

2018 Playoff Manual



A Guide to all teams registered in Provincial Playoffs

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AMATEUR BASEBALL IN CANADA



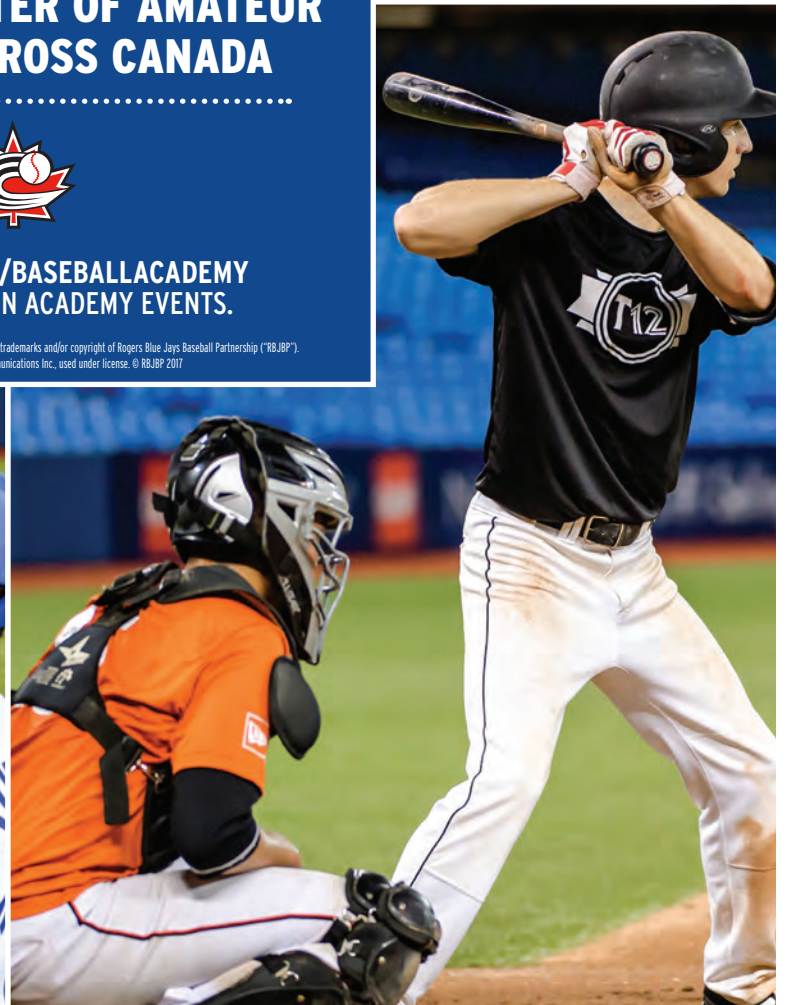
BASEBALL ACADEMY

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THE BASEBALL SASK PLAYOFF COMMITTEE

This Playoff Manual is a uniform code of playoff and championship rules, regulations 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.....

RESPONSIBILITY	WHO TO CONTACT	Attention:	Contact Info
E-mail result of Championships to	Baseball Sask Office - Regina	Mike Ramage	mike@baseballsask.ca
E-mail results of playoffs to	Baseball Sask Office - Regina	Mike Ramage	mike@baseballsask.ca
Coordinate Pick Up of Players	Division Supervisor		See Handbook
E-mail Pickups to	Baseball Sask Office - Regina	Mike Ramage	mike@baseballsask.ca
Umpire Ejection Forms to	Online Ejection / Yellow Card		See Baseball Sask Website
Questions about draws	Baseball Sask Office - Regina	Mike Ramage	Regina office 780-9237
Coaching Certification	Baseball Sask Office – Regina	Nolan Bracken	Regina office 780-9222
Medical Substitutions	Division Supervisor		See Handbook
Rosters	Baseball Sask Office - Regina	Mike Ramage	Regina Office 780-9237
Player Eligibility	Division Supervisor & Zone Governor		See Handbook
Forfeitures (\$ Non-Refundable)	Baseball Sask Office - Regina	Mike Ramage	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 - Regina	Mike Ramage	Regina Office 780-9237
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	Terry Butler	291-7774 tbutler@shaw.ca
Umpire Policy & Procedures	Provincial Umpire Supervisor	Trevor Drury	860-7199 (Res) drury_t@yahoo.ca
Mosquito Division Playoffs	Mosquito Supervisor	Jean MacDonald	949-7433 l.macdonald@sasktel.net
Pee Wee Division Playoffs	Pee Wee Provincial Supervisor	Bob Bessel	343-5957 (Res) bbessel@shaw.ca
Bantam Division Playoffs	Bantam Provincial Supervisor	Jack Cameron	662-3300 (Res) jjlimousin@sasktel.net
Midget Division Playoffs	Midget Provincial Supervisor	Charlie Meacher	692-3387 meacher@sasktel.net
Junior Division Playoffs	Junior Provincial Supervisor	Charlie Meacher	692-3387 meacher@sasktel.net
Senior Division Playoffs	Senior Provincial Supervisor	Regan L'Heureux	228-8405 regan.lheureux@baytexenergy.com
Female Baseball Playoffs	Female Provincial Supervisor	Trevor Pickerl	955-4441 trevor.cornerstoneflooring@sasktel.net

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1.00 Submitting Rosters

- a> Player rosters are to be submitted to the BASEBALL SASK office with the applicable fee by June 5 (Mosquito, Pee Wee, Bantam, Midget) and June 19 (Junior and Senior)
- 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 maximum of 18 players. There are no limits to certified coaches (2015)
- b> Coaching staff must be certified to the minimum requirements for the team division and category.
- c> 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.
- d> **Exception #1:** Midget age players may also register with a team in the Senior division only from their hometown of residence (baseball centre). (2006)
- e> **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.
- f> **Exception #3:** A player may be on a Provincial roster in his/her actual Division as well as being an UNDERAGE player in the next Division up that is in the players principal Zone of Residence. (2018)
- 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 and Executive Director.
- 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 8:00 AM of the first day of competition of the 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, 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 \$200 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
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2.00 Who authorizes a medical substitution

Medical substitution(s) MAY 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. All medical substitution requests must be made no later than 8:00 AM on the day prior to the first day of competition of the Championship.

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) with the exception of Junior as that division is not limited to any Zone boundary.
- 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 NO LONGER allowed in the Senior. (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 \$500.
- b> Failure to provide the required notification of withdrawal from a Zone Playoff (Mosquito, Pee Wee, Bantam, Midget or Junior) shall be assessed a fine of \$500.

- c> Failure to provide the required notification of withdrawal from all Senior Zone / Provincial games shall result in that team forfeiting their \$250 Performance Bond and being fined an additional \$250.
- 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 teams/organization being considered members Not in Good Standing and future registration with Baseball Sask will not be accepted until any/all fines are paid in full.
- 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
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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/her appointed representative.

4.02 Provincial Qualifier Playoff Formats (Revised 2005)

- a> Zone Qualifier Playoffs (If required and not all teams advance directly to a Provincial Championship)
 - i) This is the preferred format for all categories in the **Mosquito** and **Junior** 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.
 - If a team does not have a certified coach for a Zone/Provincial Playoff that team will be the first team eliminated from moving on (2016)
 - 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) All zone playoff draws will be created by the Division Supervisor 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)
- b> Ranking of Teams for Provincial Championships (2016)
 - i) This is the preferred format for Pee Wee, Bantam, Midget and Senior

4.03 Senior AAA National Championship Representative (2016)

All teams entering the Senior AAA Division will playoff to determine the team that will represent Saskatchewan at the following years National Championship. Should the Senior AAA Provincial Championship not have a team interested in attending the following years National Championship, the team that represented the previous year will have the right of first refusal to attend again the following year by October 15th.

4.04 Who makes up the Provincial Championship Draw?

- a> Provincial Playoff draws are the responsibility of the Playoff Committee and will use the following as a guideline: (1997)
- i) Host will inform Division Supervisor of diamond availability and coaches meeting location
 - ii) Division Supervisor will approach host with a proposed draw
 - 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.
 - v) Upon approval, the Baseball Sask office distributes copy of the draw to all teams including host as well as the Umpire Supervisor and Umpire Zone Director
 - vi) 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)
 - vii) 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)
 - viii) If Gold Medal Game has 2 teams from the same Pool the team that finished highest in the Pool in round robin play will automatically be the Home team in Gold Medal Game (2017)
 - ix) Games being scheduled on Saturdays and Sundays cannot have the first draw of the day scheduled any later than 9:00 AM.
 - x) Opening Ceremonies need to be scheduled for the first day of the Championship or not at all.
 - xi) Division Supervisor will state on each draw if there will be Tie-breaker games or not.

4.05 Pee Wee Division Ranking System and Category Assignment

All teams entering the Pee Wee Division will be ranked and assigned to a category (AAA, AA Tier 1, AA Tier 2, AA Tier 3, AA Tier 4, AA Tier 5, etc.) as determined by the Pee Wee Supervisor and Playoff Committee based on competitive balance.

4.06 Bantam Division Ranking System and Category Assignment

All teams entering the Bantam Division will be ranked and assigned to a category (AAA, AA Tier 1, AA Tier 2, AA Tier 3, AA Tier 4, AA Tier 5, etc.) as determined by the Bantam Supervisor and Playoff Committee based on competitive balance.

4.07 Midget Division Ranking System and Category Assignment

All teams entering the Midget Division will be ranked and assigned to a category (AAA, AA Tier 1, AA Tier 2, AA Tier 3, AA Tier 4, etc.) as determined by the Midget Supervisor and Playoff Committee based on competitive balance.

4.08 Senior Division Ranking System and Category Assignment

All teams entering the Senior Division will be ranked and assigned to a category (AA Tier 1, AA Tier 2, AA Tier 3, AA Tier 4, and AA Tier 5) as determined by the Senior Supervisor and Playoff Committee based on competitive balance.

Exception: Senior AAA Championship (Section 4.03)

4.09 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 (2014).

4.10 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.

SECTION 5:	MOSQUITO DIVISIONS
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5.00 Innings Per Division

- a> All Mosquito Division games are 6 innings.
- b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games. (Section 13.00, Section 13.01)
- c> Exception #2: Tied Games (Section 13.02)

5.01 Per Inning Mercy Rule – Mosquito Divisions

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.

In the event that a team, due to the 6-run mercy rule, cannot win the game (down 10 or more runs and able only to score 6 runs) the final innings are to be played as the indicated in 13.04c). Failing to complete the game will affect tie-breaking ratios and may give an unfair advantage to a team when compiling pitch count.

5.02 Mosquito Division Pitching Limitations

- 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 pitches in a day	75

- b> For the Mosquito Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **25 pitches**. If the pitcher's day 1 + day 2 exceeds 25 pitches they require at least one (1) days rest.
- c> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.
- d> The balk rule is waived.

5.03 "Everybody Bats" Rules

- a> "Everybody bats" rules are used in all Mosquito divisions and categories.
- b> A team's entire roster must be listed on the batting line up.
- c> All batters shall bat in order listed.
- d> No changes or alterations to the batting order may be made once the game has started.
- e> All players bat regardless of their defensive involvement.
- f> Pinch Runners are not allowed. (2002)
- g> 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)

5.04 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 original batting position

5.05 For All Mosquito Divisions (AAA, AA Tier 1, AA Tier 2, AA Tier 3, AA Tier 4)

- 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> No bunts are allowed. If there is a violation, the ball is dead and a strike is called on the batter. On a bunt attempt on a third strike, the ball is dead and the batter is allowed to continue their at-bat.

5.06 For Mosquito AA Tier 2, AA Tier 3, AA Tier 4 and AA Tier 5 Divisions Only

For all Mosquito AA Tier 2, AA Tier 3, AA Tier 4 and AA Tier 5 playoff and championship games 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) **NOTE: This rule only takes affect once the runner at third assumes possession of that base and the pitcher steps on the rubber.**

SECTION 6:

PEE WEE AAA DIVISION

6.00 Innings Per Division

- a> All Pee Wee AAA Division games are 7 innings (2015).
- b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games (Section 13.00, Section 13.01).
- c> Exception #2: Tied Games (Section 13.02).

6.01 Pee Wee Division Pitching Limitations

- 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

- b> For the Pee Wee Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **30 pitches**. If the pitcher's day 1 + day 2 exceeds 30 pitches they require at least one (1) days rest.
- c> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.

6.02 Nine Man Baseball With Re-Entry Rules

Modified 9 Man Baseball with re-entry rules will be used in all zone qualifier and provincial playoff games in the Pee Wee AAA Division.

6.03 Nine Man Baseball With Re-Entry Rules – 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, but he cannot pitch or catch again in that game.

6.04 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.

6.05 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.

6.06 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)

6.07 Player Ejection with no Substitutions Left

If a team has used all substitutions and a player is ejected, the last player substituted for, may be put back in the game. This can only be done once in a game.

6.08 Extra Hitter (2018)

An Extra-Hitter (EH) may be placed on the lineup card (a 10th hitter which can be placed anywhere in the batting order) as a way to get more athletes at-bats through-out the game. This rule is optional for both teams prior to each game and does not have to be used by both teams during a game. The EH must be marked on the lineup card at the start of the game and must be used for the entire game.

The EH may be interchanged with any other position during the game and can be changed multiple times. For example, the SS could become the EH and the EH become the SS.

In the event that a player is injured and the team has no eligible substitutes available, Re-entry Rule (currently 2.1.8 b of Baseball Canada Rulebook) would apply and the team would continue to bat ten players. If the team

had no other players available for selection OR in the event of an ejection, the game would proceed with 9 players, without forfeit. A player removed due to injury or ejection in this circumstance is not permitted to return to the game. Any further loss of players would result in a forfeit.

SECTION 7:

PEE WEE AA TIER 1 DIVISION

7.00 Innings Per Division

- a> All Pee Wee AA Tier 1 Division games are 7 innings (2015).
- b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games (Section 13.00, Section 13.01).
- c> Exception #2: Tied Games (Section 13.02).

7.01 Pee Wee Division Pitching Limitations

- 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

- b> For the Pee Wee Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **30 pitches**. If the pitcher's day 1 + day 2 exceeds 30 pitches they require at least one (1) days rest.
- c> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.

7.02 "Everybody Bats" Rules

- a> "Everybody bats" rules will be used in the Pee Wee AA Tier 1 Division.
- b> A team's entire roster must be listed on the batting line up.
- c> All batters shall bat in order listed.
- d> No changes or alterations to the batting order may be made once the game has started.
- e> All players bat regardless of their defensive involvement.
- f> Pinch Runners are not allowed. (2002)
- g> 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)

7.03 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. The player cannot pitch or catch again in that game.
- c> All defensive substitutions shall retain their original batting position.

7.04 For Pee Wee AA Tier 1 Division Only

- a> All players must play 2 complete defensive innings in the first 5 innings in each 7 inning game in Pee Wee AA Tier 1 except in case of injury or illness. (2015)
- b> A defensive inning in the Pee Wee AA Tier 1 Division 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 (2015). The Baseball Sask Rep shall file a complete report of the violation with the playoff report. (2001)

7.05 Matching Batting Line Ups Option Pee Wee AA Tier 1 (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 8: PEE WEE AA TIER 2, AA TIER 3, AA TIER 4 and AA Tier 5 DIVISIONS

8.00 Innings Per Division

- a> All Pee Wee AA Tier 2, AA Tier 3, AA Tier 4 and AA Tier 5 Division games are 6 innings.
- b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games (Section 13.00, Section 13.01).
- c> Exception #2: Tied Games (Section 13.02).

8.01 Per Inning Mercy Rule – Pee Wee AA Tier 2, AA Tier 3 and AA Tier 4 Divisions

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. Exception: Only in the event of an over the fence home run will all runs count. **NOTE:** This per inning mercy rule is eliminated in the final inning of the game where there will be no run allowance maximum. (2018)

8.02 Pee Wee Division Pitching Limitations

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

- b> For the Pee Wee Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **30 pitches**. If the pitcher's day 1 + day 2 exceeds 30 pitches they require at least one (1) days rest.
- c> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.

8.03 "Everybody Bats" Rules

- a> "Everybody bats" rules will be used in the Pee Wee AA Tier 2, AA Tier 3, AA Tier 4 and AA Tier 5 Divisions.
- b> A team's entire roster must be listed on the batting line up.
- c> All batters shall bat in order listed.
- d> No changes or alterations to the batting order may be made once the game has started.
- e> All players bat regardless of their defensive involvement.
- f> Pinch Runners are not allowed. (2002)
- g> 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)

8.04 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. The player cannot pitch or catch again in this game.
- c> All defensive substitutions shall retain their original batting position

8.05 For Pee Wee AA Tier 2, AA Tier 3 and AA Tier 4 Divisions Only

- a> All players must play 2 complete defensive innings in the first 4 innings in each 6 inning game in Pee Wee AA Tier 2, AA Tier 3 and AA Tier 4 except in case of injury or illness. (2013)
- b> A defensive inning in the Pee Wee AA Tier 2, AA Tier 3 and AA Tier 4 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 6-0. The Baseball Sask Rep shall file a complete report of the violation with the playoff report. (2001)

8.06 Matching Batting Line Ups Option

Pee Wee AA Tier 2, AA Tier 3 and AA Tier 4

- 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 9:	BANTAM AAA AND AA TIER 1 DIVISIONS
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9.00 Innings Per Division

- a> All Bantam AAA and AA Tier 1 Division games are 7 innings.
- b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games (Section 13.00, Section 13.01).
- c> Exception #2: Tied Games (Section 13.02).

9.01 Bantam Division Pitching Limitations

- 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 pitches in a day	95

- b> For the Bantam Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **35 pitches**. If the pitcher's day 1 + day 2 exceeds 35 pitches they require at least one (1) days rest.

c> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.

9.02 Nine Man Baseball With Re-Entry Rules

Modified 9 Man Baseball with re-entry rules will be used in all zone qualifier and provincial playoff games in the Bantam AAA and AA Tier 1 Divisions.

9.03 Nine Man Baseball With Re-Entry Rules – 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.

9.04 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.

9.05 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.

9.06 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)

9.07 Player Ejection with no Substitutions Left

If a team has used all substitutions and a player is ejected, the last player substituted for, may be put back in the game. This can only be done once in a game.

9.08 Extra Hitter (2018)

An Extra-Hitter (EH) may be placed on the lineup card (a 10th hitter which can be placed anywhere in the batting order) as a way to get more athletes at-bats through-out the game. This rule is optional for both teams prior to each game and does not have to be used by both teams during a game. The EH must be marked on the lineup card at the start of the game and must be used for the entire game.

The EH may be interchanged with any other position during the game and can be changed multiple times. For example, the SS could become the EH and the EH become the SS.

In the event that a player is injured and the team has no eligible substitutes available, Re-entry Rule (currently 2.1.8 b of Baseball Canada Rulebook) would apply and the team would continue to bat ten players. If the team had no other players available for selection OR in the event of an ejection, the game would proceed with 9 players, without forfeit. A player removed due to injury or ejection in this circumstance is not permitted to return to the game. Any further loss of players would result in a forfeit

SECTION 10:**BANTAM AA TIER 2, AA TIER 3 AND AA TIER 4 DIVISIONS****10.00 Innings Per Division**

- a> All Bantam AA Tier 2, AA Tier 3 and AA Tier 4 Division games are 7 innings.
- b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games (Section 13.00, Section 13.01).
- c> Exception #2: Tied Games (Section 13.02).

10.01 Per Inning Mercy Rule – Bantam AA Tier 2, AA Tier 3 and AA Tier 4 Divisions

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. Exception: Only in the event of an over the fence home run will all runs count. **NOTE:** This per inning mercy rule is eliminated in the final inning of the game where there will be no run allowance maximum. (2018)

10.02 Bantam Division Pitching Limitations

- 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 pitches in a day	95

- b> For the Bantam Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **35 pitches**. If the pitcher's day 1 + day 2 exceeds 35 pitches they require at least one (1) days rest.
- c> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.

10.03 "Everybody Bats" Rules

- a> "Everybody bats" rules will be used in the Bantam AA Tier 2, AA Tier 3 and AA Tier 4 Divisions.
- b> A team's entire roster must be listed on the batting line up.
- c> All batters shall bat in order listed.
- d> No changes or alterations to the batting order may be made once the game has started.
- e> All players bat regardless of their defensive involvement.
- f> Pinch Runners are not allowed. (2002)
- g> 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)

10.04 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. The player cannot pitch or catch again in this game.
- c> All defensive substitutions shall retain their original batting position

10.05 For Bantam AA Tier 2, AA Tier 3 and AA Tier 4 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 2, AA Tier 3 and AA Tier 4 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)

10.06 Matching Batting Line Ups Option

Bantam AA Tier 2, AA Tier 3, AA Tier 4 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:

MIDGET DIVISIONS

11.00 Innings Per Division

- a> All Midget Division games are 7 innings.
- b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games (Section 13.00, Section 13.01).
- c> Exception #2: Tied Games (Section 13.02).

11.01 Per Inning Mercy Rule – Midget AA Tier 2, AA Tier 3, AA Tier 4 and AA Tier 5 Divisions

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. Exception: Only in the event of an over the fence home run will all runs count. **NOTE:** This per inning mercy rule is eliminated in the final inning of the game where there will be no run allowance maximum. (2018)

11.02 Midget Division Pitching Limitations

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 pitches in a day	105

b> For the Midget Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **40 pitches**. If the pitcher's day 1 + day 2 exceeds 40 pitches they require at least one (1) days rest.

c> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.

11.03 Nine Man Baseball Rules

a> Nine Man Baseball Rules will be used in all Midget Divisions

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

11.04 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)

11.05 Re-Entry

Teams are allowed to re-enter a player into the game if an injury or illness occurs. 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)

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

11.07 Player Ejection with no Substitutions Left

If a team has used all substitutions and a player is ejected, the last player substituted for, may be put back in the game. This can only be done once in a game.

SECTION 12: JUNIOR AND SENIOR DIVISIONS

12.00 Innings Per Division

a> All Junior and Senior Division games are 7 innings.

b> Exception #1: The Mercy Rule shall be in effect for all zone qualifier and provincial playoff games (Section 13.00, Section 13.01).

c> Exception #2: Tied Games (Section 13.02).

12.01 Junior Division Pitching Limitations (**This does NOT include Senior**)

a> Pitch Count will be used. The following chart shows pitch count limitations:

JUNIOR	
Number of Pitches	Rest Period
1 - 45	No rest required
46 - 60	1 day rest
61 - 75	2 days rest
76 - 90	3 days rest
91 - 115	4 days rest
<i>Total allowed pitches in a day</i>	115

- d> For the Junior Division a Pitcher cannot pitch 3 consecutive days unless the pitcher's first 2 days combined does not exceed **45 pitches**. If the pitcher's day 1 + day 2 exceeds 45 pitches they require at least one (1) days rest.
- e> Pitchers cannot pitch 4 consecutive days - one (1) days rest is needed.

12.02 Nine Man Baseball Rules

- a> Nine Man Baseball Rules will be used in all Junior and Senior Divisions.
- b> Shall be in accordance with the current Baseball Canada Rulebook and the rules, regulations and policies of Baseball Sask.

12.03 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)

12.04 Re-Entry

Teams are allowed to re-enter a player into the game if an injury or illness occurs. 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)

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

12.06 Player Ejection with no Substitutions Left

If a team has used all substitutions and a player is ejected, the last player substituted for, may be put back in the game. This can only be done once in a game.

SECTION 13: GAME REGULATIONS – ALL DIVISIONS AND CATEGORIES

13.00 The Mercy Rule - 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.

13.01 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

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.

13.02 Tied Games

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

Extra inning game procedure

If the game is tied at the completion of regulation, the following procedures will be implemented during extra innings:

Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. (See example below to confirm who is on first and second)

The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended. (See example below to confirm who is at bat)

The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

Example:

If the last regulation inning ends with the #6 hitter having the last plate appearance (PA), then the extra inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.

With the exception of beginning the inning with runners on first and second base with no one out, all other "Official Baseball Rules" and "Canadian Rules" will remain in effect during extra innings required to determine a winner.

Extra inning game procedure for each division as outlined below:

11U (Mosquito):
extra inning procedure for only round robin games.

13U (Pee Wee):
extra inning procedure for only round robin games.

15U (Bantam) Boys:
extra inning procedure for only round robin games.

16U (Bantam) Girls:
extra inning procedure for only round robin games.

18U (Midget):
extra inning procedure for only round robin games.

21U (Junior):
extra inning procedure for only round robin games.

Senior Men:
extra inning procedure based on regular baseball rules.

13.03 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.

13.04 Time Limits

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

13.05 Suspended Games (2015)

- a> **All zone qualifier and provincial playoff games shall be played to completion.** Exception: Mercy rule games (2000)
- b> 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.
- c> When the suspended game is resumed – all pitches still count for all pitchers in the original game and will be charged to the pitcher.
- d> Under no circumstances shall a game be considered a "called" game and be replayed from the start of the game. (2015)

13.06 Emergency Draw Amendments

- a> In the event of a major disruption to the championship (severe 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 14:	PITCH COUNT RULES
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14.00 Players Safety

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

14.01 Where does a player's Pitch Count start?

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)

14.02 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 Junior: 45

If pitcher's day 1 + day 2 exceeds figure above for their division, they require at least one (1) days rest. Pitchers 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 **NOT** be included in Pitch Count totals. If you choose to intentionally walk a batter, you must inform the umpire. If no pitches are thrown – no pitches should be charged to the pitch count. If you decide after throwing 2 pitches to put the batter on, then you just inform the umpire and the batter is awarded 1st. In this case, only the pitches thrown will count towards the pitch count. (2018)

(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 is at bat in order to remove the pitcher.

14.03 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.

14.04 Penalty for Ineligible Pitching

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.

14.05 Verifying the Pitchers Pitch Count

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

14.06 Pitch Count for Suspended/Incomplete Games (2000)

In the event that a game is suspended and must be resumed at a later time or date, when a pitcher has physically pitched, he/she will be charged with all pitches from that game. The official scorekeeper shall record the game as "incomplete" on the game record sheet.

15.00 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 tied for first place 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 tied for first place 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.

15.01	2 TEAMS: IDENTICAL WIN/LOSS RECORD
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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

15.02	3 OR MORE TEAMS: IDENTICAL WIN/LOSS RECORD
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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.

15.03	3 OR MORE TEAMS: IDENTICAL WIN/LOSS RECORD
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AND 15.02 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 7th 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 1:

Figure out the ratios

	<i>runs against</i>	<i># of def. innings</i>	<i>Ratio</i>
Team A	10	13.66	$10 \div 13.66 = 0.73$
Team B	24	11.33	$23 \div 11.33 = 2.12$
Team C	23	14	$23 \div 14 = 1.64$

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

NOTE: ALL DECIMAL POINTS WILL BE USED IF NEEDED TO BREAK A TIE

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.

15.04 3 OR MORE TEAMS TIED AFTER USING 15.03

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 OFFENSIVE POSITION.

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

Team A - 5	vs	Team B - 3	7 innings
Team C - 4	vs	Team A - 1	7 innings
Team B - 6	vs	Team C - 2	7 innings

NOTE: ALL DECIMAL POINTS WILL BE USED IF NEEDED TO BREAK A TIE

Step 1:

Use defensive runs to innings ratio

	<i>runs against</i>	<i># of def. innings</i>	<i>Ratio</i>
Team A	7	14	$7 \div 14 = 0.50$
Team B	7	14	$7 \div 14 = 0.50$
Team C	7	14	$7 \div 14 = 0.50$

All teams remain tied.

Step 2:

Use offensive runs to innings ratio

	<i>runs for</i>	<i># of off. innings</i>	<i>Ratio</i>
Team A	6	14	$6 \div 14 = 0.43$
Team B	6	14	$6 \div 14 = 0.43$
Team C	9	14	$9 \div 14 = 0.64$

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

Step 3:

Teams A and B 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 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.

15.05 3 OR MORE TEAMS REMAIN TIED AFTER USING 15.03 and 15.04

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 15.03, defensive runs ratio: All 3 tied teams have ratio of 1.2 and....
- * After using tie breaker 15.04, offensive runs ratio: All 3 tied teams have ratio of 0.63 then...
- * Rework tie breaking formulas in 15.03, 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 15.04, offensive runs ratio using all the pool games

NOTE: ALL DECIMAL POINTS WILL BE USED IF NEEDED TO BREAK A TIE

15.06 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 innings, Team E 5 innings
TmA - 0 vs	TmC - 1	Bottom of 7 th , 1 out - Tm A 6 1/3 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 out - Tm D 6 2/3 innings, Tm A 7 innings
TmE - 11 vs	TmB - 1	6 innings - Mercy rule - Team E 7 innings, Team B 6 innings

NOTE: ALL DECIMAL POINTS WILL BE USED IF NEEDED TO BREAK A TIE

Step1:

Determine ratios by using defensive innings:

	<i>runs against</i>	<i># of def. Innings</i>	<i>Ratio</i>
Team A	14	27.33	$14 \div 27.33 = 0.51$
Team B	31	28	$31 \div 28 = 1.11$

Team C	24	27	$24 \div 27 = 0.89$
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.

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16.00 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 or paid fines for any in-person NCCP Modules not taken to prior to 72 hours of the Provincial Championship.(2018)

Baseball Sask will implement a 1 Year trial of this NCCP Violation fee with the following requirements:

- There MUST be a Head Coach certified on each Provincial roster
- Should there be any Assistant Coaches not able to attend the required "In-Person" Modules, they will have an option to pay the NCCP Violation Fee which is only in effect for the current baseball season.
- The NCCP Violation Fees will have them pay 2 times each module cost. If a coach does not have Initiation Module (\$30 normal cost) they will pay \$60. If a coach does not have Absolutes, Teaching & Learning, Planning, Strategies or Pitching & Catching Modules (\$50 normal cost each) they will pay \$100 for each Module required. If a coach does not pay their fine by 72 hours prior to the Championship, they will be deleted and not eligible to be added anytime thereafter.
- ALL Online components are still MANDATORY to be completed 72 hours prior to Championship
- Should any Assistant Coach NOT be properly certified once their teams Provincial Roster is submitted by the deadline, they will be fined immediately
- Should a team advance to a Western or National Championship, this exemption no longer applies as proper NCCP Certification is mandatory for ALL coaches at these championships.

NOTE: Should a Head Coach get ejected or suspended during a Provincial Championship and there is NOT another coach with Head Coach certification, that team will forfeit that game and future games.

ZERO TOLERANCE - THERE WILL BE NO EXCEPTIONS. (1997)**16.01 Coaching Staff**

a> "Coaching Staff" refers to all 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.

16.02 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)

16.03 Changing Coaches

Coaches on the original roster may be changed only with the consent of the Zone Governor, Division Supervisor, and Executive Director. (2015)

16.04 Attendance at Games

a> In all Divisions, 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.
- c> 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.

SECTION 17:

PROTEST PROCEDURES

Revision 2000

17.00 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.

17.01 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.

17.02 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.

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 18:

EJECTIONS

Revision 2000

18.00 Discipline

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

18.01 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> Should the ejected personnel not leave as stated above, they will receive an automatic 3-game suspension to be served immediately
- d> A written report of the ejection shall be filed with the Baseball Sask Office.
- e> The Commissioner may investigate any ejection he considers necessary.

18.02 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.

18.03 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).

18.04 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.

18.05 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 injure any member or spectator.

18.06 Player Ejection with no Substitutions Left

If a team has used all substitutions and a player is ejected, the last player substituted for, may be put back in the game. This can only be done once in a game.

SECTION 19:

DISCIPLINE

19.00 Standard

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

19.01 Who oversees Discipline?

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

19.02 Commissioners Duties and Responsibilities

- a> Is authorized and is responsible for interpretation, investigation and rulings on:
 - i) matters which pertain to the Rules of Baseball
 - ii) 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:
 - i) reprimand
 - ii) suspension
 - iii) the imposition of conditions as necessary to ensure appropriate behavior

19.03 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.

19.04 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.

19.05 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 20:	BASEBALL SASK APPEAL PROCESS	Revision 2002
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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.

20.00 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 be filed with a \$200 deposit.

20.01 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.

20.02 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.

20.03 The Deposit

The Appeal Committee shall order the Appeal deposit of \$200:

- 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 21: PICK UP OF PLAYERS FOR PROVINCIAL CHAMPIONSHIPS	Revision 2003
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21.00 *There are **NO PICKUPS** allowed for any Provincial Championship. (2018)*

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.

SECTION 22:	PICK UP OF PLAYERS FOR POST PROVINCIAL CHAMPIONSHIPS	Revision 2003
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22.00 Who co-ordinates the pick up of players?

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

22.01 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.

22.02 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 after the team attending Nationals have completed their pickups or as detailed in a letter from Executive Director.

22.03 What players are eligible to be picked up?

Players are to be picked up as follows:

- a) 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 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.
- c) Pee Wee, Bantam and Midget players are eligible to compete in more than one WCBA or Baseball Canada Post Provincial Tournament each year (2015).

Exception: Players in the AA Tier 1, AA Tier 2, AA Tier 3, AA Tier 4 and AA Tier 5 categories are eligible to be picked up to play on a AAA National team or a Western AA Minor team, but are not eligible to be picked up to play on a AAA Western team (2015)

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

When a player refuses an offer to be picked up, that player may forfeit the opportunity to be picked up by any team for the remainder of the baseball season as determined by the Division Supervisor and Executive Director.

SECTION 23:	POST PROVINCIAL CHAMPIONSHIPS	Revision 2003
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23.00 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.

23.01 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.

23.02 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.

23.03 How are the representatives for Nationals and Westerns determined?

- a> There is no Post Provincial Play for the Mosquito division.
- b> 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.

a> 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.

23.04 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 Baseball Sask Playoff Committee and the Commissioner.

23.05 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.



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24.00 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 Ball Charts Website no later than 1 hour after each game is complete.

24.01 Required Information

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

24.02 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

25.00 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.

25.01 Recording Pitch Count

- a> Required in all Mosquito, Pee Wee, Bantam and Midget Divisions
- b> Report must record each pitchers full name and uniform number
- c> Each pitcher that enters the game shall be recorded and detailed.

25.02 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"

25.03 Ball Charts

Post scores on Ball Charts Website no later than 1 hour after each game is complete.

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.
- ◆ Protests, appeals, ejections, etc. are to be recorded on the official scoresheet. Be sure to record the point in the game when the infraction occurred. Elsewhere on the sheet, and on the game report sheet, detail what the umpire called, the players/coaches involved, and what you 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 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.
- ◆ Post scores on **Ball Charts Website** no later than 1 hour after each game is complete.

26.00 Guidelines For Umpires Working at Provincial Qualifiers and Championships

- a> **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.
- b> 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.
- c> 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.
- d> 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:
- i) 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.
 - ii) Submit your ejection report to the Baseball Sask Commissioner, the Supervisor of Umpires, and the Baseball Sask office within 48 hours of the completion of the game or tournament

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 lineup 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.

BASEBALL SASK

ZONE _____ QUALIFIER PLAYOFF REPORT

DIVISION: _____ CATEGORY: AAA AAT1 AAT2 AAT3 AAT4
DATE: _____ HOST COMMUNITY: _____

SBA REP	UMPIRE REP	HOST CONTACT
_____	_____	_____
PH. _____	PH. _____	PH. _____

COMPETING TEAMS: Name in full of each team

Number of Teams: _____ Playoff Format: _____

1. _____	11. _____
2. _____	12. _____
3. _____	13. _____
4. _____	14. _____
5. _____	15. _____
6. _____	16. _____
7. _____	17. _____
8. _____	18. _____
9. _____	19. _____
10. _____	20. _____

RESULTS:

First Place: _____
Second Place: _____
Third Place: _____

GENERAL COMMENTS:

Brief description of overall progress of playoff. List positive/negative comments, possible suggestions for 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 AAT1 AAT2 AAT3 AAT4

DATE: _____

FORWARD COPY TO REGINA BASEBALL SASK OFFICE

BASEBALL SASK
PROVINCIAL CHAMPIONSHIP REPORT

DIVISION: _____ CATEGORY: AAA AAT1 AAT2 AAT3 AAT4 AAT5
DATE: _____ HOST COMMUNITY: _____

PROVINCIAL CHAMPION: _____
PROVINCIAL FINALIST: _____

PARTICIPATING TEAMS	ORDER OF FINISH
1. _____	_____
2. _____	_____
3. _____	_____
4. _____	_____
5. _____	_____
6. _____	_____
7. _____	_____
8. _____	_____
9. _____	_____
10. _____	_____

GENERAL COMMENTS:
Brief description of overall progress of playoff. List positive/negative comments, possible suggestions for improvement, etc.

Umpire Association Rep: _____	Phone: _____
Host Site Contact: _____	Phone: _____
Sask Baseball Rep: _____	Phone: _____
Address: _____	Postal: _____

SBA REP Signature: _____

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 AAT1 AAT2 AAT3 AAT4 AAT5

DATE: _____

FORWARD COPY TO REGINA BASEBALL SASK OFFICE



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 TRANSFERING 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 INFORMATION IS ACCURATE.**
- **RETURN THE LOGBOOK TO THE MANAGER OF EACH TEAM WITH IT SIGNED AND UPDATED.**

Pitch Count Logbook Game Form - MOSQUITO



Catcher #1 - Name - _____

Catcher #2 - Name - _____

Catcher #3 - Name - _____

Ranges	Rest
	0
	1
	2
	3
	4

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

Category: _____ Team Name: _____ Date: _____

Pitcher	Game Pitch Totals																								Total Pitches	Days of Rest Required							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62		
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93		
	94	95	96	97	98	99	100																										
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62		
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93		
	94	95	96	97	98	99	100																										
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62		
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93		
	94	95	96	97	98	99	100																										
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62		
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93		
	94	95	96	97	98	99	100																										
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62		
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93		
	94	95	96	97	98	99	100																										
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62		
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93		
	94	95	96	97	98	99	100																										
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62		
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93		
	94	95	96	97	98	99	100																										

Official Signatures _____

Home Team Manager _____ Away Team Manager _____ Official Score Keeper _____

Pitch Count Logbook Game Form - PEE WEE



Catcher #1 - Name - _____

Catcher #2 - Name - _____

Catcher #3 - Name - _____

Ranges	Rest
	0
	1
	2
	3
	4

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

Category: _____ **Team Name:** _____ **Date:** _____

Pitcher	Game Pitch Totals																								Total Pitches	Days of Rest Required								
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			25	26	27	28	29	30	31	
1	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
	94	95	96	97	98	99	100																											
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	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
2	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
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	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
	94	95	96	97	98	99	100																											
4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31			
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
	94	95	96	97	98	99	100																											
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5	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
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	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
6	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
	94	95	96	97	98	99	100																											
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	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
7	94	95	96	97	98	99	100																											
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31			
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
	94	95	96	97	98	99	100																											
8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31			
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62			
	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93			
	94	95	96	97	98	99	100																											
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Pitch Count Scenarios – Helpful Hints

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 Tuesday's game. Now the game is being resumed on Thursday night, and now Johnny has had his 1 night's rest. Can he now pitch in the game as we have protected his arm and would 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 day's 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 day's 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 is 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 day's 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 Wednesday's 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.



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