

**SASKATOON MINOR BASEBALL
PEE WEE AA LEAGUE
TOURNAMENT RULES
May 12-13, 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 request a plate and a base umpire for all games. In the event that umpires are not supplied, the VISITING team will provide them.
 - (b) The HOME team will supply the scorekeeper and a person to record pitch counts.
 - (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 at the time of the change.**
 - (e) **Scorekeepers must record each pitcher's pitch count 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 pitch count 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 record sheet to the clubhouse after each game.
4. **A winner must be determined for every game.** In tied games, extra regulation innings must be played to determine a winner. **See Appendix A** for tied game procedure.
The tie-breaking procedures used by the SBA will be used to determine the standings if teams are tied after round-robin play.
5. The pitching rules are:
 - (a) Pitch count limitations (maximum of 85 pitches per day) apply.
 - **EXCEPTION:** the pitcher may finish the batter they started before pitch 85
 - (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 again on 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) 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 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. A new inning may not be commenced **later than two hours** after the official starting time of the game.
 - **EXCEPTION:** This time limit will not apply in semi-final or final games.
 - **EXCEPTION:** This time limit will not apply if the game is tied after the complete inning after 2 hours.
 - (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.

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. To avoid dispute later, this starting time should be recorded on the game result sheet.

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. The 5-run per inning mercy rule is in effect for all innings **EXCEPT THE SIXTH INNING, WHEN THERE WILL BE UNLIMITED SCORING OPPORTUNITY FOR BOTH TEAMS. NOTE:** If the last inning in a game is not the 6th inning and the HOME team is behind by more than 5 runs, **the bottom half of the inning must still be played.** Failure to do so will give the Visiting team an unfair advantage in terms of pitch count and may affect the results if the tie-breaking procedure needs to be used to break ties after pool play.
EXCEPTION: The 5-run per inning mercy rule will not apply in the Championship game.
9. 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.
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, should 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. No warnings 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.

May 10, 2018

Appendix A – Tied Games

In the event that a game is tied at the end of regulation innings, extra innings will be played until a winner/loser can be determined using the following method:

- ⚾ Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. (See example below to confirm who is on first and second)
- ⚾ The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. (See example below to confirm who is at bat)
- ⚾ The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.
- ⚾ Example: If the last regulation inning ends with the #6 hitter having the last plate appearance (PA), then the extra inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.
- ⚾ With the exception of beginning the inning with runners on first and second base with no one out, all other “Official Baseball Rules” and “Canadian Rules” will remain in effect during extra innings required to determine a winner.