

**2011 K of C Mosquito Division
AA League Championship Tournament
June 24-29, 2011**

Pool A	Pool B
1. A's #2	6. A's Hustlers
2. Blue Jays #4	7. Blue Jay Bandits
3. Davidson	8. Dirtbag Jays
4. Blasting Braves	9. Bulldog Braves
5. Blue Jay Lugnuts	10. Cardinals

Friday, June 24	Sifton 1	Sifton 2	Sifton 3
6:15 pm	1 vs 2	4 vs 5	7 vs 10

Saturday, June 25	Sifton 1	Sifton 2	Sifton 3
8:30 am	6 vs 7	5 vs 1	8 vs 9
11:00 pm	A	A	3 vs 2
1:30 pm	10 vs 6	7 vs 8	1 vs 4
4:00 pm	A	A	
6:30 pm	9 vs 10	2 vs 5	4 vs 3

Sunday, June 26	Sifton 1	Sifton 2
8:30 pm	6 vs 9	10 vs 8
11:00 am	3 vs 1	2 vs 4
1:30 pm	8 vs 6	9 vs 7
4:00 pm		5 vs 3
6:30 pm	Tie-breaker games (if necessary)*	

Tuesday, June 28	Sifton 1	Sifton 2
6:15 pm	1 st Pool A vs 2 nd Pool B (Game 1)	1 st Pool B vs 2 nd Pool A (Game 2)

Wednesday, June 29	Sifton 2
6:15 pm	Winner Game 1 vs Winner Game 2 Championship Final*

HOME team is first-named team except for games marked by * where HOME team will be determined by a coin toss.

SASKATOON K of C MOSQUITO BASEBALL DIVISION
AA LEAGUE CHAMPIONSHIP TOURNAMENT RULES

June 24 - 29, 2011

1. Teams were assigned to pools by random draw.
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 2011 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 VISITING team will prepare the infield for the game.
 - (b) The HOME team will provide the scorekeeper and a pitch count recorder.
 - (c) Team lineups are to be given to the scorekeeper and to the opposing team 15 minutes before the start of a game. Players' last names and numbers are required. Players will bat in the order listed.
 - (d) Coaches must inform the scorekeeper of each pitching change.
 - (e) 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.
 - (f) 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.
 - (g) The League will supply two umpires for each game. In the event that only a plate umpire is available, the VISITING team will supply the base umpire.
4. Pitch count rules as stated in the 2011 Mosquito Division rules apply (see Appendix A).
Pitchers will start this tournament with a zero days of rest requirement.
A pitcher may only pitch in a second game on the same day if no more than 25 pitches were thrown in the first game.
A pitcher may only pitch three days in a row if the TOTAL pitches thrown on the previous two days does not exceed 25.
Once removed from the mound, a pitcher cannot pitch again in that game.
After having been used as a pitcher, no player may catch in any game played on the day that player pitched.
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 is to 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 player's bench.
8. **THE SIX-RUN PER INNING MERCY RULE WILL BE IN EFFECT FOR ALL GAMES. NOTE:** In the event that a team, due to the 6-run mercy rule, cannot win the game (e.g. down 8 runs and able only to score 6 runs), the final innings must 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.
EXCEPTION: The bottom half of the last inning does not need to be completed in any Final game.
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 player's 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, 2011 Mosquito Division rules will apply.
13. Each team is expected to clean up its bench area at the conclusion of the game.

APPENDIX A

SASKATOON MINOR BASEBALL MOSQUITO DIVISION
PITCH COUNT RULES - 2011

Mosquito A, AA and AAA											
May 2 to end of season	<u># of pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u># of Pitches</u>	<u>Rest</u>	<u>Maximum pitches</u>
		1 - 25	None	26 - 40	1 day	41 - 55	2 days	56 - 65	3 days	66 - 75	4 days

NOTE: A rest day commences at 12:01 am following the day the pitcher was used i.e. the number of nights of sleep a player is required to have before pitching again is always **one more** than the number of days of rest.

The following rules are also in effect:

1. Pitchers may throw on 3 consecutive days provided the **combined** pitch count for the first two days does not exceed 25 pitches.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 25 pitches are thrown in the first appearance. An appearance is defined as one pitch or more thrown in a game.
3. Pitchers may not pitch on four consecutive days.
4. Pitchers will be permitted to finish the batter if his or her **maximum** pitch limit has been reached for that day.
5. Intentional walks will be included in pitch count totals.
6. Once a player has assumed the position of pitcher, he/she may not catch for the remainder of that day.
7. No curve balls are permitted.

The scorekeeper should advise the coach when a pitcher is within 5 pitches of the maximum allowed. Failure of a coach to remove that pitcher when the maximum pitch count is reached or to use an ineligible pitcher will result in the game being forfeited (6-0 score, 4 defensive innings).