

**SASKATOON PEE WEE BASEBALL**  
**A and AAA LEAGUE TOURNAMENT**  
 May 27 – 29, 2011

**GAME SCHEDULE**

| <b>AAA League</b> |
|-------------------|
| 1. A's            |
| 2. Blue Jays      |
| 3. Braves         |
| 4. Cardinals      |
| 5. Muenster       |

| <b>A League</b> |
|-----------------|
| 6. Braves       |
| 7. Blue Jays    |
| 8. A's          |

| <b>FRIDAY</b><br>May 27, 2011 | <b>ED BRYANT</b> | <b>VOLUNTEER</b> | <b>JOE ZEMAN</b> |
|-------------------------------|------------------|------------------|------------------|
| 6:00 pm                       | 1 vs 3           | 8 vs 6           | 4 vs 2           |

First-named team is HOME team.

| <b>SATURDAY</b><br>May 28, 2011 | <b>ED BRYANT</b> | <b>VOLUNTEER</b> | <b>JOE ZEMAN</b> |
|---------------------------------|------------------|------------------|------------------|
| 9:00 am                         | 3 vs 4           | 8 vs 7           | 5 vs 1           |
| 11:30 am                        | 2 vs 1           |                  | 6 vs 7           |
| 2:00 pm                         | 6 vs 8           | 2 vs 3           | 4 vs 5           |
| 4:30 pm                         | 5 vs 2           |                  | 7 vs 8           |

First-named team is HOME team.

| <b>SUNDAY</b><br>May 29, 2011 | <b>ED BRYANT</b>                           | <b>VOLUNTEER</b>                       | <b>JOE ZEMAN</b>                           |
|-------------------------------|--|--|--|
| 10:00 am                      | 1 vs 4                                     | 7 vs 6                                 | 3 vs 5                                     |
| 1:00 pm                       | 3 <sup>rd</sup> AAA vs 4 <sup>th</sup> AAA | 1 <sup>st</sup> A vs 2 <sup>nd</sup> A | 1 <sup>st</sup> AAA vs 2 <sup>nd</sup> AAA |

First-named team is HOME team.

# SASKATOON PEE WEE BASEBALL

## A and AAA LEAGUE TOURNAMENT RULES

May 27 - 29, 2011

1. Unless changed by these rules, the 2011 League rules are in effect.
2. Everybody bats and unlimited substitution and re-entry of players are permitted.
3. For each game:
  - (a) The League will provide a plate and a base umpire for all games.
  - (b) The HOME team will supply the scorekeeper and one other person who will record the number of pitches for each pitcher on the sheet provided by the League. .
  - (c) Team line-ups are to be given to the scorekeeper and the coach of the opposing team 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 must record each pitcher's outs on the game record sheet provided.**
  - (f) Coaches should sign the game record sheet at the end of the game to verify that the score and the pitcher's outs recorded are correct. If this is not done, the game record sheet will be considered correct and may not be disputed later.
  - (g) The HOME team returns the game score sheet to the clubhouse after each game.
4. In round robin play, 2 points shall be awarded per win and 0 points for a loss. In tied games, extra innings will be played to determine a winner (see rule 8).  
The tie-breaking procedures in the S.B.A. Handbook will be used to determine the standings if teams are tied after round-robin play except that tie-breaker games will not be played.
5. The pitching rules are:
  - (a) Pitch count limitations (maximum of 85 pitches per day) apply.
  - (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 the 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 pitcher may throw in three consecutive days provided the total pitches thrown in the **first two days** do not exceed 30.
  - (g) A player may catch and then pitch in the same day, but may not catch again that day after having pitched.
6. ALL GAMES CONSIST OF SIX INNINGS but a game will be ruled complete
  - (a) When four innings have been played and two hours have elapsed (i.e. **a new inning may not be commenced later than two hours after the official starting time of the game.**)
  - (b) When 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 subsequent inning, the game will be ruled complete and the HOME team will not bat.*

- (c) When the HOME team is ahead after the VISITING team has completed its half of the sixth inning.
- (d) When the HOME team scores the winning run in its half of the sixth inning.  
*EXCEPTION: If the last batter in a game hits a fair fly ball out of the ground, the batter and all runners on base will be permitted to score in accordance with base running rules and the game will end when the last batter touches home plate.*
- (e) When a game is called because of poor weather or poor light and four complete innings have been played.
- (f) When a game exceeds **the time limit of two hours, 15 minutes and at least four complete innings** have been played. Once this time limit has been reached, the umpire will stop the game once the current inning has been completed. The score at the end of this complete inning will determine the result of the game.

Normally, the time limits will 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. *This will not apply if the umpire judges that the delay was caused by excessively long pre-game warm-ups or other actions by one or both teams.* The umpire will determine the starting time for the purpose of time limitations and should advise the coaches of the starting time at the pre-game meeting.

- 7. If four or more innings have not been played and the game time limit has been reached, the game will continue until a decision is reached according to rule 6 and/or rule 8.
- 8. If a game is tied after six innings or after exceeding its time limit, *tie-breaking innings* will be played until a winner is determined. In each tie-breaking inning, the batting team will start its half of the inning with one out and with the last batter out in that team's previous inning as a runner on second base. The pitching rules in rule 5 apply to all tie-breaking innings played.
- 9. **The 6-run per inning mercy rule, as stated in the 2011 League rules is only in effect for all A games.**
- 10. Game balls will be provided by the League. Coaches are requested to ensure that game balls are returned to the umpire at the end of the game.
- 11. Because it is not possible to have a protest committee present at each diamond, NO PROTESTS MAY BE LODGED. If a dispute arises, coaches, in consultation with the game umpire, are urged to resolve it among themselves.

**SASKATOON PEE WEE BASEBALL  
PITCH COUNT RULES - 2011**

| Pee Wee A, AA and AAA  |              |      |              |       |              |        |              |        |              |        |                 |
|------------------------|--------------|------|--------------|-------|--------------|--------|--------------|--------|--------------|--------|-----------------|
| May 3 to end of season | # of pitches | Rest | # of Pitches | Rest  | # of Pitches | Rest   | # of Pitches | Rest   | # of Pitches | Rest   | Maximum pitches |
|                        | 1 - 30       | None | 31 - 45      | 1 day | 46 - 60      | 2 days | 61 - 75      | 3 days | 75 - 85      | 4 days | 85              |

**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.

- (1) Any player on the team is eligible to pitch, and there are no restrictions to the number of pitchers a manager may use in a game.
- (2) Pitchers shall be permitted to have 2 appearances in the same calendar day. If a pitcher requires a rest following 1st appearance, they cannot return in the same calendar day.
- (3) Pitcher cannot pitch 3 consecutive days unless a pitcher's first 2 days combined does not exceed: 30. If pitcher's day 1 + day 2 exceeds figure above for their division, they require at least 1 days rest. Pitcher cannot pitch 4 consecutive days. One (1) days rest is needed.
- (4) The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest starting the next calendar day. Athletes must not exceed the maximum pitch count total for that day.
- (6) Once a player assumes the position of pitcher, they cannot catch for the remainder of the day.
- (7) Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day.
- (8) Intentional Walks will be included in Pitch Count totals.
- (9) Required Rest shall be defined in "Days" starting at 12:01am and ending at 11:59 pm of the next calendar day.
- (10) If a game continues past 12:01am, those pitches are counted as if pitched prior to midnight. If a game is suspended, when it resumes it is defined as a different day.
- (11) A pitcher who is removed from the mound during a game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game at another position.
- (12) The manager or coach may make a 2nd visit to the mound while the same batter in at bat in order to remove the pitcher.

**PLEASE VIEW [WWW.SASKBASEBALL.CA](http://WWW.SASKBASEBALL.CA) FOR UPDATED PITCH COUNT INFORMATION**

The scorekeeper will 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.