

**SASKATOON BANTAM DIVISION**  
**AAA "Wood Bat" TOURNAMENT**

June 18-19, 2011

Nutana Kiwanis Park – 2205 McEown Ave. (behind Lions Arena)

**Pool A**

1. Saskatoon Braves
2. Martensville
3. Sherwood Park Green

**Pool B**

4. Saskatoon A's
5. Okotoks Dawgs Red
6. Regina Pacers

**Pool C**

7. Saskatoon Cardinals
8. Okotoks Dawgs Black
9. Sherwood Park Gold

**Pool D**

10. Saskatoon Blue Jays
11. Regina White Sox

**SATURDAY, June 18**

	Home	Visitor	Diamond	Game
8:30 am	1	2	1	1
8:30 am	4	5	2	2
11:00 am	7	8	1	3
11:00 am	10	9	2	4
1:30 pm	2	3	1	5
1:30 pm	5	6	2	6
1:30 pm	9	11	4	7
4:00 pm	8	10	1	8
4:00 pm	11	7	2	9
6:30 pm	3	1	1	10
6:30 pm	6	4	2	11

**SUNDAY, June 19**

	Home*	Visitor*	Diamond	Game
8:00 am	1 <sup>st</sup> A	2 <sup>nd</sup> C/D	1	12
8:00 am	1 <sup>st</sup> B	3 <sup>rd</sup> C/D	2	13
8:00 am	1 <sup>st</sup> C/D	2 <sup>nd</sup> A	3	14
8:00 am	2 <sup>nd</sup> B	4 <sup>th</sup> C/D	4	15
10:30 am	Loser Game 12	Loser Game 13	1	16
10:30 am	Loser Game 14	Loser Game 15	2	17
10:30 am	3 <sup>rd</sup> A	3 <sup>rd</sup> B	4	18
1:00 pm	Winner Game 12	Winner Game 13	1	19
1:00 pm	Winner Game 14	Winner Game 15	2	20
1:00 pm	3 <sup>rd</sup> B	5 <sup>th</sup> C/D	4	21
3:30 pm	5 <sup>th</sup> C/D	3 <sup>rd</sup> A	4	<b>22</b>
3:30 pm	Winner Game 19	Winner Game 20	1	<b>A Final</b>
3:30 pm	Loser Game 19	Loser Game 20	2	<b>B Final</b>
3:30 pm	Winner Game 16	Winner Game 17	3	<b>C Final</b>

\* HOME team for Games 16 onward will be determined by a coin toss.

**SASKATOON BANTAM BASEBALL DIVISION**  
**AAA "WOOD BAT" TOURNAMENT RULES**

June 18-19, 2011

1. Wood bats will be used.
2. Games may not end in a tie. Ties will be broken using the procedure described in Rule 9.
- 3.. 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 will occupy the third base bench.
4. **9-man baseball with re-entry as outlined by the current SBA handbook will be played.**
5. In each game:
  - (a) The HOME team will provide the scorekeeper and a person to record pitch counts. If an assigned umpire is not available, the VISITING team will provide the base umpire.
  - (b) Team line ups are to be given to the scorekeeper 15 minutes before the start of a game. **Players' last names and numbers are required.** Players will bat in the order listed. If a player is removed from the game for any reason, the batting position of that player will be filled by advancing the remaining players in the batting order.
  - (b) Coaches must inform the scorekeeper and umpire of each pitching change.
  - (c) Game result and pitch count sheets will be available for each game. At the end of the game, the scorekeeper must complete the game result sheet including recording each pitcher's pitch count.
  - (d) **After verifying that the score and the pitcher's outs recorded are correct, coaches must sign the game summary sheet.** If this is not done, the game summary sheet handed in will be considered correct and may not be disputed later. Scorekeepers should ensure that the game result sheets are placed in the box in the equipment box at each diamond.

6. The pitching rules are:

<b>Number of Pitches</b>	<b>Rest Period</b>
36-50	1 day rest
51-65	2 days rest
66-80	3 days rest
81-95	4 days rest

- (a) Once removed from the mound, a pitcher cannot pitch again in that game.
- (b) A pitcher is permitted to have 2 appearances in one day provided not more than 35 pitches were thrown in the first appearance.
- (c) A pitcher cannot pitch on 3 consecutive days unless the first 2 days combined total does not exceed 35 pitches.
- (d) After a pitching appearance the pitcher cannot assume the catcher's position for remainder of that day. A player can, however, catch and then assume the pitching position on the same calendar day.
- (e) Pitchers are permitted to finish the batter if his or her maximum pitch limit (95 pitches) has been reached for that calendar day.

(f) Intentional walks will be included in the pitch count totals.

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, fifteen minutes have elapsed (i.e. **a new inning will not be commenced two hours, fifteen minutes after the official starting time of the game**).

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.**

**EXCEPTION:** This time limit will not apply to Semi-Final and Final games.

(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.

(c) if a game is called because of poor weather and five innings have been played.

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 4 apply to all additional innings played.**

**EXCEPTION:** If extra innings are required in Semi-Final and Final games, regulation innings will be played.

10. **All equipment must be kept off the playing area.** Equipment should be stored in or behind the player's bench.

11. There will be no Protest Committee. Coaches, in consultation with the umpires, are expected to resolve any disputes arising from rule interpretation.

12. All players and coaches are expected to follow the S.B.A. "CODE OF CONDUCT" and the "SAFETY REGULATIONS" outlined in the 2011 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:

- any intent to injure a player will result in expulsion from the game
- batting helmets with two earflaps must be worn by any member of the batting team when on the field.
- metal cleats or spikes are permitted.
- **ALL** persons receiving warm-up throws in the crouched position must wear a protective mask.

- catchers must wear throat protection or a mask with extended protection.
13. A zero tolerance policy for verbal harassment of umpires by coaches and players is in effect. Offending individuals will be ejected.
  14. 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.
  15. The Team Manager will be held responsible for the conduct of the team's parents and fans. If the plate umpire judges that the spectators' behaviour is detrimental to the conduct of the game, the umpire will ask the Team Manager to inform the spectators that the game will be called if such behaviour continues. If a game is called for this reason, the non-offending team will be declared the winner by a score of 6-0 with seven complete innings played. Pitchers will be charged with the outs recorded up to the time that the game was called.
  16. Except as amended here, the rules in the Baseball Canada Rule Book (latest edition) and the 2011 SBA Handbook will apply.

June 13, 2011