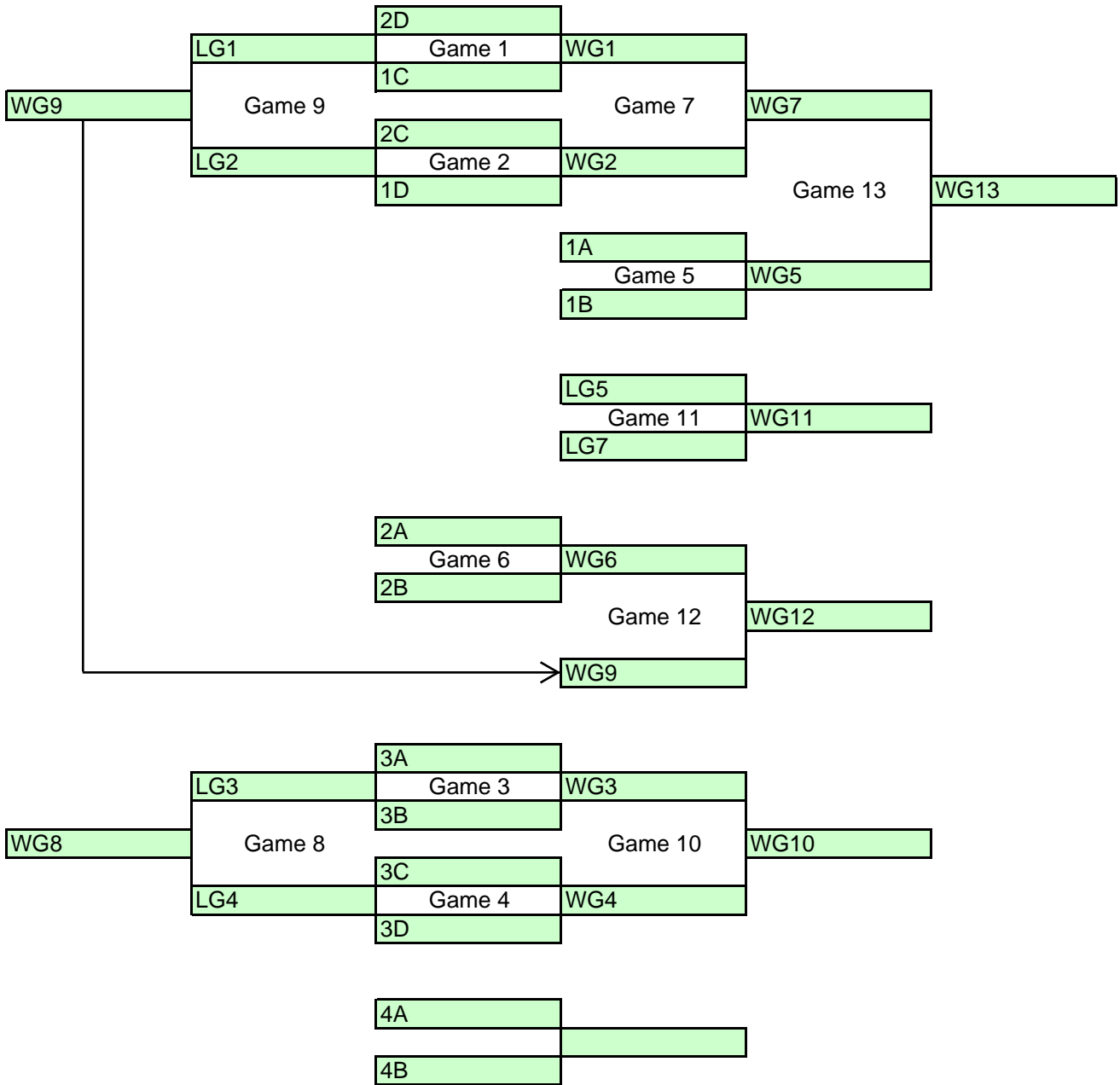
SATURDAY June 12	ED BRYANT GH #1	GEOFF HUGHES # 2	JOE ZEMAN GH #3
8:30 am	3 vs 1	12 vs 14	7 vs 6
11:00 am	10 vs 9	2 vs 3	1 vs 4
1:30 pm	7 vs 5	6 vs 8	13 vs 12
4:00 pm	3 vs 4	5 vs 8	11 vs 10
6:30 pm	2D vs 1C (Game 1)	2C vs 1D (Game 2)	4 vs 2

Last-named team is HOME team.

SUNDAY June 13	ED BRYANT GH #1	GH # 2	JOE ZEMAN GH #3
8:30 am	3A vs 3B* (Game 3)	4A vs 4B*	3C vs 3D* (Game 4)
11:00 am	1A vs 1B* (Game 5)	2A vs 2B* (Game 6)	W(G1) vs W(G2)* (Game 7)
1:30 pm	L(G1) vs L(G2)* (Game 9)	L(G3) vs L(G4)* (Game 8)	W(G3) vs W(G4)* (Game 10)
4:00 pm	W(G6) vs W(G9)* (Game 12)	L(G5) vs L(G7)* (Game 11)	W(G5) vs W(G7)* (Game 13)

Games marked * will decide HOME team by a coin toss. (L = Loser, W = Winner).

2010 Pee Wee AA Tournament Elimination Draw



SASKATOON PEEWEE BASEBALL

AA TOURNAMENT RULES

June 11 - 13, 2010

1. Teams have been placed in two pools of four and two pools of three. The teams in the three team pool will play a cross over prior to seeding for the playoff round to determine the placing of each team. S.B.A. tie-breaking procedures will be used to determine the standings of teams in the three-team pools if teams are tied after round-robin play, **with the exception that tie-breaking games will not be played.**
In all games, ties will be broken using the procedure described in rule 8.
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. Everybody bats and unlimited substitution is permitted. All players must have played a minimum of 2 defensive innings in a six inning game.
4. In each game:
 - (a) The HOME team will provide the scorekeeper and record pitch counts. The scorekeeper should pick up a game result sheet and a scorebook (if required) from the clubhouse.
 - (b) Team line-ups are to be given to the scorekeeper before the start of a game (please provide your own line-up cards). **Players' last names and numbers are required.** Players must 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 thrown by each pitcher on the game result sheet. Scorekeepers are to return this sheet, fully completed, to the clubhouse immediately after each game.
 - (d) **Coaches should sign the game record sheet at the end of the game to verify that the score and the number of pitches thrown by each pitcher as 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) Pitch count limitations as per SBA rules (maximum of 85 pitches per day). Refer to chart in 5(g).
 - (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 their 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 WILL CONSIST OF SIX INNINGS** but a game will be ruled complete
 - (a) If four innings have been played and two hours, ten minutes have elapsed (i.e. **a new inning will not be commenced two hours, ten minutes 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, 20 minutes** and at least four 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 four or more innings have not been played and the game time limit has been reached, the game will continue until four innings have been completed. If after these four innings the game is tied, tie-breaking innings as described in Rule 8 will be played until a winner is determined.
8. If a game is tied **after six 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 (rule 5) apply to all additional innings played.**
9. **All equipment must be kept off the playing area and the entrance to the player's bench.** Equipment should be stored in or behind the player's bench.
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 CODE. No shorts, thongs (flip flops) 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, 4 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. Chin straps are required and must be fastened tight under the chin.
 - Metal cleats or spikes are not permitted. Rubber moulded cleats on running are allowed.
 - **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. A copy of the 2010 SBA Handbook will be available at the clubhouse.
14. **For the information of Saskatoon teams, the Saskatoon Pee Wee Baseball six-run per inning mercy rule does not apply to this tournament.**

15. Pitch count and required rest to conform to the following limitations:

PEE WEE (NO CURVEBALLS)	
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 - 85	4 days rest
<i>Total allowed pitches in a day</i>	85

Note: Cannot pitch and catch in the same day (new rule as of 2010).