

## 2011 Pee Wee AA Tournament Draw and Rules

Pool A	Pool B	Pool C	Pool D
1. Melfort	4. BJ Hitmen	7. BJ Heat	10. Nipawin
2. Regina Phillies	5. Cardinals	8. All Time A's	11. Stoon Athletics
3. Braves	6. Humboldt	9. North Battleford	12. Regina Buffaloes

	Ed Bryant	#2(Volunteer)	Zeman
<b>Saturday</b>			
830	7 vs 8		4 vs 5
1100	1 vs 2	6 vs 4	11 vs 12
130	10 vs 11	2 vs 3	7 vs 9
400	5 vs 6		3 vs 1
630	12 vs 10		8 vs 9

### Sunday

830	2A vs 1B (Game 1)	3A vs 3B* (Game 5)	2B vs 1C (Game 2)
1100	2C vs 1D (Game 3)	3C vs 3D* (Game 6)	2D vs 1A (Game 4)
130	W(G1) vs W(G3)* (Game 7)	L(G5) vs L(G6)*	W(G2) vs W(G4)* (Game 8)
400	L(G1) vs L(G3)* (Game 9)	W(G5) vs W(G6)* <b>D Final</b>	L(G2) vs L(G4)* (Game 10)
630	L(G7) vs L(G8)* <b>B Final</b>	W(G9) vs W(G10)* <b>C Final</b>	W(G7) vs W(G8)* <b>A Final</b>

Last team listed is home team, except where \* appears. These games home team will be decided by coin toss

# SASKATOON PEEWEE BASEBALL

## AA TOURNAMENT RULES

June 11 - 12, 2011

1. All games must be played to a result; ties are not permitted. In round robin play, ties will be broken using the procedure described in rule 8.  
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.**
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.
4. In each game:
  - (a) The HOME team will provide the scorekeeper and a person to record pitch counts. The scorekeeper should pick up a game result sheet, pitch count sheets and the scorebook 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 will bat in the order listed.
  - (b) Coaches must inform the scorekeeper of each pitching change.
  - (c) After the game, the scorekeeper should record the game result and pitch counts on the game result sheet. **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.** Scorekeepers are to return this sheet fully completed to the clubhouse immediately after each game.
  - (d) **Once the game record sheet has been returned to the clubhouse whether signed or not, it will be considered correct and may not be disputed later.**
5.
  - (a) Pitching limits for all play will be determined by pitch counts (see Appendix Table 1).
  - (b) A pitcher who has reached his or her maximum pitch limit (85 pitches) while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
  - (c) Pitchers may not pitch 3 consecutive days in League or Tournament play or any combination of both unless they have complied with SBA 2011 pitch count rules.
  - (d) Pitchers are permitted to have 2 appearances (pitch in two different games) in a day, provided the pitcher does not exceed 30 pitches in his/her first appearance and the total for the day does not exceed the maximum pitch count allowed. **(An appearance is defined as one pitch thrown by a pitcher.)**
  - (e) Intentional walks and illegal pitches will be included in the pitch count totals.
  - (f) Once removed from the mound, a player may not pitch again in that game, but may play in any other position **EXCEPT AS CATCHER.**
  - (g) A player may catch and then go in as a pitcher. Once any player has pitched on any given day they may not play as a catcher at any point for the remainder of that day.
  - (h) Pitch counts will be recorded. If a team fails to follow these rules, the coach will be warned and the team will forfeit the game. Subsequent infractions will result in a report being filed with the S.B.A.
  - (i) Curve balls are not allowed.  
**- A "curve ball" is defined as any breaking ball in which the pitcher deliberately breaks his or her wrist, or snaps the elbow in order to induce a forward or side-angled spin on the ball i.e. ANY breaking pitch thrown by the pitcher using arm action that causes the ball to noticeably change direction while in flight to the plate.**

- Curve balls will be treated as an illegal pitch and penalties will be as follows:
  - with **no runners on base**, the pitch will be called a ball unless the batter safely reaches first base.
  - with **runners on base**, the pitch will be considered a **balk**. The pitch will be declared a “**no pitch**”, the ball is dead and **runners will advance one base**, except that if the batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

**An umpire's judgment that a curve ball was delivered to a batter may not be appealed.**

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 have elapsed (i.e. **a new inning will not be commenced two hours after the official starting time of the game.**)
  - (b) if one team is ahead by 10 or more runs after four complete innings (3½ innings if the HOME team is ahead) or any complete inning after that.
  - (c) if a game exceeds the **time limit of two hours, 20 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 inning has been completed. The score at the end of that inning will determine the result 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. **The scorekeeper will record this time in the scorebook.**

7. **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 (rule 5) apply to all additional innings played.**
8. If four or more innings have not been played and the game time limit has been reached, the game will continue until at least four innings have been completed. If after these four innings the game is tied, tie-breaking innings as described in Rule 7 will be played until a winner is determined.
9. **All equipment must be kept off the playing area and the entrance to the players bench.** Equipment should be stored in or behind the players 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. No shorts, thongs or sandals are permitted on the field or on the players bench.** 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.
14. **For the information of Saskatoon teams, the Saskatoon Pee Wee Baseball six-run per inning mercy rule does not apply to this tournament.**

June 5, 2011