2015 Playoff Manual



A Guide to all teams registered in Provincial & Zone Playoffs

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THE BASEBALL SASK PLAYOFF COMMITTEE

This Playoff Manual is a uniform code of playoff and championship rules, regulation and procedures and is applicable to all provincial play in Saskatchewan.

All procedures in this Playoff Manual have been mandated by the authority of the Baseball Sask Playoff Committee and endorsed by the Baseball Sask Board of Governors. All hosting centres shall govern each program accordingly. Any changes or alterations to the playoff or championship formats or regulations must first receive the approval of the Baseball Sask Playoff Committee.

The Baseball Sask Playoff Committee shall direct and enforce all regulatory policy and procedures during the staging of all provincial playoffs and championships.

This BASEBALL SASK PLAYOFF MANUAL, as prepared annually, the BASEBALL SASK HANDBOOK, as prepared annually, together constitute the "Document of Rules and Regulations" produced and circulated as required by Article 17.01 of the Baseball Sask Constitution and Bylaws. Rules may change after the printing of this document so be sure to check our website version of this document as that will always be the Official Playoff Manual.

IMPORTANT - FYI

All games shall be played in accordance with the current Baseball Canada "Official Rules of Baseball", the Baseball Sask Playoff Manual and the Handbook. In this Playoff Manual all Zone Qualifiers, North/South Playoffs and Regional Playoffs is referred to as "A PLAYOFF" and all Provincial Championships shall be referred to as "A CHAMPIONSHIP".

WHO TO CONTACT IF.....

| DESCRIPTION OF THE PROPERTY OF | | A | 2 |
|--|--|----------------|-------------------------------|
| RESPONSIBILITY WHO TO CONTACT | | Attention: | Contact Info |
| E-mail result of Championships to BASEBALL SASK Office - | | Mike Ramage | mike@saskbaseball.ca |
| | Regina | | |
| E-mail results of playoffs to | BASEBALL SASK Office - | Mike Ramage | mike@saskbaseball.ca |
| | Regina | | |
| Coordinate Pick Up of Players | Zone Governor | | See Handbook |
| E-mail Pickups to | BASEBALL SASK Office - | Mike Ramage | mike@saskbaseball.ca |
| | Regina | | |
| Umpire Ejection Forms to | Online Ejection / Yellow Card | | See BASEBALL SASK Website |
| Questions about draws | BASEBALL SASK Executive | Mike Ramage | Regina office 780-9237 |
| | Director | | |
| Coaching Certification | BASEBALL SASK Executive | Mike Ramage | Regina office 780-9237 |
| | Director | | |
| Medical Substitutions | Division Supervisor | | See Handbook |
| Rosters | BASEBALL SASK Office - | Mike Ramage | Regina Office 780-9237 |
| | Regina | | |
| Player Eligibility | Division Supervisor & Zone Governor | | See Handbook |
| Forfeitures (\$ Non-Refundable) | n-Refundable) BASEBALL SASK Executive Director | | Regina Office 780-9237 |
| Zone Playoffs - General Inquiries | Zone Governors | | See Handbook |
| Zone Playoff Draws | Zone Governors | | See Handbook |
| MAP Grant Info | BASEBALL SASK Office - | Mike Ramage | Regina Office 780-9237 |
| | Regina | • | • |
| Suspended Zone playoff games | Zone Governors | | See Handbook |
| Suspended Championship games | Division Supervisor | | See Handbook |
| Harassment | Ken Ready | | 585-1925 |
| Harassment | Jean MacDonald | | 949-7433 |
| | | | |
| RESPONSIBILITY | WHO TO CONTACT | Attention: | Contact Info: |
| Policy & Procedures | Playoff Chairman | Brian Trollope | 783-2089 |
| | | | bdss@accesscomm.ca |
| Umpire Policy & Procedures | Provincial Umpire Supervisor | Rocky Nickel | 693-9816 (Res) |
| | | | rockyn@sasktel.net |
| Mosquito Division Playoffs | Mosquito Supervisor | Jean | 949-7433 |
| | | MacDonald | I.macdonald@sasktel.net |
| Pee Wee Division Playoffs | Pee Wee Provincial Supervisor | Bert Kauf | 842-0694 (Res) |
| | | | bkauf@sasktel.net |
| Bantam Division Playoffs | Bantam Provincial Supervisor | Jack Cameron | 662-3300 (Res) |
| | | | jjlimousin@sasktel.net |
| Midget Division Playoffs | Midget Provincial Supervisor | Brian Trollope | 783-2089 |
| L i Bi i B | | 0: " | bdss@accesscomm.ca |
| Junior Division Playoffs | Junior Provincial Supervisor | Charlie | 692-3387 (Res) 692-3388 (fax) |
| 0 . 5 6 | 0 . 0 | Meacher | meacher@sasktel.net |
| Senior Division Playoffs | Senior Provincial Supervisor | Brian Trollope | 783-2089 |
| | | | bdss@accesscomm.ca |

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SECTION 1: BASEBALL SASK PLAYOFF ROSTER Revision 2003

1.00 Submitting Rosters

- a) Player rosters are to be submitted to the BASEBALL SASK office with the applicable fee by the date indicated in the current BASEBALL SASK Handbook.
- b) The Canada Post dated envelope will determine date. (2002)
- c) All Provincial Team fees are NON-REFUNDABLE.

1.01 Late Submission

- a) As per the date in the current BASEBALL SASK Handbook and provided the required playoff and late fees accompany them, rosters may be accepted by the Registrar.
- b) The Canada Post dated envelope will determine date. (2002)

1.02 Changes, Additions, Etc.

- a) May be accepted if submitted in writing to the BASEBALL SASK office prior to designated deadline dates.
- b) Coaches on the original roster may be changed only with the consent of the Zone Governor, Division Supervisor and Executive Director. (2015)

1.03 Team Roster Limitations

- a) teams are limited to a minimum of 11 and a maximum of 18 players. There are no limits to certified coaches (2015)
- b) all players must sign the team roster.
- c) coaching staff must be certified to the minimum requirements for the team division and category.
- d) players may compete in one division or category at a time and can only be on one Provincial roster BASEBALL SASK or affiliate at one time. If a player's team is eliminated from provincial play, a team in an equal or higher division and category may pick up the player.
- e) **Exception #1**: Midget age players may also register with a team in the Senior division only from their hometown of residence (baseball centre). (2006)
- f) **Exception #2**: Junior division, once a players team has been eliminated from further provincial play, they may be picked up by a team in a different division as long as they meet the proper age and population criteria.
- g) Junior age players may also register with a team (in the zone of the player's principal residence) in the Senior division. (2002)

1.04 Team Roster Information

- a) Team roster information WILL NOT automatically be provided to any team. A team wishing to examine another team's roster for the purpose of player eligibility is obligated to obtain that Roster on its own initiative.
- b) Any team may request any other team's roster or information about any player registered with Baseball Sask from the Baseball Sask Regina office after the registration deadline has passed.

1.05 To Challenge a Players Eligibility

- a) The issue of eligibility shall be referred, in writing, to the Division Supervisor.
- b) No question of eligibility of a player may be raised by any person within 72 hours preceding the commencement of a qualifier or championship playoff or during the play of the playoff or championship. The "72 hours" shall be calculated from the scheduled time of the pretournament meeting, or if no meeting is scheduled, from the scheduled time of the first game of the playoff or championship.

- c) The Division Supervisor may make inquiries as may be reasonably necessary in the circumstances and shall make a ruling on the player's eligibility.
- d) That ruling shall be communicated to the player and the person raising the question as soon as reasonably possible by letter, fax, email, and telephone or in person as is appropriate in the circumstances.

1.06 To Appeal an Eligibility Ruling

- a) Any person wishing to appeal an eligibility ruling made by a Division Supervisor shall do so in writing, by letter, fax or email to the Baseball Sask Office in Regina, with a copy to the Division Supervisor and the Playoff Committee Chairperson.
- b) Any appeal must be made within 24 hours after receiving notice of the ruling from the Division Supervisor and a \$100 Appeal Fee must be paid.
- c) The appeal shall be heard and determined by the Playoff Committee Chair or such other member of the Playoff Committee so designated.
- d) The ruling of the Playoff Committee Chair or designee shall be final.
- e) The Playoff Committee Chair or designee shall make the ruling prior to the commencement of the first game of the playoff or championship and may:
 - I) Consider the ruling of the Division Supervisor
 - ii) Request any/all information that that is deemed necessary and appropriate.
 - iii) May dismiss the appeal
 - iv) May allow the appeal in whole or in part
 - v) Make such ruling as he or she deems just and reasonable
- f) The appeal process must be completed prior to the commencement of the playoff or championship.

SECTION 2: MEDICAL SUBSTITUTION Revision 2002

2.00 Who authorizes a medical substitution

Medical substitution(s) <u>MAY</u> be granted by the Provincial Supervisor in consultation with the Zone Governor. If a medical substitution is granted, the substitute shall be selected after all picks have been concluded within the zone. If a team is reduced to a number less than required for participation in provincial play, the substitution may be allowed prior to zone pick-ups. (2005)

2.01 How to request a medical substitution

The request to substitute a player for an injured player must be made in writing and a doctor's certificate must accompany the request (photocopy not acceptable). There will not be a fee charged for medical substitution. (1997)

2.02 Restrictions

- a> once a player is replaced on a team roster with a medical certificate, that player may not return to any team registered for provincial playoffs for the current baseball season.
- b> teams are limited to substitute players from within their own zone, category and division. (1998)
- c> Regina and Saskatoon only: teams are limited to players within their own city zones. Exceptions through the zone governor. (2002)
- d> Medical substitutions are <u>NO LONGER</u> allowed in the Senior AAA, AA, A or A2 divisions. (2015)

| SECTION 3: | FORFEITURE | Revision 2005 |
|-------------------|------------|---------------|
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3.00 Withdrawing

Teams withdrawing from a playoff or championship series outside the established deadlines will result in a fine.

3.01 Time Limits

- a) Teams must provide a minimum of 14 (fourteen) days notice of their intent to withdraw from a playoff or championship.
- b) Notice of Intent to withdraw must be made to the Executive Director at the Baseball Sask Regina office.

3.02 Penalties

- a) Failure to provide the required notification of withdrawal from a Provincial Championship shall be assessed a fine of \$200.
- b) Failure to provide the required notification of withdrawal from a Zone Playoff shall be assessed a fine of \$100.
- c) Failure to provide the required notification of withdrawal from all Senior Zone / Provincial games shall result in that team forfeiting their \$500 Performance Bond.
- d) A second offence may result in higher fees being assessed.

3.03 Assessing The Fines

- a) Will be automatically assessed by the Executive Director.
- b) Will be directly levied to the organization, which that team is affiliated with.
- c) If no affiliation is in place, the team shall be fined directly.

3.04 Failure to Pay Fines

- a) Failure to pay the fine by the organization will result in all teams belonging to that organization being ineligible for any/all playoffs or championships the following year.
- b) Failure to pay the fine when the team is not affiliated with an organization will result in the players as listed on the roster being ineligible for any/all playoffs or championships the following year until all fines have been paid.

3.05 Appeal

The Baseball Sask Appeal process is available for all assessed penalties and/or fines.

| SECTION 4: PLAYOFF DRAWS Revision 2005 | |
|--|--|
|--|--|

4.00 Administration

The Baseball Sask Playoff Committee shall be responsible for the administration of all Provincial Playoffs.

4.01 Who makes up the Provincial Qualifier Playoff Draws?

- a) Zone Qualifier Playoffs are the responsibility of the Zone Governor or his appointed representative.
- b) North/South Playoffs are the responsibility of the Division Supervisor.
- c) Regional Playoffs are the responsibility of the Division Supervisor.

4.02 Provincial Qualifier Playoff Formats (Revised 2005)

- a) Zone Qualifier Playoffs
 - i) this is the preferred format for all categories in the Mosquito, Pee Wee, Bantam and Midget divisions
 - ii) each of the eight provincial zones is eligible to send one representative to each provincial playoff in each division and category.
 - iii) A team hosting a provincial championship is not eligible to participate at a qualifier playoff.
 - iv) The number of teams per zone allotted to Provincials shall be as close as possible to the guidelines listed below:
 - Host team is automatically entered
 - > Every zone will be allowed one entry to the Provincials
 - ➤ If there is room for more teams, every zone will be allowed another entry
 - ➤ If there is room for another team(s) but not enough for all remaining zones to send a team, the zone with the greater number of entries will be allotted the extra team(s). If zones have an equal number of entries, the extra team(s) will be decided by a draw.
 - v) At the discretion of the Playoff Committee, a zone may be allowed to send more than one rep to a particular provincial playoff.
 - vi) A tournament of 3, 4, 5, 6, 8 & 9 teams will play a round robin (see the Baseball Sask Annual Handbook)
 - vii) A tournament of 4 or 7 teams may play a double knockout draw. (see Sask. Baseball Annual Handbook)
 - viii) All zone playoff draws will follow the formats in the Baseball Sask Annual Handbook with the times adjusted to reflect that a team will not be required to play three games back to back without an hour break prior to the third game and semi final and final games will schedule an hour break between games unless otherwise agreed to by both teams. (2003)

4.03 What is the procedure for All Senior Divisions?

- a) Teams will be contacted by the Senior Provincial Supervisor and will be given a copy of the draw.
- b) Teams are to coordinate the draw under the direction of the Senior Provincial Supervisor.
- c) Umpires are the home team's responsibility. Contact your Zone Umpire Director to arrange for the appointment of BASEBALL SASK registered umpires.
- d) A tournament of 6 teams with two Pools of 3, teams with 2 losses will be eliminated.
- e) Teams not returning to complete a series will be subject to disciplinary action by the BASEBALL SASK Board of Governors.
- f) The winner of each series is responsible for phoning the Senior Provincial Supervisor and the BASEBALL SASK office.
- g) Teams residing furthest east in Saskatchewan will receive the extra game in odd numbered years and the furthest west will receive the extra game in even numbered years

4.04 Senior AAA Championship

All teams entering the Senior AAA Division will playoff to determine the team that will represent Saskatchewan at the following years National Championship. Should there not be a Playoff, the team that represented the previous year will have the right of first refusal to attend again the following year by October 15th. A wood bat playoff format will be determined by the Senior Supervisor or at the discretion of the Playoff Committee.

4.05 Who makes up the Provincial Championship Draw?

Provincial Playoff draws are the responsibility of the Playoff Committee and will use the following as a guideline: (1997)

- i] Division Supervisor will approach host with draw from Handbook
- ii] Host sets times and gives draft to Division Supervisor
- iii] Division Supervisor places teams in pools and sends draw to BASEBALL SASK office for review
- iv] After review, Division Supervisor approves final draft of draw.
- Upon approval, the BASEBALL SASK office distributes copy of the draw to all teams including host.
- ii) All provincial championship playoff draws will follow the formats on pages 7 10 of the Baseball Sask Annual Handbook.
- iii) The times adjusted to reflect that a team will not be required to play three games back to back without an hour break prior to the third game and semi final and final games will schedule an hour break between games unless otherwise agreed to by both teams. (1997)
- iv) To ensure fairness to both teams entering the Gold Medal Game of the Championship, every effort is to be made to schedule semi final games simultaneously. (2003)

Provincial Pool Assignments (Midget Division and Lower)

Pools for the Provincial Playoff will be assigned by the Provincial Supervisor. Teams from the same zone will be placed in opposite pools where possible. Remaining teams will be assigned to pools by a draw.

Midget AAA and AA Pool Assignment

Midget AAA and AA seeding shall be decided upon final standings of the SPBL – Midget AAA and AA Divisions. The standings are determined by first points and, if a tie in points, winning percentage. If two or three teams are tied in points and winning percentage, then BASEBALL SASK tiebreaking procedures will be used to determine placing.

Midget A and A2 Category Assignment

Shall be determined by the Midget Supervisor and Playoff Committee based on competitive balance.

4.06 Post Provincial Host Eligibility

When a Saskatchewan team is hosting a Western or National Championship that team is eligible to participate at a Provincial Championship

4.07 Changes, alterations, etc.

Any changes or alterations to the division format may be allowed by the Playoff Committee should the need arise. Host communities and participating teams will be informed of changes ASAP.



Saskatchewan's Source for Baseball

See the Source teams

Al Anderson's SFS • Saskatoon

Western Cycle SFS • Regina

Supreme SFS • Kindersley

Phoenix SFS • Battlefords

Prince Albert SFS • Prince Albert

Northeast SFS • Melfort

Pinnacle SFS • Swift Current

Hometown SFS • Yorkton

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SECTION 5: LENGTH OF GAMES Revision 2003

5.00 Innings Per Division

a> Mosquito 6 innings

Pee Wee AAA, AA 7 innings (2015)

Pee Wee AATII, A, A2 6 innings
Bantam 7 innings
Midget 7 innings
Junior 7 innings
Senior AAA 7 innings (1997)
Senior AA,A,A2 7 innings (1999)
Twilite 7 innings

b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff

c> Exception #2: Tied Games (following)

5.01 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.

5.02 Complete Games

In accordance with the Baseball Canada Rulebook #4.11:

- a> a game ends when the visiting team completes its half of the last inning if the home team is ahead.
- b> a game ends when the last inning is completed if the visiting team is ahead.
- c> a game ends when the home team scores the winning run in its half of the last inning, regardless of the number of outs in that half inning.
- d> Exception: if the last batter hits a home run, out of the playing field, all runners score and the game is completed when the home run hitter crosses home plate.

5.03 Time Limits

No time limits shall be imposed on any zone qualifier or provincial playoff game.

5.04 Suspended Games (2000)

All Zone qualifier and provincial playoff games shall be played to completion. Exception: Mercy rule games (2000)

- a> Any game that cannot be completed due to weather, darkness, etc. shall be considered a "suspended" game and shall resume at the exact point of suspension of the original game when:
 - i) at least 4 complete innings (or 3 ½ innings when the home team is ahead) of a 6 inning game has been played. (2000)
 - ii) at least 5 complete innings (or 4 ½ innings when the home team is ahead) of a 7 inning game has been played. (2000)
- b> A suspended zone qualifier game may be considered a "called" game and replayed, at the decision of the BASEBALL SASK Rep in consultation with the Zone Governor when:
 - i) less than 4 complete innings (or 3 ½ innings when the home team is ahead) of a 6 inning game has been played. (2000)
 - ii) less than 5 complete innings (or 4 ½ innings when the home team is ahead) of a 7 inning game has been played. (2000)
- c> A suspended provincial playoff game may be considered a "called" game and replayed, at the decision of the BASEBALL SASK Rep or the Provincial Division Supervisor when:

- i) less than 4 complete innings (or 3 ½ innings when the home team is ahead) of a 6 inning game has been played. (2000)
- ii) less than 5 complete innings (or 4 ½ innings when the home team is ahead) of a 7 inning game has been played. (2000)
- d> When a game is replayed all pitches still count for all pitchers in the called game and will still be charged to the pitcher.

5.05 Emergency Draw Amendments

a>

In the event of a major disruption to the championship (sever lengthy rain, etc.) the Division Supervisor has the power to amend the draw for teams still in contention and may further reduce the length of games providing a minimum of 4 inning of a 6 inning game or 5 innings of a 7 inning game is played. The Division Supervisor is also empowered to utilize alternate facilities within reasonable proximity of the host site whenever possible. (2003)

b>

In the event the Championship cannot be completed, due to a major disruption, on the designated weekend, the Division Supervisor may allow the teams still in contention to complete the series at a location other than the host site. (2003)

SECTION 6: THE MERCY RULE Revision 2001

6.00 Not an Option!

Fair play and good sportsmanship under the BASEBALL SASK Code of Conduct will govern the enforcing of a mercy rule in all BASEBALL SASK zone qualifier and provincial playoffs. Even though, by needing to use the tie breaking formula to determine placing in a tied pool, and a team may feel the need to "run up the score", a team is encouraged to win with "class" not with intimidation.

6.01 Per Inning Mercy Rule - Mosquito Division

Teams shall change sides with 3 outs or upon scoring of the 6th run of the inning, whichever comes first. This shall constitute a complete inning. (2001)

Exception: Only in the event of an over the fence home run will all runs count.

6.02 The 10 Run Rule

A game shall be ruled complete if one team is ahead by 10 runs following:

- a) 7 complete innings or any complete inning after that in a 9 inning game
- b) 5 complete innings or any complete inning after that in a 7 inning game
- c) 4 complete innings or any complete inning after that in a 6 inning game
- d) If the home team is up by 10 or more runs following 3 1/2 innings for a 6 inning game, 4 1/2 innings for a 7 inning game or 6 1/2 innings for a 9 inning game, this constitutes a completed game and the home team will not bat to complete the inning.

7.00 Players Safety

Pitching limitations are set out to ensure the safety of all players. Coaches shall strictly adhere to these limitations.

7.01 Where does a players Pitch Count start?

a> All coaches must include any/all pitch count totals from all players from the previous 5 days leading up to any Zone/Provincial Playoff games. These totals MUST be provided to the Baseball Sask Rep no later than the Coaches Meeting. (2015)

7.02 Mosquito Division

a> Pitch Count will be used

The following chart shows pitch count limitations:

| MOSQUITO (NO CURVEBALLS) | | |
|--------------------------|------------------|--|
| Number of Pitches | Rest Period | |
| 1 - 25 | No rest required | |
| 26 - 40 | 1 day rest | |
| 41 - 55 | 2 days rest | |
| 56 - 65 | 3 days rest | |
| 66 - 75 | 4 days rest | |
| Total allowed | 75 | |
| pitches in a day | | |

b> The balk rule is waived

7.03 Pee Wee Division

a> Pitch Count will be used

The following chart shows pitch count limitations:

| PEE WEE (NO CURVEBALLS before May 31) | |
|---------------------------------------|------------------|
| 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 |

7.04 Bantam Division

a> Pitch Count will be used

The following chart shows pitch count limitations:

| BANTAM | | |
|-------------------|------------------|--|
| Number of Pitches | Rest Period | |
| 1 - 35 | No rest required | |
| 36 - 50 | 1 day rest | |
| 51 - 65 | 2 days rest | |
| 66 - 80 | 3 days rest | |
| 81 - 95 | 4 days rest | |
| Total allowed | 95 | |
| pitches in a day | | |

7.05 Midget Division

a> Pitch Count will be used

The following chart shows pitch count limitations:

| MIDGET | | |
|-------------------|------------------|--|
| Number of Pitches | Rest Period | |
| 1 - 40 | No rest required | |
| 41 - 55 | 1 day rest | |
| 56 - 70 | 2 days rest | |
| 71 - 85 | 3 days rest | |
| 86 - 105 | 4 days rest | |
| Total allowed | 105 | |
| pitches in a day | | |

Pitch Count Rules

- (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: Mosquito:25 Pee Wee:30 Bantam Boys/Girls:35 Midget:40 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. The Official Scorekeepers pitch count will be the official pitch count used.
- (5) Once a player assumes the position of pitcher, they cannot catch for the remainder of the day.
- (6) Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day. NOTE: You must still count all pitches thrown by the pitcher in this situation. For example, in Midget, if a pitcher has now thrown over 40 pitches in finishing a batter, he/she must now rest one day

prior to pitching again. This rule mainly deals with this Midget player who reaches his/her 105 pitch limit and allows them to continue past the 105 limit to finish off that batter.

- (7) Intentional Walks will be included in Pitch Count totals.
- (8) Required Rest shall be defined in "Days" starting at 12:01am and ending at 11:59 pm of the next calendar day.
- (9) 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, however, the pitcher resumes with the total he/she left off with prior to game suspension.
- (10) 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.
- (11) Any violation of any part of the pitch count rule, the result is the Head Coach is ejected from the current game and receives an additional game suspension. Should this violation not be caught during the game, the Head Coach will receive a 2-game suspension to be served immediately.
- (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 FOR UPDATED PITCH COUNT INFORMATION

7.06 All Pitchers in the Line Up

- a> the starting pitchers full name and uniform number shall be clearly marked on the line up card
- b> pitching changes shall be announced to the plate umpire and the scorekeeper before a new pitcher enters the game. When making the pitching change, coaches must use players full name and uniform number.

7.07 Penalty for Ineligible Pitching

a> Any violation of any part of the pitch count rule, the result is the Head Coach is ejected from the current game and receives an additional game suspension.

7.08 Verifying the Pitchers Pitch Count

a> No changes shall be allowed once the scorekeeper has submitted the records to the Results Committee for posting.

7.09 Called/Incomplete Games (2000)

In the event that a game is ruled incomplete and must be replayed in its entirety, when a pitcher has physically pitched he/she will be charged with the outs from that game. The official scorekeeper shall record the game as "incomplete" on the game record sheet.

| SECTION 8: | NINE MAN BASEBALL RULES | Revision 2000 |
|------------|-------------------------|---------------|
| | | |

8.00 Divisions

a> Midget AAA, AA, A, A2

b> Junior

c> Senior AAA, AA, A, A2 (1997)

8.01The Rules

Shall be in accordance with the current Baseball Canada Rulebook and the rules, regulations and policies of the Baseball Sask.

8.02 The DH Rule

The designated hitter for the pitcher, within the established guidelines, shall be allowed only in the Midget, Junior and Senior divisions. (1997)

8.03 Re-Entry

Teams are allowed to re-enter a player into the game if an injury or illness. When there are no more players eligible to replace the injured player, the last able player removed from the game can replace the injured/ill player. Once an injured/ill player is replaced, he/she may not come back into that game. (1998)

8.04 Courtesy Runner for the Catcher will not be allowed in playoff or championship games.



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SECTION 9: NINE MAN BASEBALL WITH RE-ENTRY RULES Revision 2005

9.00 Modified 9 Man Baseball for Pee Wee and Bantam Baseball (2000)

Will be used in all playoff and championship games in the Pee Wee AAA and Bantam AAA and AA divisions. (2005)

9.01 The Pitcher

- a) The starting pitcher is governed by the provisions of Official Baseball Rule 3.05
- b) All Baseball Sask pitching regulations are in effect.
- c) Once a pitcher is removed from the pitchers position (by another pitcher or pinch batter/runner), he may re-enter and play in another position, but he cannot pitch or catch again in that game.
- d) If the starting pitcher is removed from the game because of a second trip in the same inning, he may re-enter the game in any position except the pitcher position.

9.02 Re-Entry Regulations

- a) Each of the 9 starting players may be withdrawn from the game and re-entered once at the discretion of the manager.
- b) A starting player may be withdrawn from the game and may re-enter only once.
- c) The starting player when re-entered must occupy the same batting position as he occupied when starting the game.
- d) A starting player and his substitute cannot be in the game at the same time.
- e) A substitute withdrawn from the game can never re-enter that game.
- f) A substitute may replace a substitute and the starting player may still re-enter for the substitute.
- g) Withdrawal and re-entry takes place only when a player has been removed from the game.

9.03 Illegal Re-Entry

- a) If a player re-enters illegally as a pitcher, fielder or runner, there is no penalty except that he must be removed from the game immediately when discovered.
- b) If a player re-enters illegally as a batter, such illegal re-entry is penalized according to Official Baseball Rule 6.07 Batting Out of Order.

9.04 Injury or Illness Policy

Teams are allowed to re-enter a player into the game if there is an injury or illness. When there are no more players eligible to replace the injured player, the last able player removed from the game can replace the injured/ill player. Once an injured/ill player is replaced, he/she may not come back into that game. (1998)

SECTION 10: "EVERYBODY BATS" RULES Revision 2002

10.00 Divisions Allowed

a> Mosquito AAA, AA, AA Tier II, A, A2 Pee Wee AA, AA Tier II, A, A2 Bantam AA Tier II, A, A2 (2015)

10.01 Unlimited Substitution

a> unlimited DEFENSIVE only substitution and re-entry of players into DEFENSIVE only position will be allowed in the Zone Qualifier and Provincial Playoffs. (1995)

- b> does not apply to the pitcher position. If a pitcher is removed from the mound, and although retained in the game in another position, the pitcher shall not be permitted to return to pitch in the same game.
- c> all defensive substitutions shall retain their batting position

10.02 For Mosquito Divisions Only

- a> all players must play 2 complete defensive innings in the first 4 innings of each game except in case of injury or illness.
- b> A defensive inning in the Mosquito Division shall consist of that portion of a game within which the defense has made 3 put outs or upon the scoring of the sixth run (whichever comes first) and the team changes sides and becomes the offence. (2002)
- c> EXCEPTION: The Pitcher: Each pitcher shall only be credited with a defensive inning when he/she has faced a minimum of 4 batters or been charged with a minimum of 1 out or reach daily pitch count limit. (2011)
- d> In the event that the mandatory defensive inning rule is broken: the non-offending team must appeal to the BASEBALL SASK Rep within 45 minutes of the conclusion of the game.
- e> Teams determined to have violated the defensive inning rule will forfeit the game by a score of 6-0. The BASEBALL SASK Rep shall file a complete report of the violation with the playoff report. (2001)
- f> Matching batting line ups option is not allowed in Mosquito baseball. (2001)
- g> For all Mosquito AA Tier II, A and A2 a runner on third base can only score on a ball hit into play. Ex) A runner on third cannot score on an over throw, passed ball, runner getting into the hot box, etc. (2012)

10.03 For Pee Wee Divisions Only

- a> all players must play 2 complete defensive innings in the first 4 innings in each 6 inning game in AA Tier II, A and A2 except in case of injury or illness. (2013)
- b> all players must play 2 complete defensive innings in the first 5 innings in each 7 inning game in AA except in case of injury or illness. (2015)
- c> A defensive inning in the Pee Wee AA, AA Tier II, A and A2 Divisions shall consist of that portion of a game within which the defense has made 3 put outs and the team changes sides and becomes the offence. (2002)
- d> EXCEPTION: The Pitcher: Each pitcher shall only be credited with a defensive inning when he/she has faced a minimum of 4 batter or been charged with a minimum of 1 out or reach daily pitch count limit. (2011)
- e> In the event that the mandatory defensive inning rule is broken: the non-offending team must appeal to the BASEBALL SASK Rep within 45 minutes of the conclusion of the game.
- f> Teams determined to have violated the defensive inning rule will forfeit the game by a score of 6-0 in AA Tier II, A and A2 and a score of 7-0 in AA (2015). The BASEBALL SASK Rep shall file a complete report of the violation with the playoff report. (2001)

10.04 For Bantam Divisions Only

- a> all players must play 2 complete defensive innings in the first 5 innings in each 7 inning game except in case of injury or illness. (2013)
- b> A defensive inning in the Bantam AA Tier II, A and A2 Divisions shall consist of that portion of a game within which the defense has made 3 put outs and the team changes sides and becomes the offence. (2002)
- c> EXCEPTION: The Pitcher: Each pitcher shall only be credited with a defensive inning when he/she has faced a minimum of 4 batter or been charged with a minimum of 1 out or reach daily pitch count limit. (2011)
- d> In the event that the mandatory defensive inning rule is broken: the non-offending team must appeal to the BASEBALL SASK Rep within 45 minutes of the conclusion of the game.

e> Teams determined to have violated the defensive inning rule will forfeit the game by a score of 7-0. The BASEBALL SASK Rep shall file a complete report of the violation with the playoff report. (2001)

10.05 When Everybody Bats

- a> a team's entire roster must be listed on the batting line up
- b> all batters shall bat in order listed
- c> no changes or alterations to the batting order may be made once the game has started. Exception: when one team is using the Matching Line Ups Option.
- d> All players bat regardless of their defensive involvement.
- e> Pinch Runners are not allowed. (2002)
- f> When an offensive player is replaced batting or running due to injury or illness, that player will not be permitted to return to play in that game. (2002)

10.06 Matching Batting Line Ups Option Pee Wee and Bantam Divisions only (2001)

- a> Unlimited DEFENSIVE only substitution and re-entry of players into a DEFENSIVE only position will be allowed in the Zone Qualifier and Provincial Playoffs. (1995) If one team has a larger roster than the other team, the team with the larger roster may elect to bat the same number of players as the opposing team. (1995)
- b> The decision to use this option shall be announced to the opposing coaches, the umpires and the official scorekeeper 15 minutes prior to the scheduled game time. When using this option, coaches are reminded that all offensive substitutions must be announced to the plate Umpire before the player is substituted. The plate Umpire will inform the official scorekeeper of the change.
- c> A team's entire roster must appear on the line up card clearly listing "starters" (players that are batting) and non-starting or "alternate" players (1995)
- d> A starting player may be withdrawn and reenter ONCE. A starting player withdrawn from the game more than once may not re-enter offensively.
- e> The starting player when re-entering, must occupy his original batting slot. A starter and his alternate cannot be in the batting line up at the same time.
- f> An alternate withdrawn from the batting line up may not re-enter.
- g> An alternate may replace another alternate and the starting player may still re-enter into his original batting slot as long as d> above condition is met.
- h> Penalty: any player deemed ineligible for violation of the offensive substitution rules as outlined in this section, shall be declared "out" upon delivery of the first pitch. This applies when an ineligible player comes into the offensive game as either batter or runner.
- i> In the case of illness or an injury and no alternates are left, that spot in the batting lineup will be missed and you will move onto the next player in the lineup for the duration of the game. The injured/ill player shall not be permitted to return to play in that game.

SECTION 11: TIE BREAKING PROCEDURES REVISION 2003

11.00 General Regulations

Tie Breaking Procedures are to be used to determine standings after round robin play.

- a> All games are to be played to completion as per the general baseball rules for ending a game.
- b> When 3 teams are <u>tied for first place</u> each with one loss, at the conclusion of round robin play, and more than one team advances to the next level of the playoff, tie breaking procedures will be used to determine the first place team (team with the best ratio). The two remaining teams will play the tie breaker game to determine 2nd and 3rd place in the pool.
- c> When 3 teams are <u>tied for first place</u> each with one loss, at the conclusion of round robin play and only one team advances to the next level, the tie breaker game to determine pool standings is eliminated.
- d> When 3 teams are tied for 2nd, 3rd, etc. place in pool, the tie breaker game to determine pool standings is eliminated.
- e> Two losses during round robin play eliminates the opportunity for a tie breaking game.
- f> When determining ratios it is important to take note of part innings. Example: when the home team wins the game in the bottom of the 7th inning with 1 out the home team has 7 defensive innings and the visitor team has 6-1/3 defensive innings.

Mosquito Division: When teams change sides with 6 runs and less than 3 outs – both teams will be charged with a complete inning (not 0/3, 1/3 or 2/3 of an inning). Exception: the final inning of the game general baseball rules will determine whether a full or part inning will be used in the tie-breaking ratios. (2002)

IMPORTANT: Two losses during round robin play eliminates the opportunity for a tie breaking game.

11.01 2 TEAMS: IDENTICAL WIN/LOSS RECORD

Determine by reverting to the game played between the two tied teams

Team A defeated Team B 4 – 2 Team A gets the higher standing

11.02 3 OR MORE TEAMS: IDENTICAL WIN/LOSS RECORD

Determine by reverting to the games played among the tied teams, and one team has defeated the other two teams

When the teams are tied for first place:

Team A defeated Team B & Team C, therefore Team A advances to playoff round. When a second team from the pool advances, Teams B & C, each team with 1 loss, would have a tie breaker game to determine 2nd and 3rd place

OR

When the teams are tied for any place other than first place:

Team A 2 - 2 Team D 1 - 3 Team B 2 - 2 Team E 3 - 1 Team C 2 - 2

Team E placed 1st in pool with 3 wins,

Team B beat both Team A and Team C, so Team B places 2nd.

Team C beat Team A in round robin, and both of these remaining tied teams have 2 losses in the pool, Team C places 3rd by nature of their win over Team A.

11.03

3 OR MORE TEAMS: IDENTICAL WIN/LOSS RECORD AND #2 DOES NOT APPLY

Determine by following all steps and using only those games played by the tied teams

IN THIS FORMULA, TO DETERMINE THE RATIO – USE THE INNINGS EACH TEAM PLAYED WHILE THEY WERE IN A DEFENSIVE POSITION.

NOTE RULE APPLICATION (AS PER BASEBALL CANADA CHAMPIONSHIP RULES): In the case of a 10-run mercy, the winning team will be assigned 7 defensive innings for the game played (except for Mosquito who will be assigned 6 defensive innings), while the losing team will be assigned the actual innings played.

| Team A - 11 | vs | Team B - 1 | Mercy rule game in 4 1/3 innings with 1 away |
|-------------|----|-------------|---|
| | | | Team A has 7 def. innings; Team B has 4 1/3 def. innings. |
| Team C - 9 | vs | Team A - 8 | Team C won in bottom of 7 th inning, 2 away |
| | | | Team C has 7 def. innings; Team A has 6 2/3 def. innings. |
| Team B - 15 | vs | Team C - 13 | Team B won after a full 7 innings. |
| | | | Both teams have 7 defensive innings. |

Step I:

Figure out the ratios

| | runs | # of def. | Ratio |
|--------|---------|-----------|------------------------|
| | against | innings | |
| Team A | 10 | 13.66 | $10 \div 13.66 = 0.73$ |
| Team B | 24 | 11.33 | 23 ÷ 11.33 = 2.12 |
| Team C | 23 | 14 | 23 ÷ 14 = 1.64 |

Team A with the lowest (0.73) ratio, 1st place

Step 2:

Teams B and C play a sudden death game to determine 2nd. (COIN TOSS FOR HOME TEAM) OR

If the teams are tied for any placing other than first, placings are determined by the results of the head to head game.

Step 3:

If after Step 1, 2 teams are tied for 1st (One team is placed 3rd), use the results of the head to head game between the 2 remaining teams.

11.04

3 OR MORE TEAMS TIED AFTER USING #3

Placings determined by following all steps and using the games between tied teams only.

IN THIS FORMULA, TO DETERMINE THE RATIO – USE THE INNINGS EACH TEAM PLAYED WHILE THEY WERE IN AN <u>OFFENSIVE</u> POSITION.

Teams A, B and C have identical win/loss records

| Tm A - 5 | vs | Tm B - 3 | 7 innings |
|----------|----|----------|-----------|
| Tm C - 4 | vs | Tm A - 1 | 7 innings |
| Tm B - 6 | VS | Tm C - 2 | 7 innings |

Step I:

Use defensive runs to innings ratio

| ionionio namo te | , ii ii iii igo rado | | |
|------------------|----------------------|-----------|-------------------|
| | runs | # of def. | Ratio |
| | against | innings | |
| Team A | 7 | 14 | $7 \div 14 = .50$ |
| Team B | 7 | 14 | $7 \div 14 = .50$ |
| Team C | 7 | 14 | $7 \div 14 = .50$ |

All teams remain tied.

Step 2: Use offensive runs to innings ratio

| | runs | # of off. | Ratio |
|--------|------|-----------|-------------------|
| | for | innings | |
| Team A | 6 | 14 | $6 \div 14 = .43$ |
| Team B | 6 | 14 | $6 \div 14 = .43$ |
| Team C | 9 | 14 | $9 \div 14 = .64$ |

Team C with the highest (.64) ratio - 1st place in pool

<u>Step 3:</u> Teams A and B play a sudden death game to determine 2nd. (COIN TOSS FOR HOME TEAM)

If the teams are tied for any placing other than first, placings are determined by the results of the head to head game.

Step 4:

If after Step 1, 2 teams are tied for 1st (One team is placed 3rd), use the results of the head to head game between the 2 remaining teams.

11.05 3 OR MORE TEAMS REMAIN TIED AFTER USING #3 AND #4

Determine placings by using the tie breaking formulas, all Steps and in order, instead of using only those games between the tied teams, use all the games played in the pool

- * After using tie breaker #3, defensive runs ratio: All 3 tied teams have ratio of 1.2 and.....
- * After using tie breaker #4, offensive runs ratio: All 3 tied teams have ratio of .63 then...
- * Rework tie breaking formulas in #3, defensive runs ratio using all the pool games. Added are all the games Teams A, B and C played against team D.
- * If tie remains, rework tie breaking formulas in #4, offensive runs ratio using all the pool games

11.06

5 TEAMS: IDENTICAL WIN/LOSS RECORDS

All placings by ratio

Teams A, B, C, D and E have 2 wins and 2 losses

| Visitor | | Home | |
|----------|----|----------|---|
| TmA - 10 | VS | TmB - 6 | 7 innings –each team has 7 innings |
| TmC - 2 | VS | TmD - 5 | 6 1/2 innings – Tm C: 6 innings, Tm D: 7 innings |
| TmE - 4 | VS | TmA - 1 | 7 innings – each team has 7 innings |
| TmB - 9 | VS | TmC - 1 | 7 innings – each team has 7 innings |
| TmD - 10 | vs | TmE - 0 | 5 innings – Mercy rule - Team D 7 defensive innings, Team E 5 defensive innings |
| TmA - 0 | vs | TmC - 1 | Bottom of 7 th 1 away: Tm A 6 innings, Tm C 7 innings |
| TmB - 3 | VS | TmD - 2 | 8 (extra) innings – each team has 8 innings |
| TmC - 14 | vs | TmE - 10 | 7 innings – each team has 7 innings |
| TmD - 3 | VS | TmA - 7 | Bottom of 7 th , grand slam, 2 away: Tm D 6 2/3 innings Tm A 7 innings |
| TmE - 11 | vs | TmB - 1 | 6 innings - Mercy rule - Team E 7 defensive innings, Team B 6 defensive innings |

Step1:

Determine ratios by using defensive innings

| | runs | # of def. | Ratio |
|--------|---------|-----------|------------------------|
| | against | Innings | |
| Team A | 14 | 27.33 | $14 \div 27.33 = .51$ |
| Team B | 31 | 28 | $31 \div 28 = 1.11$ |
| Team C | 24 | 27 | $24 \div 27 = .89$ |
| Team D | 12 | 28.66 | $12 \div 28.66 = 0.42$ |
| Team E | 26 | 26 | $26 \div 26 = 1.00$ |

Placings would be:

1st: Team D (lowest ratio)

2nd: Team A 3rd: Team C 4th: Team E

5th: Team B (highest ratio)

Because Team D placed 1st, they would be the "home" team vs Team A in gold medal match

Step 2:

If after the defensive ratio is determined all teams remained tied – rework and determine the offensive ratios for each team.

SECTION 12: COACHING CERTIFICATION AND REQUIREMENTS Revision 2003

12.00 Certification

Coaching requirements are established annually by Baseball Sask.

Under no circumstances will a coach be allowed to participate in a playoff, championship or post provincial championship until that coach has met the minimum certification requirements.

ZERO TOLERANCE - THERE WILL BE NO EXCEPTIONS. (1997)

12.01 Coaching Staff

- a> "coaching staff" refers to coaches, managers, trainers, etc.
- b> Only coaching staff members as listed on the roster will be allowed on the playing field, in the dugout and in any/all warm up areas.
- c> Unqualified personnel will be ruled ineligible and shall immediately leave the playing field and/or dugout area. The BASEBALL SASK Rep will immediately contact the BASEBALL SASK office with all details for review by the Commissioner.

12.02 Coaching Staff Dress Code

- a) All coaching staffs must be attired in either a team uniform or identifiable attire such as windpants, golf shirt and team cap and all members of the coaching staff should be attired in the same manner. Short and/or sandals are not acceptable. (1999)
- b) All Junior and Senior Divisions coach staff members must be in full uniform for all playoff and championship games. (2001)

12.03 Changing Coaches

Coaches on the original roster may be changed only with the consent of the Zone Governor, Division Supervisor and Executive Director.

12.04 Attendance at Games

- a) Mosquito, Pee Wee, Bantam and Midget teams must have a coach as specified and certified in the age category throughout the entire game. (2003)
- b) If all coaches are ejected from the game, the game is forfeited immediately.
- Where coaching requirements allow one member of the coaching staff only to be certified, that certified coach must be in attendance for all playoff and championship games. (2003)
- d) If only one coach is Fully Certified as required in a Division and Category and they are ejected from a game in any Zone or Provincial Playoff game, the game is immediately forfeited.

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| SECTION 13: | PROTEST PROCEDURES | Revision 2000 |
|-------------|--------------------|---------------|
| | | |

13.00 Protest or Arbitration Committee

Each zone qualifier and provincial playoff shall have in place a protest committee consisting of at least 3 people with a good working knowledge of baseball rules and BASEBALL SASK policies. The committee shall include the umpire in chief or designate (2011). At least one member of this committee is to be in attendance at each playoff game.

13.01 Protest During a Game

- a> A decision based upon Umpiring judgment shall offer no basis for protest.
- b> only a decision deemed contrary to the rules may be protested.
- c> the disputed play must be announced as protested immediately. The opportunity to lodge a protest is lost upon the first play or attempted play following the play in question.
- d> the protest must be accepted by the Umpire and the game will be suspended while the Umpire and the Protest Committee meet with one member of each coaching staff for discussion and to make a decision
- e> the game will resume once a final decision has been reached and announced to both teams.

13.02 When a Decision Cannot be Reached

In the event that a decision regarding a protest cannot be reached, such as when a Protest Committee is not in place, the following procedure will be observed:

- a) the protest be lodged according to the rules of baseball (#4.19)
- b) the game will be completed
- c) the protesting team shall, within 24 hours, contact the BASEBALL SASK office and the Division Supervisor
- d) the protest must be submitted in writing with a \$100 fee to the BASEBALL SASK office (2000)
- e) a final decision shall be rendered by the Division Supervisor or a committee appointed by him.
- f) Once a formal protest is made along with the \$100 fee, that protest cannot be rescinded for any reason until a decision has been made

SECTION 14: EJECTIONS Revision 2000

14.00 Discipline

BASEBALL SASK members committing infractions during zone and provincial play shall be subject to disciplinary action that may include probation and/or suspension.

14.01 Ejection From Playoff or Championship Game

- a) Ejected personnel must leave the park.
- b) Ejected personnel shall not be permitted to remain in the playing or seating areas.
- c) A written report of the ejection shall be filed with the Baseball Sask Office.
- d) The Commissioner may investigate any ejection he considers necessary.

14.02 Second Ejection During Tournament

If a member is ejected twice in the course of a playoff or championship series, that member shall be suspended for the balance of that playoff or championship without further investigation or order of the Commissioner.

14.03 Under Suspension

A member of Baseball Sask under suspension shall not be allowed to participate in any game, any practice and any other event until such time as the suspension is served. This includes being on the team bench or anywhere near it that they can communicate with other players/coaching staff throughout a game (s).

14.04 Reporting Ejections

a> In all zone and provincial play, an ejection report by the Umpires is to be forwarded immediately to the Commissioner and a copy to the Provincial Umpire Supervisor in care of the BASEBALL SASK office. (2000)

b> A detailed written report must also be filed by the playoff BASEBALL SASK Rep.

14.05 General Ejection Policies

Umpires will describe an ejection as either "unremarkable" or "subject to review". "Subject to Review" shall include but is not restricted to:

- a) excessive verbal abuse of anyone following an ejection
- b) failure to leave the playing area, within a reasonable time following an ejection
- c) obstructing the play of the game or generally causing a nuisance or disturbance of the play of the game
- d) physical contact with any umpire before, at the time of or after an ejection
- e) any circumstance where there is an appearance of a deliberate attempt to injury any member or spectator.

SECTION 15: DISCIPLINE

15.00 Standard

The conduct of members shall be measured by "sportsmanship, honesty, loyalty, respect for authority an property" and shall be consistent with the best interest of baseball.

15.01 Who oversees Discipline?

The Baseball Sask Commissioner or Commissioners are appointed by the Baseball Sask Board of Governors.

15.02 Commissioners Duties and Responsibilities

- a) is authorized and is responsible for interpretation, investigation and rulings on
 - matters which pertain to the Rules of Baseball
 - the conduct of members of Baseball Sask
- b) may discipline any member (individually or as a member of a team) as he considers fit in the circumstances which may include:
 - reprimand
 - suspension
 - the imposition of conditions as necessary to ensure appropriate behavior

15.03 Delegation of Authority to Discipline

The Commissioner may delegate the authority to discipline to Divisional Supervisors or Governors or to any such persons as he sees fit in the circumstances.

15.04 Notice of Discipline

When a discipline order is issued, a Notice of Discipline may be given by any means, including facsimile, letter, telephone, email or in person as is appropriate in the circumstances.

15.05 Appeal of a Discipline Order

Any member of Baseball Sask may appeal, all or part, of a discipline ordered by the Commissioner or his delegate to the Baseball Sask Board of Governors.

SECTION 16: BASEBALL SASK APPEAL PROCESS Revision 2002

Any member of Baseball Sask may appeal, all or part, of a decision made by the Commissioner, a Division Supervisor or a Zone Governor to the Baseball Sask Board of Governors.

16.00 How to Appeal

- a) appeal must be in writing.
- b) appeal must be made within 48 hours of a discipline or ruling Exception: players eligibility appeal see Section 1.07 for appeal process.
- c) written appeal must filed with a \$100 deposit.

16.01 The Appeal Hearing

- a) Upon the filing of an Appeal, the Baseball Sask President shall appoint an impartial hearing committee and fix a date for the hearing as soon as is reasonably possible.
- b) The decision of the Appeal Committee on any Appeal shall be final.

16.02 The Appeal Committees Findings

- a) May consider the ruling or discipline order.
- b) May gather such information as necessary and appropriate under the circumstances.
- c) May dismiss the appeal.
- d) May allow the appeal in whole or in part
- e) May make such order as the Hearing Committee deems just and reasonable in all of the circumstances.

16.03 The Deposit

The Appeal Committee shall order the Appeal deposit of \$100:

- a) paid over to Baseball Sask if the appeal is dismissed or
- b) refunded to the Appellant if the appeal is allowed in whole or in part.

| SECTION 17: | PICK UP OF PLAYERS | Revision 2003 |
|-------------|------------------------------|---------------|
| | FOR PROVINCIAL CHAMPIONSHIPS | |

17.00 Who determines the pickup regulations?

- a) The BASEBALL SASK Playoff Committee reserves the right, depending on the number of teams registering to play in any/all divisions, to limit or eliminate pick up of players for provincial play.
- b) In order to allow as many teams as possible the opportunity to compete at a provincial playoff, the BASEBALL SASK Playoff Committee will establish the pick up policy for each division at the Baseball Sask Playoff Committee meeting in June.

17.01 General Regulations

a) Pick up of players will only be allowed where the size of the team roster, with additional players, does not exceed the maximum 18 player limitation.

- b) The population of centres for players picked up by teams after zone playoffs are not added to that team's population base.
- Provided roster limitations allow, teams are eligible to pick up players to the following maximums:

17.02 What Divisions may Pick Up Players

Provided roster limitations allow, teams are eligible to pick up players to the following maximums:

- a) Mosquito no pickups allowed
- b) Pee Wee AA Tier II, A, A2 2 pickups allowed (2006)
- c) Bantam AA Tier II, A, A2 3 pickups allowed (2006)
- d) Midget AA Tier II, Midget A, A2 3 pickups allowed (2006)
- e) Junior 3 pickups allowed
- f) Senior no pickups allowed

There are <u>NO PICKUPS</u> allowed for any Provincial AAA or AA Championship in Pee Wee, Bantam and Midget. Baseball Sask will continue to implement having no pickups for all teams in the divisions and categories listed above that are eligible to advance to a Western or National Championship.

NOTE: Once a team earns the right to represent Baseball Sask at a Western or National they are then allowed to make pickups for post-provincial play. Pickups are then coordinated through the Division Supervisors.

17.03 What players are eligible to be picked up?

- a) Players must be a registered BASEBALL SASK member and must appear on an BASEBALL SASK membership list submitted prior to the May 15th deadline.
- b) Players team must be eliminated from further provincial or inter-provincial play.
- c) Players must be from within the zone of the team's origin. **Exception: Junior** players are not restricted to zones.
- d) Players may be picked up from teams of the same or lower division or category once the lower division and categories have completed their pickups.
- e) Players receiving permission to change zones will remain with that zone for the remainder of the season.

17.04 Who gets first pick when picking up players?

When 2 or more zone teams in the same division and category advance to the provincial playoffs, the procedure is as follows:

- a) Zone Winner: 1st, 3rd, and 5th choices
- b) Host or Second Zone Rep: 2nd, 4th and 6th choices.

17.05 Who co-ordinates pickups?

The Zone Governor or his representative is responsible for coordinating the pick-up of players for the provincials.

17.06 What is the procedure to follow to pick up players after completion of the zone playoffs?

The following procedure must occur before any player or their parents/coaches are approached to be a pick-up.

- a) The Zone governor or his representative is responsible for coordinating the pickup of players for the provincials.
- b) Following the zone or north/south playoffs, when 2 or more teams are advancing, the teams wishing to pick up player(s), must contact their Zone Governor.
- c) The Zone Governor will chair a meeting and co-ordinate the pickups.
- d) The Zone Governor or his representative shall contact the BASEBALL SASK office with the
 - names of the players being picked up at least 72 hours prior to the first scheduled game of the tournament.
- e) The pickup of players is only official once the team has received a faxed confirmation from the BASEBALL SASK office in Regina.
- f) Coaches are required to bring the confirmation to the Provincial Playoff pretournament meeting.

17.07 What happens when a player refuses an offer to be picked up?

When a player refuses to accept an offer to be picked up by a team, that player forfeits the opportunity to be picked up by any other team for the remainder of the season.

17.08 What happens if there is recruiting of pickups?

If a coach recruits or attempts to recruit a pickup before contacting his/her zone governor, **the** team will lose all rights to any pickups.

| SECTION 18: | PICK UP OF PLAYERS | Revision 2003 |
|-------------|-----------------------------------|---------------|
| | FOR POST PROVINCIAL CHAMPIONSHIPS | |

18.00 Who co-ordinates the pick up of players?

The Provincial Division Supervisor coordinates the pick up of players in their respective age division.

18.01 What is the procedure to follow to pick up players after the completion of the Provincial Playoffs?

It is the responsibility of the winning team's coaches to contact the Provincial Division Supervisor as soon as possible after the completion of the Provincial tournament to discuss pickups. Any delay in this process may cost extra money for all teams involved.

18.02 What are the deadlines for picking up players?

Baseball Sask Executive Director shall have the complete discretion to apply deadlines to any/all pickups as follows and this deadline will be detailed in a letter to teams after the Provincial Championship:

a) Only a team advancing to a National Championship may pick up players during the three day period following the completion of the Provincial Playoff in which it earned the right to advance to Nationals or as detailed in a letter from Executive Director.

- b) After the three-day period the team advancing to Westerns for the same division may begin pickup of players or as detailed in a letter from Executive Director.
- c) If both teams advancing to Inter Provincial play are picking players at the same time, those pickups will be made on a first come basis under the direction of the Provincial Division Supervisor.
- d) Pick up of players by a team advancing to a Western Canada AA Minor Championship must be completed within seven days after the completion of the Provincial Playoff in which it earned the right to advance to Inter Provincial play or as detailed in a letter from Executive Director.

18.03 What players are eligible to be picked up?

Players are to be picked up as follows:

- Players may be picked up from teams of the same or lower division or category- once the lower divisions and categories have completed their pickups.
- b) Players are eligible to be picked up by the team advancing to Nationals and Westerns.
- c) Players must fulfill their obligations to the team they have played with through playoffs and provincials before advancing to another level of competition as a pick up.
- d) Pee Wee, Bantam and Midget players are eligible to compete in more than one WCBA or Baseball Canada Inter Provincial Tournament each year. (2015)

18.04 What happens when a player refuses an offer to be picked up?

When a player refuses an offer to be picked up, that player forfeits the opportunity to be picked up by any team for the remainder of the baseball season.

| SECTION 19: | POST PROVINCIAL CHAMPIONSHIPS | Revision 2003 |
|-------------|-------------------------------|---------------|
| | | |

19.00 What rules are used?

Teams advancing to post provincial play are advised that they will be subject to WCBA/Baseball Canada pitching regulations, slide/avoid rules etc. Teams advancing to inter provincial play, Prairie Regional or National Tournaments, should be reminded that they are a representative of the Baseball Sask and actions according to our Code of Conduct must be followed at these events.

19.01 What travel subsidies are there for teams advancing to Inter Provincial play?

As a team advancing to Post Provincial play, you should check with the BASEBALL SASK office to find out exactly how much (if any) travel subsidy you will receive to help offset your expenses.

19.02 What about coaching requirements?

Under no circumstances will coaches not certified to the proper level be allowed to coach at either National or Western Tournaments.

19.03 How are the representatives for Nationals and Westerns determined?

- a) There is no Post Provincial Play for the Mosquito division.
- b) In all other Divisions the provincial champion has the right of first refusal to represent Baseball Sask at a post provincial playoff. Should the champion be unable or unwilling to attend, teams (in order of finish) shall be offered to attend that post provincial playoff.
- c) The Pee Wee AAA Champion and Runner-Up both advance to the Pee Wee Regional. The Pee Wee AAA champion and runner-up have the right of first refusal to represent the province at the Regional Championship. The Pee Wee AA champion has the right to represent the province at the Western Canada Pee Wee AA Championship.
- d) The Bantam AAA champion has the right of first refusal to represent the province at the National Championship. The Bantam AAA runner up has the right to represent the province at the Western Canada Championship. The Bantam AA champion has the right to represent the province at the Western Canadian Bantam AA Championship.
- e) The Midget AAA champion has the right of first refusal to represent the province at the National Championship. The Midget AA champion has the right to represent the province at the Western Canada Midget AA Championship.
- f) The Senior AAA team representing Saskatchewan at the National Championship will be the previous years Senior AAA Champions or as approved by the Playoff Committee.
- g) Teams NOT INTENDING to attend a Post Provincial Championship must state that intent at the provincial championship pre-tournament meeting. Once the decision is announced, changes will not be allowed.

19.04 What happens if a team fails to fulfill its obligation to attend a championship? When a team fails to attend a Championship it has made a commitment to attend, that team shall be subject to disciplinary action and fines by the Saskatchewan Baseball Playoff Committee and the Commissioner.

19.05 What Happens if a team fails to fulfill its obligation while attending a championship?

The failure of a team to fulfill its obligations and responsibilities while attending the championship will result in disciplinary action and fines by the Saskatchewan Baseball Playoff Committee and Commissioner.

SECTION 20: RESULTS Revision 1997

20.00 Reporting

- **a)** Results of each Provincial Playoff is to be phoned or Faxed to the BASEBALL SASK Regina office immediately following the final game for release to the media.
- **b)** A complete written report is to be filed at the conclusion of each zone and Provincial playoff. This report is the responsibility of the assigned BASEBALL SASK Rep.
- c) The Provincial Host Site is responsible to post scores on <u>Ball Charts Website</u> no later than 1 hour after each game is complete

20.01 Required Information

a) Playoff Report Sheet (in the appendix section of this manual) must be used. (1997)

 more detailed written account containing all the info required on the Report Sheets and any additional information the Rep may want to add regarding facilities, problems, praises, etc.

20.02 Where results are to be sent

- **a)** Playoff: copy to Zone Governor, Division Coordinator and the BASEBALL SASK office, Regina.
- **b)** Provincial Championship: copy to Division Coordinator and the BASEBALL SASK office, Regina

SECTION 21:

SCOREKEEPING

21.00 The Official Scorekeeper

The official game scorekeeper shall file a detailed game report to the results committee for posting immediately following each game. See sample game report sheets following.

21.01 Recording Pitch Count

- a) required in all Mosquito, Pee Wee, Bantam and Midget
- b) report must record each pitchers full name and uniform number
- c) each pitcher that enters the game shall be recorded and detailed.

21.02 Recording Innings Played

Each report shall indicate the number of innings (or part innings) played by each team

a) home team wins in the bottom of the 7th inning with one out

record as: "Visitor 6 1/3 innings Home 7 innings"

b) home team wins 11 - 0, the game is ruled complete, by mercy rule, after the visitor team completes its at bat in the 5th inning

record as: "Visitor 4 1/2 innings *MR Home 5 innings"

SECTION 22:

APPENDIX - RESOURCE MATERIAL, FORMS, ETC.

ARE YOU READY FOR PROVINCIALS?

- Each team is required to have a representative at the Championship pre tournament meeting.
- Team reps are to inform the BASEBALL SASK rep and the other team reps of any/all team members not attending the Championship.
- If your team has made any changes to the original roster (picked up players, medical substitution, coaching changes, etc.) the team rep should bring a written confirmation of those changes to the pre tournament meeting.
- Teams are required to use batting line up cards for all Championship games.
 Line-ups are to be completed with each player's full name, player number and must list the starting pitcher.
- Coaches are reminded that at the conclusion of each playoff and championship game they are required to sign the Game Results Sheet verifying the score, the innings played and the pitchers record.
- Teams attending a Provincial Championship are required to have each team member sign the Players Signature Card. This must be completed and returned to the BASEBALL SASK rep no later than the conclusion of the teams first scheduled game. Players arriving later in the weekend are required to find the

- BASEBALL SASK rep and sign the form when they arrive at the championship and before they enter a championship game.
- All teams are required to attend the Championship Opening Ceremonies in uniform and all other events as scheduled by the host community.

GENERAL NOTES ON SCOREKEEPING

- ◆The first step to keeping score is to enter the lineups from the coaches into the scorebook. "Must" information to be on each of the sheets" date, field, indicate "home" and "visitor", your name and the umpires names.
- ♦VISITORS always go to bat first and are shown on the top page, or the left-hand side, depending on what type of scorebook being used.
- ◆Make sure the lineup from the coach has the following information: team name, LAST name of each player, players' jersey number, players' positions, coaches name, date and time of game. You hold on to the lineup card don't give it back to the coach.
- ◆Train your coaches to have the lineup cards into to you at least 20 minutes prior to game time. If necessary, ask the umpire to delay the start until you're ready and comfortable with your set up.
- ◆Make sure you indicate the opposing pitcher's number on the top of each inning column and when a change is made. This also has to be shown and don't forget to draw the "squiggly line" to indicate where a new pitcher enters the game.
- ◆When substitutes are entered into the game, the coaches must give you the changes. It is easier to write down the changes on a piece of paper and then enter them into the book. Do not let the game proceed until you have all the changes recorded... Don't be shy... Ask the coach to repeat the changes if you need to.
- Remember if a batter is batting out of turn, you do not say anything. If the other coach realizes what has happened, you then follow the rule for a batter who is batting out of turn.

SCOREKEEPERS' BASIC RULES

- ◆The official scorekeeper is a member of the "third team" on the field the Officials team umpires and the scorekeeper.
- ◆Find a spot behind the plate umpire and tell him where you are sitting and that you are the official scorekeeper. NEVER move from bench to bench. Each team has two or three coaches, it is their job to know who is up next not yours you have enough to do.
- Never volunteer information. Your comments may alter the course of the game. If a player is batting out of turn, it is up to one of the coaches to keep track of what is going on and to challenge a mistake made by the opposing team that's their job. Your commenting may mean the difference between an out and a possible score, hit, etc. and alter the outcome of the game.
- ◆Protest, appeals, ejection's etc. are to be recorded as ♦ (in red) on the official scoresheet. Use ♦ to record where the infraction occurred and if necessary number (♦1, ♦2, etc.). Elsewhere on the sheet and on the game report sheet, detail what the umpire called, the players/coaches involved and what <u>you</u> saw. In the event of any protested game, you as a member of the officials team will be included in the protest procedure and will be asked to relay what you saw and recorded.

AT THE CONCLUSION OF EACH GAME.....

- ◆Get the umpire to sign the scoresheet.
- ◆Get each coach to sign scoresheet, verifying pitch count and that the score is correct. When the coach fails to sign the sheet, it is officially assumed that your info is correct and it will stand!
- ◆Make sure your name is legible and turn the record/scoresheet into the league or statistician.

Guidelines For Umpires Working at Provincial Qualifiers and Championships

- 1. **All umpires** working at a Zone Playoff, Qualifier, or Provincial Championship **must** be BASEBALL SASK registered umpires for the **current year**. There are to be **no exceptions** to this unless alternate arrangements have been made with the Provincial Supervisor of Umpires.
- 2. Upon arrival at the host site, find the tournament director and introduce yourself. The tournament director will be your contact person for the duration of the championship. Any issues or concerns that you have should be passed on to the tournament director. Make note of any special activities (i.e. opening ceremonies, etc.) that may involve your participation. Participation at closing ceremonies will be solely at the discretion of the umpires.
- 3. All umpire fees (as per the BASEBALL SASK fee schedule) are to be paid before or immediately following the game or tournament by the host committee. The host is responsible for umpire mileage and per diem at rates (as detailed in BASEBALL SASK Handbook) determined in conjunction with umpire supervisor of that event. Local umpires do not qualify for mileage. Umpires should work with the tournament director to ensure that this procedure is followed.

4. Incidents and ejections;

Where a player, coach, manager, or team official is ejected from a game during the BASEBALL SASK playoffs, the following guidelines shall be followed:

- a) Make note of the incident immediately. Complete an incident/ejection report immediately following the game. Be sure to include all pertinent details; date, time of the game, the teams that were playing, the name and number of the person who committed the offense, and a detailed description of the incident.
- b) Contact the Baseball Sask Division Supervisor and the Supervisor of Umpires in person or by phone and relate the incident to them within 24 hours. If you cannot reach the Division Supervisor, please contact the Baseball Sask Playoff Committee Chairman
- c) Submit your ejection report to the Baseball Sask Commissioner, the Supervisor of Umpires, the Division Supervisor, and the BASEBALL SASK office within 48 hours of the completion of the game or tournament.

BASEBALL SASK ASSOCIATION

ZONE _____QUALIFIER PLAYOFF REPORT

| DIVISION: | CATEGORY: AAA AA HOST COMMUNITY: | |
|--|---|--------------|
| BASEBALL SASK REP | UMPIRE REP | HOST CONTACT |
| PH | PH | PH |
| COMPE Number of Teams: 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. First Place: | 11 | |
| Second Place: Third Place: | | |
| Brief description of overall prog | GENERAL COMMENTS press of playoff. List positive/negative improvement, etc. | |

ZONE _____ PLAYOFF GAME BY GAME RESULTS

| | VISITOR | SCORE | HOME | SCORE |
|----------|---------|-------|------|-------|
| GAME #1 | | | | |
| GAME #2 | | | | |
| GAME #3 | | | | |
| GAME #4 | | | | |
| GAME #5 | | | | |
| GAME #6 | | | | |
| GAME #7 | | | | |
| GAME #8 | | | | |
| GAME #9 | | | | |
| GAME #10 | | | | |
| GAME #11 | | | | |
| GAME #12 | | | | |
| GAME #13 | | | | |
| GAME #14 | | | | |
| GAME #15 | | | | |
| GAME #16 | | | | |
| GAME #17 | | | | |
| GAME #18 | | | | |
| | | | - | |

| DIVISION: _ | | CATEGORY: | AAA AA | AA TIER II | A | A2 |
|-------------|----------------|-------------|----------|------------|----|----|
| DATE: | | | | | | |
| | FORWARD COPY 1 | O REGINA BA | SEBALL S | SASK OFFIC | CE | |

<u>BASEBALL SASK</u> PROVINCIAL CHAMPIONSHIP REPORT

| | CATEGORY: AAA HOST COMMUNITY: _ | | | |
|---|--|---|--------|-------------|
| PROVINCIAL PROVINCIAL | - | | | |
| 2 | | ORDER | OF FIN | IISH |
| Brief description of overall p | GENERAL COMME progress of playoff. List positive/neg improvement, etc. | comments, possibl | e sugg | estions for |
| Umpire Association Rep: Host Site Contact: Baseball Sask Rep: Address: | | Phone: Phone: Phone: Postal: | | |

CHAMPIONSHIP GAME BY GAME RESULTS

| | VISITOR | SCORE | HOME | SCORE |
|----------|---------|-------|------|-------|
| GAME #1 | | | | |
| GAME #2 | | | | |
| GAME #3 | | | | |
| GAME #4 | | | | |
| GAME #5 | | | | |
| GAME #6 | | | | |
| GAME #7 | | | | |
| GAME #8 | | | | |
| GAME #9 | | | | |
| GAME #10 | | | | |
| GAME #11 | | | | |
| GAME #12 | | | | |
| GAME #13 | | | | |
| GAME #14 | | | | |
| GAME #15 | | | | |
| GAME #16 | | | | |
| GAME #17 | | | | |
| GAME #18 | | | | |
| | | | | |

| DIVISION: _ | | CATEGORY: | AAA AA | AA TIER II | A | A2 |
|-------------|----------------|-------------|----------|------------|----|----|
| DATE: | | | | | | |
| | FORWARD COPY T | O REGINA BA | SEBALL S | SASK OFFIC | CE | |



SCOREKEEPER'S GUIDE TO PITCH COUNT

SCORE KEEPING FOR THE PITCH COUNT PROGRAM IS A VITAL PART OF THE SUCCESS AND THE EXECUTION OF GAME OPERATIONS. IT IS IMPORTANT TO UNDERSTAND THAT VOLUNTEERING TO BECOME THE OFFICIAL SCOREKEEPER FOR THE PITCH COUNT PROGRAM WILL HELP DEVELOP MORE PITCHERS AND MAKE THE GAME OF BASEBALL A SAFER PLACE FOR BASEBALL PLAYERS TO PARTICIPATE.

YOUR PARTICIPATION IS GREATLY APPRECIATED! THE FOLLOWING IS A GUIDELINE FOR SCORE KEEPING AND DEALING WITH THE NEW PITCH COUNT PROGRAM:

PRE-GAME TASKS

- > SET UP PITCH COUNT DISPLAY BINDERS OR COUNTING SYSTEM FOR BOTH TEAMS.
- RECEIVE AND REVIEW AN OFFICIAL ROSTER AND/OR LINE UP CARD FROM EACH TEAM'S MANAGER OR COACH.
- AFTER RECEIVING THE LINE UPS CHECK TO MAKE SURE THAT THE STARTING PITCHERS ARE ELIGIBLE TO PITCH.
- > RECEIVE AND REVIEW EACH TEAM'S PITCH COUNT LOGBOOK MAKING SURE THAT THE DOCUMENT IS OFFICIAL AND SIGNED.
- ➤ GO OVER THE PITCH COUNT LOGBOOK MASTER FORM TO HAVE AN UNDERSTANDING OF THE PITCHERS AVAILABLE TO PITCH BASED ON HAVING THE REQUIRED REST PERIODS.
- ▶ PITCH COUNT LOGBOOKS CAN BE REVIEWED BY BOTH COACHES FOR BOTH TEAMS UPON REQUEST ONE TIME PRIOR TO THE START OF THE GAME WITH THE OFFICIAL SCORE KEEPER.
- MAKE SURE TO FILL OUT APPROPRIATE PITCH COUNT LOGBOOK GAME FORM AND PREPARE FOR THE 1ST PITCH OF THE GAME.

GAME TASKS

- > IT IS ADVISED TO HAVE 1 PERSON DEDICATED TO PITCH COUNTING FOR THE GAME.
- > THE SCOREKEEPERS PITCH COUNT NUMBERS WILL BE CONSIDERED OFFICIAL.
- > PITCH COUNT NUMBERS SHOULD BE AT THE MINIMUM UPDATED AFTER EVERY BATTER.
- ➤ IF AN INELIGIBLE PITCHER IS USED BASED ON NOT RECEIVING THE PROPER REQUIRED REST THEN MAKE A NOTE ON THE LOGBOOK AND ADVISE THE OFFENDING COACH AFTER THE INNING IS COMPLETE. (PLEASE CONTACT THE APPROPRIATE CONTACT PERSON DEALING WITH PITCH COUNT OFFENSES).
- > IF THE OPPOSING COACH IS AWARE THAT THE PITCHER IS INELIGIBLE BASED ON SEEING THE LOGBOOK PRIOR TO THE GAME THEN A PROTEST MAY OCCUR.

POST-GAME TASKS

- MAKE SURE TO FILL OUT APPROPRIATE PITCH COUNT LOGBOOK MASTER FORM BY TRANFERING THE GAME LOGBOOK FORM NUMBERS IN THE APPROPRIATE DATED LOCATION AND THEN SHADE THE REQUIRED REST NEEDED FOR EACH PITCHER THAT PITCHED THAT GAME.
- PREPARE THE GAME LOGBOOK FORM FOR SIGNATURES AND MAKE SURE THAT ALL IMFORMATION IS ACCURATE.
- RETURN THE LOGBOOK TO THE MANAGER OF EACH TEAM WITH IT SIGNED AND UPDATED.

Pitch Count Logbook Master Form

Division:

| Ranges | | | | |
|--------------|-------|---|--------|--|
| Count Phases | m Low | ш | m High | |

| _ | | | |
|----------------|--|--|---|
| Rest | | | |
| Γ | | | Ī |
| Ranges | | | |
| ֡֡֡֡֞֞֩֞֩֡֡֡֡֡ | | | |
| | | | |

Month:

Team Name:

| | _ | | _ | _ | _ | _ | _ | _ | |
|---|----------------------|--|---|---|---|---|---|---|--|
| Yearly Totals | | | | | | | | | |
| Total Pitches | | | | | | | | | |
| | 31 | | | | | | | | |
| | 30 | | | | | | | | |
| | 29 | | | | | | | | |
| | 28 | | | | | | | | |
| | 27 | | | | | | | | |
| | 26 | | | | | | | | |
| (SI | 25 | | | | | | | | |
| -orm | 24 | | | | | | | | |
| ok F | 23 | | | | | | | | |
| Totals (Please fill in numbers from Game Logbook Forms) | 19 20 21 22 23 24 25 | | | | | | | | |
| e Lc | 21 | | | | | | | | |
| Gar | 20 | | | | | | | | |
| mo. | 19 | | | | | | | | |
| rs fr | 17 18 | | | | | | | | |
| mbe | 17 | | | | | | | | |
| nu t | 16 | | | | | | | | |
| fill ir | 15 | | | | | | | | |
| ase. | 13 14 | | | | | | | | |
| (Ple | 13 | | | | | | | | |
| tals | 12 | | | | | | | | |
| | 11 | | | | | | | | |
| Pitch | 10 | | | | | | | | |
| Monthly Pitch | 6 | | | | | | | | |
| /ont | 8 | | | | | | | | |
| _ | 7 | | | | | | | | |
| | 9 | | | | | | | | |
| | 2 | | | | | | | | |
| | 4 | | | | | | | | |
| | 3 | | | | | | | | |
| | 2 | | | | | | | | |
| | - | | | | | | | | |
| Pitchers | | | | | | | | | |
| | | | | | | | | | |

Score Keeper Initials



BASEBALL SASK

Zone & Provincial Championships PITCHING REPORT



| TARTING: (Friday) |
|-------------------|
| WEEK ST |
| |
| TEAM NAME: |

WEEK ENDING: (Monday) Midget Bantam **Pee Wee** Mosquito CATEGORY: DIVISION:

A2 4

AA Tier II

A

AAA

(Circle One)

| | WEEK | TOTAL | | | | | | | |
|--------------------|--------|--|--|--|--|--|--|--|--|
| | Rest | (Days) | | | | | | | |
| | ıday | Game 1 Game 2 (Days) Game 1 Game 2 (Days) Game 1 Game 2 (Days) | | | | | | | |
| | Мог | Game 1 | | | | | | | |
| | Rest | (Days) | | | | | | | |
| | nday | Game 2 | | | | | | | |
| COUNT | Sur | Game 1 | | | | | | | |
| PLAYER PITCH COUNT | Rest | (Days) | | | | | | | |
| PLAYER | ırday | Game 2 | | | | | | | |
| | Satu | Game 1 | | | | | | | |
| | Rest | (Days) | | | | | | | |
| | Friday | Game 1 Game 2 (Days) | | | | | | | |
| | Fri | Game 1 | | | | | | | |
| | | Pitcher's Name | | | | | | | |

Official Scorekeeper to fill in innings pitched per pitcher for each game then return to team. Team must carry updated pitching record with them.

Pitch Count Logbook Game Form - MOSQUITO

| Pitch Count Phases Low (1-25) Medium Low (26-40) Medium (41-55) Medium High (56-65) | High (66-75) |
|---|--------------|
|---|--------------|

Category:

| Rest | 0 | - | 2 | က | 4 |
|--------|---|---|---|---|---|
| Ranges | | | | | |
| | | | | | |

| Rest 0 0 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 |
|--|
|--|



Date:

| Days of Rest Required | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------|----|----|----------|-----|----|----|------|-----|----|----|------|------|----|------|------|------|----|----|------|------|----|------|------|------|----|------|------|------|
| Total Pitches | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × |
| | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × |
| | 29 | 9 | 91 | × | 29 | 09 | 91 | × | 29 | 09 | 91 | × | 29 | 09 | 91 | × | 58 | 09 | 91 | × | 29 | 9 | 91 | × | 29 | 9 | 91 | × |
| | 28 | 29 | 06 | X | 28 | 69 | 06 | × | 28 | 69 | 06 | × | 28 | 69 | 90 | × | 28 | 69 | 90 | × | 28 | 29 | 06 | × | 28 | 29 | 90 | × |
| | 27 | 28 | 89 | × | 27 | 28 | 89 | × | 27 | 28 | 88 | × | 27 | 28 | 89 | × | 22 | 28 | 88 | × | 22 | 28 | 88 | × | 27 | 28 | 88 | × |
| | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × |
| | 25 | 99 | 87 | × | 25 | 99 | 87 | × | 25 | 99 | 87 | × | 25 | 99 | 87 | × | 25 | 99 | 87 | × | 25 | 99 | 87 | × | 25 | 26 | 87 | × |
| | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × |
| | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × |
| | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 23 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × |
| | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × |
| | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × |
| | 19 | 20 | 81 | × | 19 | 20 | 81 | × | 19 | 20 | 81 | × | 19 | 20 | 81 | × | 19 | 20 | 81 | × | 19 | 20 | 81 | × | 19 | 20 | 81 | × |
| tals | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × |
| Game Pitch Totals | 17 | 48 | 26 | × | 17 | 48 | 26 | × | 17 | 48 | 6/ | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × |
| Pitc | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × |
| ıme | 15 | 46 | 22 | × | 15 | 46 | 27 | × | 15 | 46 | 22 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × |
| Ga | 14 | 45 | 92 | × | 14 | 45 | 92 | × | 14 | 45 | 92 | × | 14 | 45 | 26 | × | 14 | 45 | 92 | × | 14 | 45 | 92 | × | 14 | 45 | 26 | × |
| | 13 | 44 | 22 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 4 | 75 | × | 13 | 44 | 75 | × |
| | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × |
| | 1 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × |
| | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × |
| | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × |
| | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × |
| | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 |
| | 9 | 37 | 89 | Н | 9 | 37 | 89 | - | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 |
| | 2 | 36 | - | 86 | 2 | 36 | . 67 | - | 2 | 36 | 29 | 86 | 2 | 36 | 67 | . 88 | 2 | 36 | 67 | 86 | 2 | 36 | 29 | 86 | 5 | 36 | 67 | 86 |
| | 4 | 35 | 99 | - | 4 | 35 | 99 | _ | 4 | 35 | 99 | 26 | 4 | . 35 | 99 | 16 | 4 | 35 | 99 | 6 ! | 4 | . 35 | 99 | 16 | 4 | . 35 | 99 | 26 |
| | 3 | 34 | 9 1 | 96 | 3 | 34 | 1 65 | 96 | 3 | 34 | 9 1 | 96 | 3 | 34 | 9 1 | 96 | 3 | 34 | 9 1 | 96 | 3 | 34 | 9 1 | 96 | 3 | 34 | 9 1 | 96 |
| | 2 | 33 | \vdash | Н | 2 | 33 | 3 64 | _ | 2 | 33 | 3 64 | 56 t | 2 | 33 | 9 64 | 1 95 | 2 | 33 | 9 64 | 1 95 | 2 | 33 | 3 64 | 56 t | 2 | 33 | 3 64 | t 95 |
| | - | 32 | 63 | 94 | 1 | 32 | 63 | 6 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 |
| Pitcher | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Official Signatures

Home Team Manager

Away Team Manager

Official Score Keeper

Pitch Count Logbook Game Form - PEE WEE

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| ۵ | _ |

Medium (46-60) Medium High (61-75) High (76-85) Medium Low (31-45) Low (1-30)

Category:

| Rest | 0 | - | 2 | က | 4 |
|--------|---|---|---|---|---|
| Ranges | | | | | |
| | | | | | |

Catcher #1 - Name -

Catcher #2 - Name -Catcher #3 - Name -

Date:

Team Name:

| Days of Rest Required | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------|-------|-------|-------|--------|-------|-------|-------|------|-------|-------|-------|------|-------|-------|-------|------|-------|-------|-------|------|-------|-------|-------|-----|-------|-------|-------|--------|
| Total Pitches | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × |
| | 30 | 61 | 92 | × | 30 | 61 | 85 | × | 30 | 61 | 85 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 85 | × | 30 | 61 | 92 | × |
| | 29 | 09 | 91 | × | 53 | 09 | 91 | × | 59 | 09 | 91 | × | 59 | 09 | 91 | × | 53 | 09 | 91 | × | 29 | 09 | 91 | × | 59 | 09 | 91 | × |
| | 28 | 29 | 90 | × | 28 | 69 | 06 | × | 28 | 69 | 06 | × | 28 | 29 | 90 | × | 28 | 29 | 06 | × | 28 | 29 | 06 | × | 28 | 59 | 90 | × |
| | 27 | 58 | 88 | × | 27 | 28 | 68 | × | 27 | 28 | 88 | × | 27 | 28 | 88 | × | 27 | 28 | 88 | × | 27 | 58 | 88 | × | 27 | 58 | 88 | × |
| | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 57 | 88 | × | 26 | 57 | 88 | × |
| | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × |
| | 24 | . 55 | 98 | × | 24 | . 55 | 98 | × | 24 | . 55 | 98 | × | 24 | . 55 | 98 | × | 24 | . 55 | 98 | × | 24 | . 55 | 98 | × | 24 | . 55 | 98 | × |
| | 23 | 54 | 1 85 | × | 23 | 3 54 | 98 1 | × | 23 | 54 | 98 1 | × | 23 | 54 | 1 85 | × | 23 | 54 | 1 85 | × | 23 | 54 | 98 1 | × | 23 | 54 | 85 | × |
| | 1 22 | 2 53 | 3 84 | × | 1 22 | 5 23 | 3 84 | × | 1 22 | 2 53 | 3 84 | × | 1 22 | 2 53 | 3 84 | × | 1 22 | 2 53 | 3 84 | × | 1 22 | 53 | 3 84 | × | 1 22 | 2 53 | 84 | × |
| | 0 21 | 1 52 | 2 83 | × | 0 21 | 1 52 | 2 83 | × | 0 21 | 1 52 | 2 83 | × | 0 21 | 1 52 | 2 83 | × | 0 21 | 1 52 | 2 83 | × | 0 21 | 1 52 | 2 83 | × | 0 21 | 1 52 | 2 83 | × |
| | 19 20 | 0 51 | 1 82 | × | 19 20 | 50 51 | 1 82 | × | 19 20 | 50 51 | 1 82 | × | 19 20 | 50 51 | 1 82 | × | 19 20 | 50 51 | 1 82 | × | 19 20 | 50 51 | 1 82 | × | 19 20 | 50 51 | 1 82 | × |
| s | 18 | 49 50 | 80 81 | ^ × | 18 1 | 49 5 | 80 81 | × | 18 | 49 5 | 80 81 | × | 18 1 | 49 5 | 80 81 | × | 18 1 | 49 5 | 80 81 | × | 18 1 | 49 5 | 80 81 | × | 18 1 | 49 5 | 80 81 | ^ × |
| Game Pitch Totals | 17 1 | 48 4 | 79 8 | × | 17 1 | 48 4 | 8 6/ | × | 17 1 | 48 4 | 8 62 | × | 17 1 | 48 4 | 79 8 | × | 17 1 | 48 4 | 26 8 | × | 17 1 | 48 4 | 8 62 | × | 17 1 | 48 4 | 79 8 | × |
| ch J | 16 | 47 4 | 78 7 | × | 16 1 | 47 4 | 78 7 | × | 16 1 | 47 4 | 78 7 | × | 16 1 | 47 4 | 78 7 | × | 16 1 | 47 4 | 78 7 | × | 16 1 | 47 4 | 78 7 | × | 16 1 | 47 4 | 78 7 | × |
| e Pi | 15 | 46 4 | 77 | × | 15 | 7 94 | . 22 | × | 15 | 46 4 | . 22 | × | 15 | 46 4 | 77 7 | × | 15 | 46 4 | . 22 | × | 15 | 46 | . 22 | × | 15 | 46 | 77 7 | × |
| Gam | 4 | 45 , | . 92 | × | 14 | 45 | . 92 | × | 14 | 45 ' | . 92 | × | 14 | 45 ' | . 92 | × | 14 | 45 ' | . 92 | × | 14 | 45 | . 92 | × | 14 | 45 | . 9/ | × |
| | 13 | 44 | . 22 | × | 13 | 44 | . 92 | × | 13 | 44 | . 22 | × | 13 | 44 | . 22 | × | 13 | 44 | . 22 | × | 13 | 44 | . 22 | × | 13 | 44 | . 22 | × |
| | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × |
| | = | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × |
| | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × |
| | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × |
| | 8 | 39 | 70 | × | 8 | 68 | 02 | × | 8 | 68 | 02 | × | 8 | 68 | 20 | × | 8 | 68 | 02 | × | 8 | 39 | 02 | × | 8 | 39 | 70 | × |
| | 7 | 38 | 69 | 100 | 2 | 38 | 69 | 100 | 2 | 38 | 69 | 100 | 2 | 38 | 69 | 100 | 2 | 38 | 69 | 100 | 2 | 38 | 69 | 100 | 2 | 38 | 69 | 100 |
| | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 |
| | 2 | 36 | 29 | 86 | 2 | 36 | 29 | 86 | 2 | 36 | 29 | 86 | 2 | 36 | 29 | 86 | 2 | 36 | 29 | 86 | 2 | 36 | 29 | 86 | 2 | 36 | 67 | 86 |
| | 4 | 35 | 99 | 26 | 4 | 32 | 99 | 6 | 4 | 35 | 99 | 26 | 4 | 35 | 99 | 6 | 4 | 35 | 99 | 6 | 4 | 35 | 99 | 26 | 4 | 35 | 99 | 97 |
| | က | 34 | 65 | | 3 | 34 | 9 | 96 | 3 | 34 | 9 | 96 | 3 | 34 | 65 | Н | 3 | 34 | 92 | 96 | 3 | 34 | 9 | 96 | 3 | 34 | 65 | 96 |
| | 2 | 33 | 64 | . 95 | 2 | 33 | 94 | . 95 | 2 | | 94 | . 95 | 2 | 33 | 64 | . 95 | 2 | 33 | 64 | . 95 | 2 | 33 | 64 | 96 | 2 | 33 | 64 | . 95 |
| | - | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 |
| Pitcher | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Official Signatures

Home Team Manager

Away Team Manager

Official Score Keeper

Pitch Count Logbook Game Form - BANTAM

| Pitch Count Phases | Ranges | Rest | Catcher #1 - Name - | Man |
|---|--------|--------|---------------------|--|
| Low (1-33) Medium Low (36-50) | | - (| Catcher #2 - Name - | The state of the s |
| Medium (51-65) Medium High (66-80) High (81-95) | | ν ε 4 | Catcher #3 - Name - | Co |
| Category: | | -] | Team Name: | Date: |



| Days of Rest Required | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--------------------------|------|------|--------|----------|-----|----|----|----|-----|----|----|----|-----|----|----|----|-----|----|----|----|-----|----|----|----|-----|----|----|----|-----|
| Total Pitches | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 5 | 5 | 20 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × |
| | C | 30 | - 0 | 35 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × | 30 | 61 | 92 | × |
| | C | 62 | 00 | 16 | × | 29 | 09 | 91 | × | 58 | 9 | 91 | × | 58 | 09 | 91 | × | 58 | 9 | 91 | × | 58 | 9 | 91 | × | 58 | 9 | 91 | × |
| | ò | 0 5 | 60 | G : | × | 28 | 69 | 06 | × | 28 | 29 | 90 | × | 28 | 29 | 06 | × | 28 | 29 | 90 | × | 28 | 29 | 90 | × | 28 | 29 | 90 | × |
| | 7.0 | 7 | 8 | ရှိ | × | 27 | 28 | 89 | × | 27 | 58 | 89 | × | 27 | 28 | 89 | × | 27 | 58 | 88 | × | 27 | 58 | 89 | × | 27 | 58 | 88 | × |
| | 90 | 1 2 | 6 | 8 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 56 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × |
| | ri c | 3 5 | 3 3 | 8 | × | 25 | 99 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × |
| | 2 | ţ, | 8 | 82 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × |
| | S | 3 5 | y c | င္သ | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × |
| | ć | 7 5 | 3 3 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × |
| | č | 7 2 | 20 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × |
| | d | + | n 6 | 85 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × | 20 | 51 | 82 | × |
| | 7 | + | 6 3 | 8 | × | 19 | 20 | 81 | × | 19 | 50 | 81 | × | 19 | 20 | 81 | × | 19 | 50 | 81 | × | 19 | 50 | 81 | × | 19 | 50 | 81 | × |
| tals | 9 | + | 9 0 | S : | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × |
| Game Pitch Totals | 7 | + | 6 6 | £ : | × | 17 | 48 | 29 | × | 17 | 48 | 79 | × | 17 | 48 | 29 | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × |
| Pitc | 4 | + | j t | χ, | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × |
| ıme | 7 | 5 5 | 1 40 | ` : | × | 15 | 46 | 22 | × | 15 | 46 | 77 | × | 15 | 46 | 22 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × |
| Ğ | 7 | ţ ţ | 5 6 | 9/ | × | 14 | 45 | 92 | × | 14 | 45 | 26 | × | 14 | 45 | 92 | × | 14 | 45 | 26 | × | 14 | 45 | 26 | × | 14 | 45 | 76 | × |
| | ç | 2 \$ | ‡ ¦ | <u>ر</u> | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × |
| | Ç | 4 5 | 3 5 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × | 12 | 43 | 74 | × |
| | Ţ | + | + | 4 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × | 11 | 42 | 73 | × |
| | 7 | + | + | 7.7 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × | 10 | 41 | 72 | × |
| | c | + | + | 4 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × | 6 | 40 | 71 | × |
| | ٥ | + | + | 4 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × | 8 | 39 | 70 | × |
| | 1 | \ 8 | + | - | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 |
| | ď | + | + | + | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 |
| | L | + | + | + | 98 | 2 | 36 | 67 | 86 | 2 | 36 | 67 | 86 | 2 | 36 | 29 | 86 | 2 | 36 | | 86 | 2 | 36 | 67 | 98 | 2 | 36 | 67 | 98 |
| | | + | + | + | 9/ | 4 | 32 | 99 | 6 | 4 | 35 | 99 | 6 | 4 | 35 | 99 | 6 | 4 | 35 | - | 97 | 4 | 35 | 99 | 97 | 4 | 35 | 99 | 97 |
| | c | + | + | + | 96 | 3 | 34 | 65 | 96 | 3 | 34 | 65 | 96 | 3 | 34 | 65 | 96 | 3 | 34 | 65 | | 3 | 34 | 65 | 96 | 3 | 34 | 65 | 96 |
| | c | + | + | - | 66 | 2 | 33 | 64 | 95 | 2 | 33 | 64 | 95 | 2 | 33 | 64 | 95 | 2 | 33 | 64 | 92 | 2 | 33 | 64 | 95 | 2 | 33 | 64 | 95 |
| | • | - 6 | 20 | 3 | 94 | - | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 | 1 | 32 | 63 | 94 |
| Pitcher | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Official Signatures

Home Team Manager

Official Score Keeper

Away Team Manager

Pitch Count Logbook Game Form - MIDGET

| | | | | | | | | | | | | | | | | | | | | | | | Щ |
|---|------------|-------------------|----|----|----|-----|----|----|----|-----|----|----|----|-----|----|----|----|-----|----|----|----|-----|----|
| Municipal Co | Date: | | 34 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 | 62 | 93 | × | 31 |
| 77 | | | 30 | 61 | 95 | × | 30 | 61 | 85 | × | 30 | 61 | 92 | × | 30 | 61 | 95 | × | 30 | 61 | 95 | × | Uε |
| | i | | 29 | 9 | 91 | × | 29 | 09 | 91 | × | 29 | 09 | 91 | × | 59 | 9 | 91 | × | 59 | 09 | 91 | × | 90 |
| | | | 28 | 59 | 06 | × | 28 | 29 | 06 | × | 28 | 59 | 90 | × | 28 | 59 | 90 | × | 28 | 29 | 90 | × | 28 |
| | | | 27 | 58 | 88 | × | 27 | 28 | 68 | × | 27 | 58 | 88 | × | 27 | 58 | 88 | × | 27 | 58 | 89 | × | 26 |
| | | | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 26 | 22 | 88 | × | 56 | 22 | 88 | × | 26 | 22 | 88 | × | 96 |
| | | | 25 | 99 | 87 | × | 25 | 99 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 25 | 26 | 87 | × | 26 |
| | | | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 22 | 98 | × | 24 | 52 | 98 | × | 76 |
| | | | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 23 | 54 | 85 | × | 56 |
| | | | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 22 | 53 | 84 | × | 66 |
| | | | 23 | 52 | 83 | × | 21 | 25 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 21 | 52 | 83 | × | 16 |
| | | | 20 | 51 | 82 | × | 20 | 19 | 82 | × | 20 | 51 | 82 | × | 50 | 51 | 82 | × | 20 | 51 | 82 | × | UG |
| | I | | 19 | 50 | 81 | × | 19 | 50 | 81 | × | 19 | 50 | 81 | × | 19 | 50 | 81 | × | 19 | 50 | 81 | × | 19 |
| | | als | 48 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 | 49 | 80 | × | 18 |
| | Team Name: | Game Pitch Totals | 17 | 48 | 79 | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × | 17 | 48 | 79 | × | 17 |
| 1 1 1 | Ž E | itch | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 | 47 | 78 | × | 16 |
| | Теа | ne F | 15 | 46 | 77 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × | 15 | 46 | 77 | × | 15 |
| Catcher #1 - Name - Catcher #2 - Name - Catcher #3 - Name - | | Gar | 14 | 45 | 92 | × | 14 | 45 | 92 | × | 14 | 45 | 76 | × | 14 | 45 | 92 | × | 14 | 45 | 76 | × | 14 |
| # # # # # 3 - | | | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 | 44 | 75 | × | 13 |
| ther | | | 12 | 43 | 74 | 105 | 12 | 43 | 74 | 105 | 12 | 43 | 74 | 105 | 12 | 43 | 74 | 105 | 12 | 43 | 74 | 105 | 12 |
| Catc Catc | | | ÷ | 42 | 73 | 104 | 11 | 42 | 73 | 104 | 11 | 42 | 73 | 104 | 11 | 42 | 73 | 104 | 11 | 42 | | 104 | 11 |
| | | | 10 | 41 | 72 | 103 | 10 | 41 | 72 | 103 | 10 | 41 | 72 | 103 | 10 | 41 | 72 | 103 | 10 | 41 | 72 | 103 | 10 |
| | | | 6 | 40 | 71 | 102 | 6 | 40 | 71 | 102 | 6 | 40 | 71 | 102 | 6 | 40 | 71 | 102 | 6 | 40 | 71 | 102 | o |
| | | | 80 | 39 | 70 | 101 | 8 | 39 | 70 | 101 | 8 | 39 | 70 | 101 | 8 | 39 | 70 | 101 | 8 | 39 | | 101 | α |
| | | | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | 69 | 100 | 7 | 38 | | 100 | 7 |
| Rest 0 1 2 8 4 | | | 9 | 37 | 89 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | 68 | 66 | 9 | 37 | 89 | 66 | 9 | 37 | _ | 66 | y |
| <u>۾ آيا آيا</u> | | | 22 | 36 | 29 | 86 | 2 | 36 | 29 | 86 | 2 | 36 | 67 | 98 | 2 | 36 | 29 | 86 | 2 | 36 | 67 | 86 | 7 |
| | | | 4 | 35 | 99 | 26 | 4 | 35 | 99 | 26 | 4 | 35 | 99 | 97 | 4 | 35 | 99 | 26 | 4 | 35 | 99 | 6 | 7 |
| န္မ | | | m | 34 | 65 | 96 | 3 | 34 | 9 | 96 | 3 | 34 | 65 | 96 | 3 | 34 | 65 | 96 | 3 | 34 | _ | 96 | ۲ |
| Ranges | | | 2 | 33 | - | 92 | 2 | 33 | 64 | 92 | 2 | 33 | 64 | 92 | 2 | 33 | _ | 92 | 2 | 33 | | 92 | 6 |
| " | | | - | 32 | | 94 | 1 | 32 | | - | 1 | 32 | 63 | 94 | 1 | 32 | _ | 94 | 1 | 32 | - | 94 | - |
| Pitch Count Phases Low (1-40) Medium Low (41-55) Medium (56-70) Medium High (71-85) High (86-105) | Category: | Pitcher | | | | | | | | | | | | | | | | | | | | | |

Days of Rest Required

Total Pitches

 64 65

94

တ

94

Home Team Manager

Away Team Manager

Official Signatures

Official Score Keeper

<u>Pitch Count Scenarios – Helpful Hints</u>

Using a game scenario of Bantam, the score is tied 4-4. It's a Wednesday night, and we are in the 4th inning. The game is now called due to darkness or rain, however, the game is going to be continued as it is the Zone Qualifier, and cannot end in a tie and needs to finish.

Scenario #1

Johnny Fastball, was not eligible to pitch on Wednesday, as he had pitched 50 pitches on Tuesdays game. Now the game is being resumed on Thursday night, and now Johnny has had his 1 nights rest. Can he now pitch in the game as we have protected his arm and would be begin with a 0 Pitch count even though he wasn't eligible on the original game day?

Answer – Johnny Fastball can pitch and starts from 0 as he had the rest required.

Scenario #2

Kenny Curveball, pitching for the Visiting Yankees, in the 4th inning has thrown 34 pitches. He needs no rest as he is under the 35 minimum. Can he now resume pitching on Thursday and throw another 95? Or can he only throw another 61 pitches as he already threw 34 prior to the game being suspended and is technically playing in the same game?

Answer – Technically, as this is the same game being resumed after being suspended, Kenny can still pitch Thursday, as he stayed under the minimum number without requiring rest, however, he can only throw 61 more pitches as he already pitched 34 the day before. NOTE: If this was not a suspended game and Kenny threw 34 pitches Wednesday and played again on Thursday, he would then be able to throw another 95 as it would be considered a new day.

Scenario #3

Harry Knuckles, is pitching for the Home Dodgers, and has pitched 36 pitches, and now needs 1 days rest as he has passed the 35 minimum. Can he resume now Thursday with pitch # 37, or do we have to now protect his arm making him ineligible to pitch until he sleeps 1 day. Furthermore, if we waited until Friday to resume game, is now re-set and at 0 and throw 95 pitches? Also, would Harry then become eligible to catch in the resumption of the suspended games as it is a "new day"?

Answer - Harry cannot pitch on Thursday as he requires 1 days rest. If suspended game was not picked up again until Friday, and Harry has not been removed from the mound within the game, he can pitch to a maximum within that game of 95 (with 36 already thrown therefore 59 left). Also, he can now catch on Thursday or Friday as it now considered a "new day".

Scenario #4

The Pitcher, Sammy Breaker, of the Yankees pitched in the first 2 innings (Wednesday) and is now going to be the catcher on Thursday. As he pitched on Wednesday, prior to the rain delay, and has had a days' rest, and it's a new day, is he eligible to now go to the mound and pitch again even though it is the same game?

Answer - Once a pitcher is removed from the game he/she cannot go back and pitch in the same game, basic baseball rule and has nothing to do with pitch count. If Sammy was on the mound when the game

became a suspended game on Wednesday, and only needed 1 days' rest, he could return to the mound to start the suspended game on Friday.

Scenario #5

The pitcher, Lucky Rawlings for the Dodgers, pitched on Tuesday throwing 30 pitches. Then on Wednesday threw only 12 pitches. Lucky has now thrown 42 pitches over the past 2 days and is over the 40 minimum. Can he pitch on Thursday's continuation game which would be his third straight day pitching? Or say the game is continued on Friday, and it's the 3rd game in a row, but has had his 1 day rest. Can he now pitch in the Friday game, and if so, what pitch count is he at? Or if under the amount, can he go in Thursday's game? Again at what # of pitches?

Answer – Lucky would not be eligible to pitch on the 3rd straight day as he broke that first rest plateau with Tuesday and Wednesdays games by throwing 42 pitches (Rule #3 under 2012 Pitch Count Rules). If the game resumes on Friday, his rest day took place and pitcher could come back to pitch (as long as the game did not restart with another teammate pitching). He can go to the maximum minus the 42 already thrown in the game. Again, if Lucky was removed as a pitcher in the game, he cannot go back and pitch later in the same game no matter what day it is.

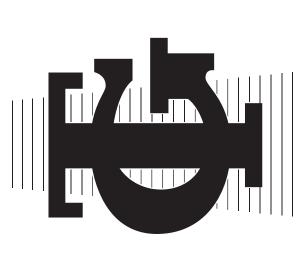
Scenario #6

Lucky Rawlings pitched 20 pitches on Tuesday, 9 pitches on Wednesday, and 10 pitches on Thursday. We are finishing the suspended game and playing the next one right after (partial double header)? So he pitches his 10 pitches Thursday and has now pitched 3 games in a row? Can he pitch in that 2nd game on Thursday night even though the 1st game was technically on Wednesday, and continued the next?

Answer – Lucky pitched 3 days in a row but under 40 pitches in total, so he is then eligible to pitch in 2nd game Thursday. Maximum daily pitch count (Bantam level) is 95 and he threw 10 pitches already that day, therefore maximum remaining that day is 85 for 2nd game.

TEAM RECORD SHEET

| DIVISION: | | | TEAM: | | OURN/ | TOURNAMENT: | | | | |
|----------------------|--------------------------|-----|----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|-------------------------|
| FOR: Innings Runs | AGAINST: Innings Runs | No. | Pitcher's Name | Game 1 Pitch Count | Game 2 Pitch Count | Game 3 Pitch Count | Game 4 Pitch Count | Game 5 Pitch Count | Game 6 Pitch Count | TOTAL Pitch Count |
| | | | | | | | | | | |
| Innings Runs | Innings Runs | | | | | | | | | |
| | | | | | | | | | | |
| Innings Runs | Innings Runs | | | | | | | | | |
| | | | | | | | | | | |
| Innings Runs | Innings Runs | | | | | | | | | |
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| | | | | | | | | | | |
| Innings Runs | Innings Runs | | | | | | | | | |
| | | | | | | | | | | |
| TOURNAME | TOURNAMENT TOTALS: | | | | | | | | | |
| Innings Runs | Innings Runs | | | | | | | | | |
| | | | | | | | | | | |



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