

## SASKATOON PEE WEE BASEBALL RULES FOR LEAGUE PLAY - 2011

Except as amended by the following, the rules of Saskatoon Pee Wee Baseball are those in the Baseball Canada Rule Book (latest edition) and the SBA Handbook and SBA Handbook Supplement (latest editions). These League rules take priority over those in the SBA Handbook which, in turn, take priority over those in the Baseball Canada Rule Book. **These League rules do not apply to SBA Provincial Qualifier or Provincial Championship tournaments.**

### 1. DEADLINES

- (a) Team registration fees are payable upon receipt of invoice from the League.
- (b) SBA Membership lists are no longer mailed to the SBA. Teams are to complete online registration directly with SBA through their zones or Baseball association. \*
- (c) SBA Provincial rosters and a cheque for the SBA Provincial Registration fee must be returned on or before **May 31, 2011** to the lobby notice board.\*
- (d) Tournament fees must be paid in full prior to a team's first scheduled game.  
\* These deadlines apply only to Zone 6 teams. Teams from other zones should deal with the SBA directly.

### 2. GAME START TIMES

The start time will be 6:00 pm for games played before May 27. Commencing May 30, the game start time will be 6:30 pm.

### 3. TEAM LINEUPS

- (a) AAA Category teams will play "everybody bats" with unlimited defensive substitution and re-entry until June 24 after which 9-man baseball with re-entry of the starting line up will be played in preparation for Provincial play.  
**EXCEPTION:** "Everybody bats" and unlimited defensive substitution and re-entry will be played during the League Championship Tournament.
- (b) Team line up cards must be used by AAA teams when 9-man baseball is being played.
- (c) A and AA teams will play "everybody bats" with unlimited defensive substitution and re-entry throughout the season.
- (d) **When unlimited defensive substitution and re-entry is permitted, each player must play a minimum of two defensive innings in the first four innings of a game.**
- (e) A team failing to field nine players by **15 minutes** after the game was scheduled to start will forfeit the game and have a score of 6-0 recorded against it. **A practice game, using the assigned umpire, is to be played instead.**

### 4. GAME RULES

In each game:

- (a) The HOME team occupies the third base bench; the VISITING team occupies the first base bench.
- (b) The VISITING team provides a base umpire in A and AA games. Two umpires will be provided for AAA games. If an assigned umpire for the AAA game does not show, the VISITING team will provide a base umpire.
- (c) The HOME team supplies the game balls (3 balls in good condition), the scorekeeper and a second person to record pitch counts.
- (d) The team batting line-ups are to be given to the scorekeeper and the opposing team 15 minutes before the start of the game. 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.**
- (e) When 9-man baseball is played, line up cards must be given to the plate umpire at the plate meeting. All line up changes must be made through the plate umpire.
- (f) Coaches must inform the scorekeeper of each pitching change **before** that change is made.
- (h) Use of a courtesy runner is permitted. A pinch runner may be put into the game for the catcher if the catcher reaches base safely with 2 outs or is on base when the second out of the inning occurs. The pinch runner must be the player who was the second out in the inning in which the pinch runner is used.
- (g) No equipment may be left or stored on the playing field at any time. **Equipment must be kept in or behind the player's bench.**
- (h) Players are not allowed on the infield until the team takes its pre-game warm-up.
- (i) Games will be cancelled or stopped when the temperature falls below 5°C (as indicated by the Park thermometer) or when the sound of thunder is heard within 30 seconds of the observation of lightning. If the

field is playable, a game stopped because of lightning may be resumed once the storm has passed and there is more than 30 seconds between the sight of lightning and the sound of thunder.

- (k) The HOME team is responsible for notifying the League Equipment Manager of any missing or damaged equipment.

**If the equipment is not reported missing, the last HOME team who played at that diamond before the League discovers that the equipment is missing will be charged with the replacement cost of the missing equipment.**

NOTE: Teams required to pay for missing equipment must pay for the missing equipment within one (1) week of being billed for that equipment or, at the discretion of the League Executive, face suspension from the League until payment is made.

#### 5. DELAY OF GAME

The pitcher starting each inning or a new pitcher entering the game during an inning will be allowed up to eight (8) warm up pitches. All warm-up pitches are to be completed within one minute of the pitcher taking his / her position on the mound (Baseball Canada rule 8.03). After one minute, the umpire will call PLAY and the opportunity for further warm-up pitches will be lost.

Coaches who cause delay of the game by not ensuring the batters are ready to take their turn at bat, by failing to ensure that ALL members of the defensive team are in position promptly after each half-inning, by not sending out a relief pitcher promptly or by having extended visits to the mound shall receive one warning. If such behaviour re-occurs the offending coach(es) will be suspended for a minimum of two (2) games. Further occurrences shall be reviewed by the League Disciplinary committee.

#### 6. TEAM RESPONSIBILITIES AFTER THE GAME

- (a) At the end of the game, a coach from each team is to verify each pitcher's pitch count and the score, and sign the game result sheet. If this is not done, the pitch counts and the score as recorded will be considered correct and may not be disputed.
- (b) Each team is responsible for cleaning up its bench area and the spectator area nearby. Failure to do so once will bring a warning. Subsequent failure will invoke a fine (\$25); this fine will double for every subsequent offence.
- (c) (i) For games played at Geoff Hughes Park, the HOME team is responsible for returning the bases, umpire equipment and the scorebook to the clubhouse after the game. Teams failing to do so will be warned once and then fined for all subsequent offences (\$25 for the second offence, \$50 for each subsequent one).
- (ii) For games played at Nutana Kiwanis, the HOME team is responsible for placing the bases and, if necessary, the pitching rubber and returning the bases, umpire equipment and the scorebook to the equipment box after the game, and replacing the base anchor plugs. Teams failing to do so will be fined (\$25 for the first offence, \$50 for each subsequent one).
- (d) The Coach/Manager of the **winning** team is responsible for recording the game results on the Baseball Saskatoon website as soon as possible after the game has finished.
- (e) Each team is responsible for recording their own pitch count on the web site. Pitch counts to be recorded as per game sheets signed and remaining at the clubhouse.

#### 7. SCOREKEEPERS

- (a) **The scorekeeper must list the last name, the first name and the number of each player in the scorebook.**
- (b) A second person must record the pitches thrown by each pitcher on a form provided by the League.
- (c) **The scorekeeper will ensure that the umpire PRINTS AND SIGNS his/her name on the game result sheet or in the scorebook if no sheet is available. THIS IS THE LEAGUE'S RECORD THAT THE UMPIRE WORKED THAT GAME AND IS THE BASIS FOR THE LEAGUE'S PAYMENT OF UMPIRE FEES.**

#### 8. MERCY RULES

- (a) A 6-run per inning mercy rule will apply in all A and AA Category games. The inning will stop once the sixth run has been scored.  
EXCEPTION: This mercy rule will not apply in the sixth inning, or in the final inning as determined by the game time limitations, when there will be unlimited scoring opportunity for both teams.  
*This mercy rule may be suspended for League Tournaments and Championship play by the League Executive after consultation with the appropriate team coaches.*
- (b) A game will finish when a team is ahead by 10 or more runs after four complete innings, or any complete inning following that. **This applies to all categories.** NOTE: If the HOME team is leading by 10 runs after the VISITING team has completed its bat in the fourth or a subsequent inning, the game will be considered complete and the HOME team will not bat.

## 9. PITCHING RULES FOR ALL CATEGORIES

- (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 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 pitch count rules in Appendix 1.
- (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) The League will record all pitch counts and will monitor all team's pitching to ensure that these rules are being followed. If a coach fails to follow these rules, the coach will be warned and the team will forfeit the game. Subsequent infractions will result in suspension.
- (i) **Curve balls:**
  - (i) 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.
  - (ii) Curve balls are not allowed at any level of Pee Wee baseball prior to June 1, 2011. Beginning June 1, 2011 curve balls are allowed at the AAA level only for the remainder of the season including palyoffs. Curve balls are not allowed at A or AA level at any point during the season.
  - (iii) 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.**

## 10. PITCHING RULES SPECIFIC TO THE A CATEGORY

- (a) No player may pitch more than two innings per game during May and more than three innings per game in June.
- (b) The pitching distance in all A Category games will be:
  - (i) May 3 to May 14: 44 ft
  - (ii) May 17 to May 30: 46 ft
  - (iii) after May 30: 48 ft.

## 11. BALK RULE

Umpires have been asked to apply the balk rule in the following manner (Unfortunately, the League cannot guarantee that umpires will follow these guidelines. If this happens, do not argue with the umpire but report failure of the umpire to enforce these rules to the League President as soon as possible):

**AAA League play and Tournaments:** *The balk rule will be enforced.* No warnings will be given.

**AA Tournament, AA League Championship Tournament, AA and A Zone Qualifiers:** *The balk rule will be enforced.* No warnings will be given.

**AA League play, AA League Tournament, A League Championship Tournament:** When the umpire judges that a deliberate attempt has been made to deceive a runner, the balk rule will be enforced. In all other situations, a warning will be given after the first infraction. **A balk will be called if the same infraction occurs again.**

**A League Play, A League Tournament:** When an infraction of the balk rule occurs, the umpire will call "no pitch". Repeated occurrences (e.g. the third time) of the same infraction will be penalized

**When a balk is called, coaches should ensure that the pitcher understands the reason for the call.**

## 12. GAME LENGTH

Games are six innings long, except for AAA games played after May 31 when AAA games shall be seven innings long, including playoffs. However, a game will be ruled complete

- (a) if four innings have been played and two hours have elapsed (i.e. a new inning may not be commenced after **8:00 p.m.** for a **6:00 p.m.** start, or **8:30 p.m.** for a **6:30 p.m.** start, if four innings have been completed).

**EXCEPTIONS:**

- (i) if four innings have not been completed, this time limitation will not apply and the game will continue until the fourth inning has been completed.
  - (ii) **if both coaches agree and the umpire(s) judges that the light and weather conditions are suitable**, the game will continue until six/seven innings have been completed or *the game is ruled complete*, whichever occurs first.
- (b) when the game is called because of poor light or poor weather and four complete innings have been played.

**NOTE:** only the umpire(s) has the authority to stop a game because of light or weather conditions and to determine whether the game can be continued after such a stoppage.

- (c) if the HOME team is ahead when the VISITING team has completed its half of the sixth/seventh inning.
- (d) when the HOME team scores the winning run in its half of the sixth/seventh inning.

**EXCEPTION:** If the last batter in a game hits a fair fly ball out of the playing field, the batter and all runners on base are permitted to score in accordance with the base running rules and the game will end when the batter-runner touches home base.

**13. STAFFING THE CONCESSION**

The VISITING team playing on the Joe Zeman field will provide a minimum of one person **15 YEARS OR OLDER** to staff the concession. **The staffing period is from 15 minutes before game start until all games at Geoff Hughes Park are completed. NO PERSON UNDER THE AGE OF 12 IS PERMITTED IN THE CONCESSION.**

**NOTE:** A team failing to staff the concession will be subject to a fine equal to the cost of hiring a person at \$12/hour for the time the concession should have been staffed, and also possible suspension from League play and tournaments.

**14. SAFETY REGULATIONS'**

The following safety regulations will be strictly enforced:

- (a) Shoes with metal or plastic cleats or spikes are prohibited; shoes with rubber studs or cleats are permitted.
  - (b) The batter, runners and batboys/girls must wear undamaged regulation batting helmets with two ear flaps and **the chin-strap securely fastened.**
  - (c) **ALL PERSONS (including parents)** receiving warm-up throws from a pitcher, **whether on or off the field,** must wear a protective mask.
  - (d) Catchers must wear a throat protector or a mask with extended throat protection.
- Rules 14 (a-d) are Baseball Canada rules and umpires may, at their discretion, eject players or coaches refusing to follow these safety regulations.**
- (e) In all AA and A Category games, a runner must be allowed at least partial sight of the base to the runner who is advancing. A defensive player, who in the opinion of the umpire deliberately and completely blocks a base to a runner, will automatically be ejected.
  - (f) Except for the batter, the runners, the on-deck batter and the base coaches, all members of the batting team, **including coaches**, must remain inside the players' bench area. Note only one on-deck batter may be warming up outside the player's bench area at any time.

**15. CONDUCT OF PLAYERS AND COACHES**

**A JUDGEMENT CALL BY AN UMPIRE MAY NOT BE PROTESTED.** The only basis for a protest is where an umpire is considered to have misinterpreted the rules. The protest must be made verbally to the umpire immediately upon the occurrence of the disputed action. **The opportunity to protest is lost upon delivery of the first legal pitch or completion of the first legal play following that action.**

If the protest is to proceed, the details of the protest must be mailed or delivered to the League President within 24 hours of completion of the disputed game and be accompanied by a \$100.00 deposit. The umpire must also file a written report. A Protest Committee will be formed and will rule on the protest within 7 days of its receipt. The deposit will be returned if the protest is upheld.

16. All players and coaches are expected to conform to the League's "CODE OF CONDUCT". Any unsportsmanlike action shall be grounds for ejection. This includes swearing, any action designed to distract the defensive team, over-aggressiveness, excessive noise from the players bench etc. **A PLAYER OR COACH EJECTED FROM A GAME MUST LEAVE THE PARK FOR THE REST OF THAT GAME.** All ejections will be dealt with according to the SBCI Discipline Guidelines.

**17. A ZERO TOLERANCE policy exists for verbal and physical harassment of umpires by coaches and players.**

Any coach or player who excessively argues any decision or harasses an umpire in any way will automatically be ejected from the game and subject to SBCI discipline guidelines. These ejections will also be reported to the SBA Commissioner.

**NOTE:** This policy is not meant to prevent a coach from asking an umpire to explain a decision, but rather to prevent an argument or extended discussion of the decision. See also rule 15.

**18. The team manager will be held responsible for the conduct of the team's spectators.** If the umpire judges that the spectators' behaviour is detrimental to the conduct of the game, the umpire will ask the team manager(s) to inform the spectators that the game will be called if such behaviour continues. If a game is called for this reason, the League will conduct a full inquiry, involving the umpire and coaches of both teams, and may issue suspensions to the coaching staff of either or both teams. The League President or his/her representative may also request the umpire to call the game for the same reason.**19. COACHING CERTIFICATION**

- (a) **ALL** AA team coaches are encouraged, **at a minimum**, to obtain Initiation Coach certification.
- (b) At least one coach of an A team should have completed the on-line portion of the Initiation Coach certification and either the Respect in Sport online modules or the NCCP online M.E.D. module
- (b) Coaches of teams participating in SBA Zone Qualifiers and Provincial Championships must meet the appropriate SBA coaching certification requirements. **NO EXCEPTIONS TO THESE REQUIREMENTS WILL BE MADE.**

**20. NO SOFT TOSS OR OTHER BATTING DRILLS IN WHICH REGULAR BASEBALLS ARE HIT INTO ANY FENCE ARE PERMITTED.** Soft toss drills using foam or similar balls are permitted **ONLY ON THE BACKSTOP.**

## APPENDIX 1

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

**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 pitches 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: Pee Wee: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) Pitchers and managers shall follow the following guidelines:
- (5) 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 is 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.

April 25, 2011