## SASKATOON MINOR BASEBALL 2018 PEE WEE A LEAGUE CHAMPIONSHIP June 17-28, 2018

POOL A	POOL B	
1. Braves	2. Cardinals Kraus	
3. Blue Jay Warriors	4. Sask Five Giants	
5. Blue Jay Sluggers	6. Blue Jay Bombers	
7. A's	8. Royal Rockets	
9. Cardinals Meszaros	10. Royal Rebels	

## **GAME SCHEDULE**

DATE	НОМЕ	VISITOR	DIAMOND
Sunday, June 17 3:30 PM	5	3	Sifton 1
Sunday, June 17 3:30 PM	6	4	Sifton 2
Sunday, June 17 6:30 PM	7	9	Sifton 1
Sunday, June 17 6:30 PM	8	10	Sifton 2
Monday, June 18 6:30 PM	1	5	Joe Zeman
Monday, June 18 6:30 PM	2	6	Resch Field
Monday, June 18 6:30 PM	4	8	Sifton 1
Monday, June 18 6:30 PM	3	7	Sifton 2
Friday, June 22 6:30 PM	10	2	Sifton 1
Friday, June 22 6:30 PM	9	1	Sifton 2
Sunday, June 24 3:30 PM	5	7	Sifton 1
Sunday, June 24 3:30 PM	4	10	Sifton 2

Sunday, June 24 6:30 PM	3	9	Sifton 1			
Sunday, June 24 6:30 PM	6	8	Sifton 2			
Monday, June 25 6:30PM	8	2	Joe Zeman			
Monday, June 25 6:30PM	7	1	Ed Bryant			
Monday, June 25 6:30PM	9	5	Resch Field			
Monday, June 25 6:30PM	10	6	Sifton 1			
Tuesday, June 26 6:30 PM	3	1	Resch Field			
Tuesday, June 26 6:30 PM	2	4	Sifton 1			
	First place team from each pool advances to final.					
If there is a tie for first, BaseballSask tie- breaking procedures will be used to determine first place.						
Thursday, June 28 6:30PM	CHAMPIONSHIP GAME  1 <sup>st</sup> Pool A VS 1 <sup>st</sup> Pool B  (Coin toss to determine HOME team)		Resch Field			

## SASKATOON PEE WEE BASEBALL A LEAGUE CHAMPIONSHIP TOURNAMENT RULES

June 17-28, 2018

- 1. Unless changed by these rules, the 2018 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. In the event that an umpire is not provided, the VISITING team will provide the umpire.
  - (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 pitch counts for each pitcher used on the game summary sheet provided.
  - (f) Coaches should sign the game summary 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 summary sheet will be considered correct and may not be disputed later.
  - (g) The HOME team returns the game summary sheet to the clubhouse after each game.
- 4. A winner must be determined for all games. In tied games, regular extra innings will be played to determine a winner. The pitching rules in rule 5 apply to all tie-breaking innings played. The top team from each pool will advance to the championship game. Tied rankings will be broken by the result of the head-to-head game between those two teams or, if that is not appropriate, by the fewest runs allowed per defensive inning. 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
  - (c) Once a pitcher is removed from the mound, he/she cannot pitch again in that game.
  - (d) The pitch count will be reset for this tournament.
  - (e) A pitcher may throw in three consecutive days provided the total pitches thrown in the **first two** days do not exceed 30.
  - (f) A player may catch and then pitch in the same day, but may not catch on 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** 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 last inning will determine the result of the game. If the game is tied, extra innings will be played.

**EXCEPTION:** This time limit will not apply to the Championship Final game.

- 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.
- 8. A 4-run per inning mercy rule is in effect for all innings. If the last inning of a game is NOT the 6<sup>th</sup> inning and the HOME team is behind by more than 4 runs, THE BOTTOM HALF OF THE INNING MUST BE COMPLETED. Failure to do so will give the Visiting team an unfair advantage with respect to pitch count and may affect the results if the tie-breaking procedures are needed to break ties after pool play.

**EXCEPTION:** The 4-run per mercy rule will not apply to the Championship Final game.

- 9. Game balls for championship games 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.
- 10. 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.
- 11. The SBA dress code for coaches/managers on the bench and in the field is in effect. Any person wearing shorts and/or sandals will not be permitted on the players bench or on the field. This will apply to the situation when a parent is asked to fill in for a member of the coaching staff, but not when a parent is acting as a base umpire. One warning will be issued. Failure for an incorrectly dressed coach to leave the bench or field when requested will result in that coach's team forfeiting the game with a score of 6-0 in four defensive innings.

PEE WEE		
Number of Pitches	Rest Period	
1 – 30	No rest required	
31 -45	1 day rest	
46 -60	2 days rest	
61 -75	3 days rest	
76 -85	4 days rest	
Total allowed pitches in a day	85	