

# Mosquito AAA Tournament May 27-29

Pool A	Pool B
1. Blue Jay Blue Crew	5. Cardinals
2. Braves	6. Blue Jay Bulls
3. A's	7. Swift Current
4. Martensville	

Friday - May 27	Kilburn #2	Kilburn #4
6:30 PM	4 vs 3	1 vs 2

Saturday - May 28	Kilburn #2	Kilburn #4
8:30 AM		5 vs 6
11:00 AM	2 vs 4	3 vs 1
1:30 PM		7 vs 5
4:00 PM	2 vs 3	1 vs 4
6:30 PM		6 vs 7

Sunday - May 29	Kilburn #2	Kilburn #4
8:30 AM	3A vs 4A (Game 1)	3B vs 2B (Game 2)
11:00 AM	2A vs 1B (Game 3)	W (G2) vs 1A (Game 4)
1:30 PM	(W) G1 vs (L) G2 <b>C Final *</b>	
4:00 PM	(L) G3 vs (L) G4 <b>B Final *</b>	(W) G3 vs (W) G4 <b>A Final *</b>

Last named team is HOME team in round robin play and Semi Finals.

\* For all FINAL games the HOME team will be determined by a coin toss.

# 2011 SASKATOON MOSQUITO AAA TOURNAMENT

May 27-29, 2011

## TOURNAMENT RULES

- Unless amended here, all rules are as per Baseball Canada 'Official Rules of Baseball', the current SBA Handbook and the 2010 K of C Mosquito League rules.
- **All games are 6 complete innings or 1 hour and forty-five minutes long. NO NEW INNING MAY BE STARTED AFTER ONE AND THIRTY MINUTES except to break a tie.**
- **A winner must be determined for each game.** 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 apply to all additional innings played.**
- 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.**
- Teams must be ready to take the field for warm-ups as soon as the previous game has been completed and the field has been prepared for the next game.
- The HOME team is responsible for keeping the official score and pitch counts and preparing the field including chalking base lines and raking batters boxes, pitching mound, etc. when needed. On Kilburn #2 and #4, the shale infield should be lightly watered **before every second game.** (If the Home Team is an Out of Town team, the Saskatoon League team will be responsible;)
- Pitching rules are based on pitch count as detailed in Appendix 1 of the league rules:
  - Maximum number of pitches per day is 75.
  - A pitcher may pitch in a second game on the same day only if 25 pitches or less were thrown in the first game.
  - A pitcher may pitch three days in a row if the total pitches thrown on the first two days does not exceed 25.
  - Once a player has assumed the position of pitcher, that player may not catch in that game or any other game on that day..
  - The HOME team is responsible for recording the both team's pitch counts. Pitch counts are to be recorded on the game result sheets provided and all **MUST BE SIGNED** by the coaches, the pitch counter and the umpire and submitted to the tournament Official.
- **Mercy Rules are in effect.**
  - No team may score more than **six runs** in an inning. Only in the event of an *over the fence* home run, will all runs count.
  - In the event that a team, due to the 6-run mercy rule, cannot win the game (down 10 or more runs and able only to score 6 runs) **the final half-inning will be played.** Failing to complete the game will affect tie-breaking ratios and will give an unfair advantage to a team regarding pitch counts.
  - If one team is up by 10 or more runs after 4 or more **complete** innings (3 1/2 innings if the HOME team is ahead) the game is over.
- Players, coaches or managers ejected from a game are disqualified from all further games in the tournament and may be subject to further action by the SBA and/or the K of C Mosquito Division after the umpires report is received. Umpires decision is final. Appeals are not allowed.
- **Have Fun, Respect Others, Play Hard**

**APPENDIX A**

**SASKATOON MINOR BASEBALL MOSQUITO DIVISION  
PITCH COUNT RULES - 2011**

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

**NOTE:**

at

A rest day commences 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 will result in the game being forfeited.