

2026

Playoff Manual



A Guide to all teams registered in Paladin Provincial Playoffs

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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
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		526-3844
RESPONSIBILITY	WHO TO CONTACT	Attention:	Contact Info:
Policy & Procedures	Playoff Chairman	Terry Butler	291-7774 tbutler@shaw.ca
Umpire Policy & Procedures	Provincial Umpire Supervisor	Elemer Jerkovits	533-8891 umpref62@hotmail.com
11U Division Playoffs	11U Supervisor	Shawn Klisowsky	291-5799 shawn.klisowsky@outlook.com
13U Division Playoffs	13U Provincial Supervisor	Regan L'Heureux	228-8405 president@baseballsask.ca
15U Division Playoffs	15U Provincial Supervisor	Chad Hofmann	231-8021 chadhofmann24@hotmail.com
18U Division Playoffs	18U Provincial Supervisor	Jean MacDonald	526-3844 l.macdonald@sasktel.net
22U Division Playoffs	22U Provincial Supervisor	Blaine Kovach	421-6298 blaine.kovach@outlook.com
Senior Division Playoffs	Senior Provincial Supervisor	Mark Jacobs	621-8859 jacobs_118@hotmail.com
Female Baseball Playoffs	Female Provincial Supervisor	Tony Black	620-7510 blackt16@gmail.com

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- Zone Playoff & Provincial Championship Team Pitching Report Form
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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 (11U, 13U, 15U, 18U) and June 19 (22U and Senior) by e-mail (preferred), general mail or drop off in Regina Office.
- b> The Canada Post dated envelope will determine date. (2002)
- c> **All Provincial Team fees are NON-REFUNDABLE.**
- d> Please e-mail **HIGH-QUALITY PDF** (not a phone picture of your roster, no coffee stains, shadows etc.) on 8.5 x 14 legal sized paper. If a poor-quality version is submitted, it will be revoked and a high-quality version will be required, so save yourself time and do it right to begin with. You will also need to send an e-Transfer to mike@baseballsask.ca and include the Team Name, Head Coach and Division in the notes. This option is likely the safest and assures you won't need to reply on it arriving on time by snail mail.

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 Executive Director.
- 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 no later than 72 hours prior to the Provincial Championship. (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 – BASEBALL SASK or affiliate.
- d> **Exception #1:** 18U age players may also register with a team in the Senior division only from their hometown of residence (baseball centre). (2006)
- e> **Exception #2:** 22U 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. This must be on the 22U Provincial roster no later than the June 19th deadline.
- f> **Exception #3:** A player may be on a Provincial roster in their actual Division as well as being an UNDERAGE player in the next Division up that is in the players principal Zone of Residence. This will be allowed as long as the UNDERAGE player does not miss ANY practices or games on their regular club team. The UNDERAGE players club team takes priority over anything else. The UNDERAGE players club team Head Coach must also provide Baseball Sask with an email approving that their player has permission to be placed on the older divisions Provincial Roster. This email must be sent to mike@baseballsask.ca detailing the club team name as well as the older divisions team name. **NOTE: Should a team in the older division pickup AAA UNDERAGE players, be prepared to be ranked in a higher category than what you anticipate. (2022)**
- g> 22U 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 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 they deem 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 22U 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)

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 (11U, 13U, 15U, 18U or 22U) 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 \$300 Performance Bond and being fined an additional \$300.
- 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.

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 **11U** and **22U** 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 11U, 13U, 15U, 18U 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 11U Division Ranking System and Category Assignment

All teams entering the 11U Division will be ranked and assigned to a category (AAA, AA Tier 1 and Lower as determined by the 11U Supervisor and Playoff Committee based on competitive balance.

4.06 13U Division Ranking System and Category Assignment

All teams entering the 13U Division will be ranked and assigned to a category (AAA, AA Tier 1 and Lower as determined by the 13U Supervisor and Playoff Committee based on competitive balance.

4.07 15U Division Ranking System and Category Assignment

All teams entering the 15U Division will be ranked and assigned to a category (AAA, AA Tier 1 and Lower.) as determined by the 15U Supervisor and Playoff Committee based on competitive balance.

4.08 18U Division Ranking System and Category Assignment

All teams entering the 18U Division will be ranked and assigned to a category (AAA, AA Tier 1 and Lower as determined by the 18U Supervisor and Playoff Committee based on competitive balance.

4.09 Senior Division Ranking System and Category Assignment

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

Exception: Senior AAA Championship (Section 4.03)

4.10 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).

4.11 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: PITCH COUNT

- (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) Once a player assumes the position of pitcher, they cannot catch for the remainder of the day.
- (3) Pitchers and managers shall follow the following guidelines:

11U (No Curveballs)	13U	15U Boys/ 16UGirls	18U	22U	Rest Required
1-25	1-30	1-35	1-40	1-45	None
26-40	31-45	36-50	41-55	46-60	1 day
41-55	46-60	51-65	56-70	61-75	2 days
56-65	61-75	66-80	71-85	76-90	3 days
66-75	76-85	81-95	86-105	91-115	4 days
75	85	95	105	115	Maximum

Same Day Appearances

(4) Pitchers shall be permitted to have 2 appearances in the same calendar day. If a pitcher requires a rest following 1st appearance (throwing more than the first threshold in Game 1 that day), they cannot return in the same calendar day.

Ex) If a 13U player throws 31 pitches in Game 1 on Friday, they will require 1 days rest and will not be eligible to pitch again in Game 2 on that same day.

Two Consecutive Day Limits

(5) Pitchers will be allowed to pitch over 2 consecutive days provided they have not exceeded the MINIMUM threshold on day 1. (11U – 25, 13U – 30, 15U – 35, 18U – 40, 22U - 45)

If a pitcher meets the requirements to pitch on two consecutive days, and the pitcher has not exceeded the **MINIMUM** daily threshold during game 1 **ON DAY 2**, they are permitted to have a 2nd appearance in the same calendar day. Pitchers will not be permitted to exceed the maximum daily allowable number of pitches in

any two-day period. In this situation, when the pitchers two-day total reaches the maximum daily allowable number, that pitchers mandatory days rest starts the following day at 12:01 AM and is based on the total number of pitches thrown over the two-day period.

Pitchers cannot pitch in 3 games during a day.

EXAMPLES:

- A 11U pitcher throws 20 pitches on Day 1 (Friday). On Day 2 (Saturday), that pitcher is **eligible but limited to 55 pitches FOR THE DAY. Pitcher throws 25 pitches in game 1 on day 2, so will be eligible to pitch a second game on day 2 and will now have 30 pitches left for the daily total of 55 for Day 2. Or pitcher may make one appearance on Day 2 and pitch up to 55 pitches.** That pitcher's two-day total is now 75 and this combined total over 2 days is the number to be used to determine Days of Rest. In this case, the Pitcher cannot pitch again for 4 days starting at 12:01 AM Sunday.
- A 13U pitcher throws 25 pitches on Day 1 (Friday). On Day 2 (Saturday), that pitcher is **eligible but limited to 60 pitches FOR THE DAY. Pitcher throws 30 pitches in game 1 on day 2, so will be eligible to pitch a second game on day 2 and will now have 30 pitches left for the daily total of 60 for Day 2. Or pitcher may make one appearance on Day 2 and pitch up to 60 pitches.** That pitcher's two-day total is now 85 and this combined total over 2 days is the number to be used to determine Days of Rest. In this case, the Pitcher cannot pitch again for 4 days starting at 12:01 AM Sunday.
- A 15U pitcher throws 30 pitches on Day 1 (Friday). On Day 2 (Saturday), that pitcher is **eligible but limited to 65 pitches FOR THE DAY. Pitcher throws 35 pitches in game 1 on day 2, so will be eligible to pitch a second game on day 2 and will now have 30 pitches left for the daily total of 65 for Day 2. Or pitcher may make one appearance on Day 2 and pitch up to 65 pitches.** That pitcher's two-day total is now 95 and this combined total over 2 days is the number to be used to determine Days of Rest. In this case, the Pitcher cannot pitch again for 4 days starting at 12:01 AM Sunday.
- A 18U pitcher throws 35 pitches on Day 1 (Friday). On Day 2 (Saturday), that pitcher is **eligible but limited to 70 pitches FOR THE DAY. Pitcher throws 40 pitches in game 1 on day 2, so will be eligible to pitch a second game on day 2 and will now have 30 pitches left for the daily total of 70 for Day 2. Or pitcher may make one appearance on Day 2 and pitch up to 70 pitches.** That pitcher's two-day total is now 105 and this combined total over 2 days is the number to be used to determine Days of Rest. In this case, the Pitcher cannot pitch again for 4 days starting at 12:01 AM Sunday.
- A 22U pitcher throws 40 pitches on Day 1 (Friday). On Day 2 (Saturday), that pitcher is **eligible but limited to 75 pitches FOR THE DAY. Pitcher throws 45 pitches in game 1 on day 2, so will be eligible to pitch a second game on day 2 and will now have 30 pitches left for the daily total of 75 for Day 2. Or pitcher may make one appearance on Day 2 and pitch up to 75 pitches.** That pitcher's two-day total is now 155 and this combined total over 2 days is the number to be used to determine Days of Rest. In this case, the Pitcher cannot pitch again for 4 days starting at 12:01 AM Sunday.

Three Consecutive Days Limits

(6) Pitcher cannot pitch 3 consecutive days unless a pitcher's first 2 days combined does not exceed:
11U:25 13U:30 15U Boys/16UGirls:35 18U:40 22U: 45

a) If pitcher's Day 1 + Day 2 exceeds figure above for their division, they require at least 1 days rest.

Ex) 11U Pitcher throws 15 pitches on Day 1 and another 20 pitches on Day 2, they will NOT be eligible to pitch again on Day 3, as they exceeded the chart above over 2 days and will require rest.

b) If pitcher's Day 1 + Day 2 does not exceed figure above for their division, they will be eligible to pitch again on Day 3 no more than the 1-Day maximum combined of all 3 days.

Ex) 11U Pitcher throws 15 pitches on Day 1 and another 10 pitches on Day 2, they will be eligible to throw no more than 50 pitches on Day 3 (This adds up to the 75 pitch maximum daily limit for 11U)

c) Pitcher cannot pitch 4 consecutive days. One (1) day rest is needed.

Pitching to Thresholds Requirements

(7)

a) When a pitcher reaches the maximum number of pitches allowed for a threshold (see table above), they can complete the at-bat without the penalty on days of rest, as long as they do not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log. **The coach or manager needs to acknowledge this to the umpire at this moment prior to exceeding that threshold.** Umpire would then notify the scorekeeper. Once the Coach informs the Umpire that a Pitcher is facing their final batter, the umpire then informs the official scorekeeper, and they do not count any additional pitches past that threshold.

The total Pitch Count to be recorded by the Scorekeeper will be the threshold number that they just arrived at. No additional pitches will be counted as the pitcher finishes that batter before being removed as the pitcher.

b) When the pitcher reaches the maximum number of pitches allowed (75, 85, 95, 105 and 115 pitches) during a day during a batters at-bat, they are allowed to complete the at-bat and must be replaced following that batter. **The coach or manager needs to acknowledge this to the umpire that a pitcher is facing their final batter no later than when they reach the maximum daily pitch threshold.** The umpire then informs the official scorekeeper, and they do not count any additional pitches past that maximum daily threshold.

At the maximum pitch limit for a day, Baseball Sask removes the forfeiture for lack of declaration, provided a new batter is not faced. (New in 2026)

(8) 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.

(9) Intentional Walks are allowed in 13U, 15U, 18U and 22U and will be included in Pitch Count totals even though you do not physically throw any pitches. If you choose to intentionally walk a batter, you must inform the umpire. If no pitches are thrown - 4 pitches will still 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, however many strikes were thrown plus a total of 4 balls will count towards the pitch count. (2019)

NOTE: Intentional Walks are NOT allowed in the 11U Division (2019).

(10) Required Rest shall be defined in “Days” starting at 12:01am (following a game the day prior) and ending at 11:59 pm of the next calendar day.

Ex) If a 13U pitcher threw 60 pitches on Thursday and requires two day’s rest, the pitcher is ineligible to pitch **for the remainder of Thursday**, Friday and Saturday. Sunday would be when they are eligible to pitch again.

(11) If a game continues past 12:01am, those pitches are counted as if pitched prior to midnight.

(12) When the suspended game is resumed – all pitches still count for all pitchers in the original game and will be charged to the pitcher.

(13) 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.

(14) 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.

(15) Ambidextrous Pitchers (New 2025)

Pitches thrown by an ambidextrous pitcher are counted regardless of which arm or combination of arms, the pitches are thrown with.

(16) Playing in Different Age Divisions (New 2025)

A pitcher playing in a higher age division, shall be governed by the pitching rules of their actual age division.

For example, a 13U-aged pitcher playing in the 15U division is subject to the 13U pitching rules

(17) 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. The OFFENDING team will also forfeit the game by a score of 1 run per inning to zero. Ex) 11U is a 6-inning game so forfeit score would be 6-0. (2024)

NOTE: The forfeiture detailed above does not apply if at the maximum pitch limit for a day, Baseball Sask removes the forfeiture for lack of declaration, provided a new batter is not faced. (New in 2026)

PLEASE VIEW WWW.BASEBALLSASK.CA FOR UPDATED PITCH COUNT INFORMATION

SECTION 6:	11U DIVISIONS
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6.00 Innings Per Division

a> All 11U 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)

6.01 Per Inning Mercy Rule – 11U 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 13.03c). Failing to complete the game will affect tie-breaking ratios and may give an unfair advantage to a team when compiling pitch count.

6.02 11U Division Pitching Limitations

Refer to Section 5 above for all Pitch Count Rules

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

11U (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

6.03 “Everybody Bats” Rules

- a> “Everybody bats” rules are used in all 11U 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)

6.04 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

6.05 For All 11U Divisions (AAA, AA Tier 1 and Lower)

- 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 11U 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 11U baseball. (2001)
- g> There is no Bunting allowed in 11U.

- h> **There are NO Intentional Walks allowed in 11U. (2019)**
- i> **Dropped Third Strike** - The batter cannot become a runner on a catcher's miss of a third strike. The third Strike, either called or swinging does NOT have to be caught by the catcher. The batter is AUTOMATICALLY RETIRED... however, the ball is alive and in play.
- j> **No Lead-Offs** - No runner can leave their base before the ball crosses home plate or is hit. If there is a violation, the runner is returned to their base and the ball is dead. When the pitcher receives the ball and takes position on the rubber & the catcher is in position, all runners must return to the base they were occupying.
- k> **All 11U, AA Tier 2 and Lower categories will have ALL BATTERS start each at bat with a 1 Ball and 1 Strike Count. (2019)**
- l> **11U AA Tier 2 and down, infield fly rule is called, and batter is out but immediately after, Time is called, ball is dead, no runners move, and no additional outs can occur. (2019)**
- m> **11U AA Tier 2 & Lower Only** – The only way a baserunner can advance to Home and score a run is from the result of a ball hit in play by the batter or a base on balls with the bases loaded. When a baserunner starts on 1ST, 2ND, or 3RD Base they cannot advance to Home and score a run on a passed ball, wild pitch, throw from catcher to pitcher, or a throw from the catcher on an attempt to throw out a runner stealing a base. (2020)

Rule Clarification and Scenarios (2026)

If the start of the play begins with the batter hitting the ball in play - All baserunners and the batter are eligible to advance to Home and score as a result of the ensuing live play. The baserunners can advance to any base at their own risk and play is only ruled dead when there is no attempt by the baserunners to advance to the next base and time could be granted by the umpire.

If the start of the play begins with a passed ball, wild pitch, throw from catcher to pitcher, or a throw from the catcher on an attempt to throw out a runner stealing a base – All baserunners can advance until the lead runner takes possession of 3RD Base. At this point, the lead baserunner must remain at 3RD base and cannot advance until a ball is hit in play by the batter or a base on balls with the bases loaded.

Scenario 1 – Bases Empty

The batter hits the ball into play – the batter now becomes a baserunner and is eligible to advance to Home and score as a result of the ensuing live play. The play is ruled dead when there is no attempt by the baserunner to advance to the next base and time could be granted by the umpire.

Scenario 2 – Runner on 1ST Base

The batter hits the ball into play – All baserunners and the batter are eligible to advance to Home and score as a result of the ensuing live play. The play is ruled dead when there is no attempt by the baserunners to advance to the next base and time could be granted by the umpire.

Pass Ball / Wild Pitch / Throw from Catcher to Pitcher / Stolen Base Attempt – The runner on 1ST Base can advance to 2ND Base and 3RD Base – Once the runner occupies 3RD Base they must now remain there until a ball is hit in play by the batter or a base on balls with the bases loaded.

Scenario 3 – Runners on 1ST Base and 2ND Base

The batter hits the ball into play - All baserunners and the batter are eligible to advance to Home and score as a result of the ensuing live play. The play is ruled dead when there is no attempt by the baserunners to advance to the next base and time could be granted by the umpire.

Pass Ball / Wild Pitch / Throw from Catcher to Pitcher / Stolen Base Attempt - The runner on 2ND Base can advance to 3RD Base – The runner on 1ST Base can advance 2ND Base - Once the runners have occupied 3RD Base and 2ND Base they must now remain there until a ball is hit in play by the batter or a base on balls with the bases loaded.

Scenario 3 – Runners on 1ST Base and 3RD Base

The batter hits the ball into play - All baserunners and the batter are eligible to advance to Home and score as a result of the ensuing live play. The play is ruled dead when there is no attempt by the baserunners to advance to the next base and time could be granted by the umpire.]

Pass Ball / Wild Pitch / Throw from Catcher to Pitcher / Stolen Base Attempt – The runner on 1ST Base can advance to 2nd Base – The runner on 3rd Base must remain on 3RD Base and cannot advance until a ball is hit in play by the batter or a base on balls with the bases loaded.

Scenario 4 – Loaded Bases

The batter hits the ball into play - All baserunners and the batter are eligible to advance to Home and score as a result of the ensuing live play. The play is ruled dead when there is no attempt by the baserunners to advance to the next base and time could be granted by the umpire.

Pass Ball / Wild Pitch / Throw from Catcher to Pitcher / Stolen Base Attempt – No baserunners can advance in this scenario with loaded bases - All bases are occupied and no baserunners can advance until a ball is hit in play by the batter or a base on balls with the bases loaded.

SECTION 7:	13U AAA DIVISION
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7.00 Innings Per Division

- a> All 13U 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).

7.01 13U Division Pitching Limitations

Refer to Section 5 above for all Pitch Count Rules

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

13U	
Number of Pitches	Rest Period
1 - 30	No rest required
31 - 45	1 day rest
46 - 60	2 days rest
61 - 75	3 days rest
76 - 85	4 days rest
Total allowed pitches in a day	85

7.02 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 13U AAA Division.

7.03 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), they may re-enter and play in another position, but they 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, they may re-enter the game in any position except the pitcher position, but they cannot pitch or catch again in that game.

7.04 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 they 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.

7.05 Illegal Re-Entry

- a> If a player re-enters illegally as a pitcher, fielder or runner, there is no penalty except that they 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.

7.06 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)

7.07 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.

7.08 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 8:**13U AA TIER 1 DIVISION****8.00 Innings Per Division**

- a> All 13U 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).

8.01 13U Division Pitching Limitations

Refer to Section 5 above for all Pitch Count Rules

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

13U	
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

8.02 “Everybody Bats” Rules

- a> “Everybody bats” rules will be used in the 13U 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)

8.03 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.

8.04 For 13U 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 13U AA Tier 1 except in case of injury or illness. (2015)
- b> A defensive inning in the 13U 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)

8.05 Matching Batting Line Ups Option

13U 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 re-enter 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: 13U AA TIER 2 AND LOWER DIVISIONS

9.00 Innings Per Division

- a> All 13U AA Tier 2 and Lower 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).

9.01 Per Inning Mercy Rule – 13U AA Tier 2 and Lower 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)

9.02 13U Division Pitching Limitations (

Refer to Section 5 above for all Pitch Count Rules

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

13U	
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

9.03 “Everybody Bats” Rules

- a> “Everybody bats” rules will be used in the 13U AA Tier 2 and Lower 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)

9.04 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

9.05 For 13U AA Tier 2 and Lower Divisions Only

- a> All players must play 2 complete defensive innings in the first 4 innings in each 6-inning game in 13U AA Tier 2 and Lower Division except in case of injury or illness. (2013)
- b> A defensive inning in the 13U AA Tier 2 and Lower 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)
- f> **In 13U AA Tier 2 and lower, on a dropped third strike by the catcher, the batter cannot advance to 1st base and is considered out immediately. (2021)**

9.06 Matching Batting Line Ups Option

13U AA Tier 2 and Lower

- 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 lineup card clearly listing "starters" (players that are batting) and non-starting or "alternate" players (1995)
- d> A starting player may be withdrawn and re-enter 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 10:	15U AAA AND AA TIER 1 DIVISIONS
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10.00 Innings Per Division

- a> All 15U 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).

10.01 15U Division Pitching Limitations

Refer to Section 5 above for all Pitch Count Rules

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

15U	
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
<i>Total allowed pitches in a day</i>	95

10.02 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 15U AAA and AA Tier 1 Divisions.

10.03 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), they may re-enter and play in another position, but they 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, they may re-enter the game in any position except the pitcher position.

10.04 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 they 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.

10.05 Illegal Re-Entry

- a> If a player re-enters illegally as a pitcher, fielder or runner, there is no penalty except that they 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.

10.06 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)

10.07 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.

10.08 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

10.09 The DH Rule

The designated hitter for the pitcher, within the established guidelines, shall be allowed only in the 15U AAA, 18U, 22U and Senior divisions. (1997)

SECTION 11: 15U AA TIER 2 AND LOWER DIVISIONS
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11.00 Innings Per Division

- a> All 15U AA Tier 2 and Lower 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 – 15U AA Tier 2 and Lower 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 15U Division Pitching Limitations

Refer to Section 5 above for all Pitch Count Rules

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

15U	
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

11.03 “Everybody Bats” Rules

- a> “Everybody bats” rules will be used in the 15U AA Tier 2 and Lower 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)

11.04 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

11.05 For 15U AA Tier 2 and Lower 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 15U AA Tier 2 and Lower 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)

11.06 Matching Batting Line Ups Option

15U AA Tier 2 and Lower Divisions only (2001)

- a> Unlimited DEFENSIVE only substitution and re-entry of players into a DEFENSIVE only position will be allowed in the Zone Qualifier and Provincial Playoffs. (1995) If one team has a larger roster than the other team, the team with the larger roster may elect to bat the same number of players as the opposing team. (1995)
- b> The decision to use this option shall be announced to the opposing coaches, the umpires and the official scorekeeper 15 minutes prior to the scheduled game time. When using this option, coaches are reminded that all offensive substitutions must be announced to the plate Umpire before the player is substituted. The plate Umpire will inform the official scorekeeper of the change.
- c> A team's entire roster must appear on the line up card clearly listing "starters" (players that are batting) and non-starting or "alternate" players (1995)
- d> A starting player may be withdrawn and re-enter 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 12:	18U DIVISIONS
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12.00 Innings Per Division

- a> All 18U 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 Per Inning Mercy Rule – 18U AA Tier 3 and Lower 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)

12.02 18U Division Pitching Limitations

Refer to Section 5 above for all Pitch Count Rules

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

18U	
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

12.03 Nine Man Baseball Rules

a> Nine Man Baseball Rules will be used in all 18U Divisions

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

12.04 The DH Rule

The designated hitter for the pitcher, within the established guidelines, shall be allowed only in the 18U, 22U and Senior divisions. (1997)

12.05 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)

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

12.07 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 13: 22U AND SENIOR DIVISIONS

13.00 Innings Per Division

a> All 22U 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).

13.01 22U Division Pitching Limitations (This does NOT include 22U aged players playing Senior)

Refer to Section 5 above for all Pitch Count Rules

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

22U	
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
Total allowed pitches in a day	115

13.02 Nine Man Baseball Rules

- a> Nine Man Baseball Rules will be used in all 22U and Senior Divisions.
b> Shall be in accordance with the current Baseball Canada Rulebook and the rules, regulations and policies of Baseball Sask.

13.03 The DH Rule

The designated hitter for the pitcher, within the established guidelines, shall be allowed only in the 18U, 22U and Senior divisions. (1997)

13.04 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)

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

13.06 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 14: GAME REGULATIONS – ALL DIVISIONS AND CATEGORIES

14.00 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.

14.01 The 10 Run Rule

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

- 7 complete innings or any complete inning after that in a 9 inning game
- 5 complete innings or any complete inning after that in a 7 inning game
- 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.

14.02 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 (11U):
extra inning procedure for only round robin games.

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

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

16U (15U) Girls:
extra inning procedure for only round robin games.

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

22U (22U):
extra inning procedure for only round robin games.

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

14.03 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.

14.04 Time Limits

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

14.05 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)

14.06 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 15:	TIE BREAKING PROCEDURES	REVISION 2003
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15.00 General Regulations

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

- a> All games are to be played to completion as per the general baseball rules for ending a game.
- b> When determining ratios, it is important to take note of part innings. Example: 1) 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 innings (6.333 innings); 2) when the home team is ahead in the last inning and does not take their last at bat, the home team has 7 defensive innings and the visitor team has 6 defensive innings 3) if a game resulted in extra innings, they are counted for the ratio.

- i> **11U 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 formula (2002)

- c> As per Baseball Canada Championships, in the case of a 10-run mercy game,
 - o **For defensive ratio**, the winning team will be assigned 7 defensive innings (except for 11U who will be assigned 6 defensive innings), while the losing team will be assigned the actual innings played in the defensive position. (Ex: 5 1/3 [5.33333], 4 2/3 [6.66666], 5).
 - o **For offensive ratio**, the winning team will be assigned the actual number of innings played in the offensive position (Ex:5 1/3 [5.33333], 4 2/3 [4.66666], 5) while the losing team will be assigned 7 offensive innings (except for 11U who will be assigned 6 offensive innings).
- d> Tie breaker games are only allowed for those draws where they are noted in the draw and are away coin toss for Home team.
 - i> **NEW 2026 Tie breaker games are 3 innings. (2026)**

e> General rules for the **Tie Breaking Procedure** in order of application are as follows. Move to the next step if tie remains:

- **Step 1.** Revert to head-to-head play first if applicable between 2 teams.
Example: Team A and B have identical records. Team A defeated Team B; Team A advances.
- **Step 2.** In a tie with more than 2 teams, if in the head-to-head games one team has defeated all the others it's tied with, then that team advances.
Example: Team A, B, and C have identical records. Team B defeated Team A and C; Team B advances.
- **Step 3.** Head-to-head not applicable. Use defensive runs against/defensive innings ratio (use all decimal places if necessary to break tie). See applicable draw for note on what games are used to determine ratio.

Example: total def. runs against ÷ total def. innings = ratio (ranked by **lowest** ratio)

Team A	23 ÷ 14 =	1.6428571
Team B	24 ÷ 11.333333 =	2.1176470
Team C	10 ÷ 13.666666 =	0.7317073

Team C has the **lowest** ratio and ranks highest, Team B with the highest ratio places last of the three.

- **Step 4.** Next use offensive runs for/offensive innings ratio (use all decimal places if necessary to break tie). See applicable draw for note on what games are used to determine ratio.

Example: total off. runs for ÷ total off. innings = ratio (ranked by **highest** ratio)

Team E	19 ÷ 11.6666666 =	1.6285714
Team F	16 ÷ 14 =	1.1428571
Team G	22 ÷ 13.666666 =	1.6095609

Team E has the highest ratio and ranks highest. Team B has the lowest ratio and places last of the three. (See 15.00. i> for full example of offensive use).

- **Step 5.** Next, for draws where only the games amongst those tied are used in Step 3 & 4, use defensive runs against/defensive innings but use **all** games played by each team (use all decimal places if necessary to break tie).
- **Step 6.** Next for draws where only the games amongst those tied are used in Step 3 & 4, and Step 5 did not break tie, use offensive runs for/offensive innings ratio but use **all** games played (use all decimal places if necessary to break tie).

f> Procedural Tip: as a tournament progresses, create the chart of defensive runs/defensive innings for teams that may end up in possible ties for placement. This allows the transfer of numbers from scoresheets to a chart to be done and ready to be calculated if needed, rather than starting once ties are finalized. This is especially true for those draws where Tie Breaking Formula typically ends up being the only method of determining the top 4 teams (6, 10, 12, 14, 16 draws) or ranking is needed early in the tournament (7, 9 draws).

g> **Note:** For all Championship games, if the two teams have played each other in the preliminary round, the winner of the head-to-head game will be the home team. If head-to-head doesn't apply, then the Championship game is a coin toss.

h> Based on the size of the draw, Tie Breaking Procedures may follow slightly different methods within the above list. See below for the applicable draw size and method.

i> Example for Using Offensive Tie Breaking Formula:

Team A, B and C are tied with 1-1 records.

Determine Defensive Ratio:

Visitor	Home	Game Ending	Defensive Innings
TmB-3	TmA-5	6 ½ innings	– TmB: 6 innings, TmA: 7 innings
TmA-1	TmC-4	6 ½ innings	– TmA: 6 innings, TmC: 7 innings
TmC-2	TmB-6	6 ½ innings	– TmC: 6 innings, TmB: 7 innings

Team A	Vs Team B	Vs Team C	Total	Ratio 0.5384615
Defensive Runs	3	4	7	
Defensive Innings	7	6	13	
Team B	Vs Team A	Vs Team C	Total	Ratio 0.5384615

Defensive Runs	5	2	7	
Defensive Innings	6	7	13	
Team C	Vs Team A	Vs Team B	Total	Ratio 0.5384615
Defensive Runs	1	6	7	
Defensive Innings	7	6	13	

All teams remain tied. Redo chart using offensive runs for and offensive innings played. NOTE: The winning team in a shortened game will have the lower number of innings. Mercy game – winning team is credited with actual innings played (ex: 5 2/3 innings) and the losing team is credited with full innings for the game (ex: 7 innings except for 11U which is 6 innings). A game where the home team does not take their last at bat – they are credited with 6 offensive innings and the losing team with 7 offensive innings (5 and 6 innings for 11U).

Offensive ratio:

Visitor	Home	Game Ending	Offensive Innings
TmB-3	TmA-5	6 ½ innings	– TmB: 7 innings, TmA: 6 innings
Tm A-1	TmC-4	6 ½ innings	– TmA: 7 innings, TmC: 6 innings
TmC-2	TmB-6	6 ½ innings	– TmC: 7 innings, TmB: 6 innings

Team A	Vs Team B	Vs Team C	Total	Ratio 0.4615384
Offensive Runs	5	1	6	
Offensive Innings	6	7	13	
Team B	Vs Team A	Vs Team C	Total	Ratio 0.6923076
Offensive Runs	3	6	9	
Offensive Innings	7	6	13	
Team C	Vs Team A	Vs Team B	Total	Ratio 0.4615384
Offensive Runs	4	2	6	
Offensive Innings	6	7	13	

Team B with the highest ratio (0.69) is 1st place in the pool. If a Tie Breaker game is allowed, then team A and C will play off for 2nd place. If no Tie Breaker game is allowed, then go to the head-to-head game between A and C.

15.01

5-TEAM DRAW

After the preliminary round, top 2 teams overall will play in Championship game. If first place team is undefeated, a second game is required if they are defeated in the first game.

- No tie breaker games.
- If there is a tie to determine top 2 teams, the Tie Breaking Procedure will be followed **using only those games amongst teams tied.**

Examples (i,ii):

(i) **Team A and C 3W-1L; Team B 2W-2L; Team D and E 1W-3L.**

- Team A & C are tied for 1st.

- Follow Tie Breaking Procedures, Step 1 goes to head-to-head. Team C defeated Team A 7-4; Team C is the 1st place team and Team A is 2nd place.

(ii) **Team B 3W-1L; Teams A, C, D 2W-2L; Team E 1W-3L.**

-Team B is 1st ; More than 2 teams tied for 2nd and one team didn't defeat all the other teams in the tie. Go to **Step 3** of Tie Breaking Procedure, **using only those games amongst teams tied.**

Visitor	Home	Game Ending	Defensive Innings
TmA-10	TmC-6	7 innings complete	- each team has 7 innings
Tm A-2	TmD-5	6 1/2 innings	- Tm A: 6 innings, Tm D: 7 innings
TmD-0	TmC-10	bottom of 5, 2 out; MERCY RULE	- Team D: 4 2/3 innings, Team C: 7 innings

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

Following Tie Breaking Procedure Step 3, use Tie Breaking Formula for defensive runs divided by defensive innings to determine ratio (Results of games against Team B and Team E are NOT included):

Team A	Vs Team C	Vs Team D	Total	Ratio
				0.8461538
Defensive Runs	6	5	11	
Defensive Innings	7	6	13	

Team C	Vs Team A	Vs Team D	Total	Ratio
				0.7142857
Defensive Runs	10	0	10	
Defensive Innings	7	7 (Mercy Rule)	14	
Team D	Vs Team A	Vs Team C	Total	Ratio
				1.028571
Defensive Runs	2	10	12	
Defensive Innings	7	4.666666 (Mercy Rule)	11.666666	

Placings are: Team B is 1st , Team C is 2nd , as it has the lowest ratio in the 3-team tie. Team B will be home team, and Team C will be visitor in the Gold Medal Final. Neither team is undefeated, therefore only one game is necessary.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

15.02	6-TEAM DRAW, 2 POOLS OF 3 – CROSSOVER PLAY
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Two pools of 3, teams only play teams in other pool. After preliminary round, top 4 teams overall will advance to semi-finals.

- If any teams are tied after the preliminary round, Tie Breaking Procedure will be followed in order **using all games played for each of the tied teams in Step 3 & 4** to determine the top 3 teams.
- For the 4th playoff spot:
 - 1) if two teams are tied, head-to-head result will be used to determine 4th spot. If they have not played each other then a tie breaker game will be allowed for the final playoff spot with coin toss for home team.
 - **OR** 2) if three teams are tied and one team has not defeated the other two, Tie Breaking Formula will be used to eliminate the team with the highest ratio and the two remaining teams

will play a tie breaker game for the final playoff spot with coin toss for home team. **Tie breaker game is 3 innings (2026).**

- There is **NO** tie breaker game if teams are tied at 0-3. In this case, only Tie Breaking Formula will be used to determine the 4th spot.

Examples (i, ii):

i) Teams A, B, and C are 3W- 0L; Teams D, E, and F are 0-3L.

- Use Tie Breaking Procedure to rank tied teams A, B, and C into 1-3 spots. No head-to-head play between them, so first application will be Step 3 of the Procedure. Defensive Runs/Defensive innings formula **using all games played by each team.**

Visitor	Home	Game Ending	Defensive Innings
TmA-9	TmD-6	8 complete, Extra Innings	- each team has 8 innings
Tm E-2	TmA-5	6 1/2 innings	- TmE:6 innings, TmA:7 innings
TmF-1	TmA-11	bottom of 5, 2 out; MERCY RULE	- TmF:4 2/3 innings, TmA:7 innings
TmB-3	TmD-2	7 innings complete	- each team has 7 innings
TmB-8	TmE-5	7 innings complete	- each team has 7 innings
TmF-3	TmB-13	bottom of 6, 1 out MERCY RULE	- TmF:5 1/3 innings, Tm B:7 innings
TmD-6	TmC-7	bottom of 7, 2 out	- TmD:6 2/3 innings, TmC :7 innings
TmC-2	TmE-1	7 innings complete	- each team has 7 innings
TmC-9	Tm F-1	7 innings complete	- each team has 7 innings

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

Team A	Vs Team D	Vs Team E	Vs Team F	Total	Ratio
					0.4090909
Defensive Runs	6	2	1	9	
Defensive Innings	8(extra inning)	7	7(Mercy Rule)	22	
Team B	Vs Team D	Vs Team E	Vs Team F	Total	Ratio
					0.4761904
Defensive Runs	2	5	3	10	
Defensive Innings	7	7	7	21	
Team C	Vs Team D	Vs Team E	Vs Team F	Total	Ratio
					0.3809523
Defensive Runs	6	1	1	8	
Defensive Innings	7	7	7	21	

Team C is 1st place with the lowest ratio, Team A is 2nd place and Team B is third place with the highest ratio.

- For the 4th overall, since the three teams tied – D, E, and F- did not play head-to-head but are 0-3 there will be no tie breaker game. Tie Breaking Formula will be used to determine the team with the lowest ratio who will get the 4th spot.

Team D	Vs Team A	Vs Team B	Vs Team C	Total	Ratio
					0.8769233
Defensive Runs	9	3	7	19	
Defensive Innings	8(Extra Inning)	7	6.66666	21.66666	
Team E					Ratio
					0.75
Defensive Runs	5	8	2	15	
Defensive Innings	6	7	7	20	

Team F					Ratio 1.9411776
Defensive Runs	11	13	9	33	
Defensive Innings	4.66666(Mercy Rule)	5.33333(Mercy Rule)	7	16.99999	

Team E has the lowest ratio and is placed in the 4th playoff spot.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

ii) Team B 3W-0L; Teams A and D are 2W1-L; Teams E and F are 1W-2 L; Team C 0W-3L;

- Use Tie Breaking Procedure to rank teams into 1-3 spots. Team B will be 1st with 3-0 record. Team A and D are tied for 2nd. They played head-to-head with Team D winning 5-2 so Team D is placed 2nd and Team A is placed 3rd.

Team E and F are tied for 4th place with 1 win each. Since there was no head-to-head game between them, a tie breaker game is allowed with coin toss for home team to determine 4th spot.

15.03 7-TEAM DRAW, 1 POOL OF 4 AND 1 POOL OF 3

- No tie breaker games
- If Tie Breaking Formula is required, **all games played by each team will be used.**
- Pool of 4 – Teams ranked after their 2nd game using Tie-Breaking Procedure for ranking if necessary. Lowest 2 teams will playoff for 3rd place in the pool, with the higher ranked being home team. Extra innings follow International Tie Breaker format.
- Pool of 3 will be ranked after the preliminary round, using Tie Breaking Procedure if necessary.
- 2nd and 3rd place games will use International Tie Breaker format for extra innings.

Example(i):

i) Pool of 4: Team A 1W-1L; Team B 2W-0L; Team C 0W-2L; Team D 1W-1L.

-Team B is 1st, Team A and Team D are tied for 2nd and Team C is 4th. Team A did not play Team D so head-to-head cannot be used. Tie Breaking Formula **using all games played will be used for Team A and D.**

Visitor	Home	Game Ending	Defensive Innings
TmB -10	TmA-9	7 innings complete	- each team has 7 innings
TmA-10	TmC-0	5 complete; MERCY RULE	- TmC: 5 innings, TmA:7 innings
TmD-1	TmB-11	bottom of 5, 2 out; MERCY RULE	- TmD:4 2/3 innings, TmB:7
innings			
TmC-1	TmD-2	bottom of 7, 1 out	-TmC:6 1/3 innings, Team D:7
innings			

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

Team A	Vs Team B	Vs Team C	Total	Ratio 0.7142857
Defensive Runs	10	0	10	
Defensive Innings	7	7 (Mercy Rule)	14	
Team D	Vs Team B	Vs Team C	Total	Ratio 1.028571

Defensive Runs	11	1	12	
Defensive Innings	4.666666(Mercy Rule)	7	11.6666666	

Team A with the lowest ratio is second, Team D is third, and Team C with a 0-2 record is last in the pool. Team D and C will play off for 3rd place with Team D being the home team with the higher ranking.

Pool of 3: Team E 1W-1L; Team F 1W-1L; Team G 1W-1L

- A three way tie, with head-to-head not solving it. Tie breaker formula **using all games played by each team.**

Visitor	Home	Game Ending	Defensive Innings
TmE -6	TmF-7	bottom of 7, 1 out	-TmE:6 1/3 innings, Tm F:7
innings			
TmG-7	TmE-9	6 1/2 innings	- TmG:6 innings, TmE:7
innings			
TmF-1	TmG-11	5 1/2 innings; MERCY RULE	- TmF:4 innings, TmG:7 innings

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

Team E	Vs Team F	Vs Team G	Total	Ratio
				1.0500262
Defensive Runs	7	7	14	
Defensive Innings	6.333333	7	13.33333	
Team F	Vs Team E	Vs Team G	Total	Ratio
				1.5454545
Defensive Runs	6	11	17	
Defensive Innings	7	4(Mercy Rule)	11	
Team G	Vs Team E	Vs Team F	Total	Ratio
				0.7692307
Defensive Runs	9	1	10	
Defensive Innings	6	7(Mercy Rule)	13	

In the Pool of 3, Team G is 1st (lowest ratio), Team E is 2nd and Team F 3rd (highest ratio). Teams will be placed in the remaining schedule as per their rankings.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

15.04 8-TEAM DRAW, 2 POOLS OF 4

Each pool plays round robin and the top two teams from each pool after preliminary round will advance to the semi-finals.

- If Tie Breaking Formula is required, it will be done **using only those games amongst the tied teams.**
- If two teams in a pool are tied for first or second in a pool, revert to the game between the two to determine the higher ranked.
- If three teams are tied in a pool for first each with one loss and one team has defeated the other two teams, that team will be placed in 1st. The remaining two teams from that 3-way tie will play a tie breaker game with coin toss for home team to determine 2nd place. **Tie breaker game is 3 innings (2026).**

- If three teams in a pool are tied for first each with one loss, and one team has not defeated the other two, the Tie Breaking Formula will be followed **using only those games played amongst the tied teams.**
 - The team with the lowest defensive ratio will be awarded 1st place and the two remaining teams will play a tie breaker game with coin toss for home team to determine 2nd place. **Tie breaker game is 3 innings (2026).**
 - If the tie breaker formula results in a tie for the lowest defensive ratio between two of the teams, use the result of their head-to-head game to determine 1st place. The remaining 2 teams of the 3-way tie that did not place 1st will play a tie breaker game with coin toss for home team to determine 2nd place. **Tie breaker game is 3 innings (2026).**
- If three teams in a pool are tied for second place at 1-2 after the preliminary round, the team with the highest defensive ratio is eliminated by the Tie Breaking Formula **using only those games played amongst the tied teams.** The remaining 2 teams play a tie breaker game with coin toss for home team (2023). **Tie breaker game is 3 innings (2026).**

Examples (i, ii, iii):

- (i) **Team A 0W-3L; Team B 1W-2L; Team C 3W-0L; Team D 2W-1L**

Team C is 1st; Team D is 2nd.

- (ii) **Team A 3W-0L, Teams B, C, and D 1W-2L;**

Team A is 1st and there's a 3 way tie for second, but one team did not defeat the other two. Follow the rule above for three teams tied with 1-2 record to eliminate the team with the highest ratio. Games against A are not used.

Visitor	Home	Game Ending	Defensive Innings
TmC-5	TmB-7	6 ½ innings	-TmC:6 innings, TmB: 7 innings
TmD-8	TmB-4	7 complete	- each team has 7 innings
TmD-6	TmC-7	bottom of 7, 1 out	-TmD:6 1/3 innings, TmC:7 innings

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

Team B	Vs Team C	Vs Team D	Total	Ratio 0.9285714
Defensive Runs	5	8	13	
Defensive Innings	7	7	14	
Team C	Vs Team B	Vs Team D	Total	Ratio 1.0000000
Defensive Runs	7	6	13	
Defensive Innings	6	7	13	
Team D	Vs Team B	Vs Team C	Total	Ratio 0.82500000
Defensive Runs	4	7	11	
Defensive Innings	7	6.333333	13.33333	

Team C has the highest ratio and is eliminated. Team B and D will play a Tie Breaker game for second place with coin toss for home team.

- (iii) **Teams A, B, and D 2W-1L; Team C 0W-3L;**

- Following Tie Breaking Procedure, Three teams are tied for first but one team did not defeat the other two so Step 3 using Tie Breaking Formula for defensive ratio will be used **with only games played**

amongst teams tied. Games involving C are not used.

Visitor	Home	Game Ending	Defensive Innings
TmB -13	TmA-3	6 complete, Mercy Game	- Tm B:7 innings, Tm A:6 innings
TmA-6	TmD-5	7 complete	- each team has 7 innings
TmB-11	TmD-12	bottom of 7, 2 out	- TmB:6 2/3 innings. Tm D:7 innings

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

Team A	Vs Team B	Vs Team D	Total	Ratio 1.4615384
Defensive Runs	13	6	19	
Defensive Innings	6(Mercy Rule)	7	13	
Team B	Vs Team A	Vs Team D	Total	Ratio 1.0975615
Defensive Runs	3	12	15	
Defensive Innings	7(Mercy Rule)	6.6666666	13.6666	
Team D	Vs Team A	Vs Team B	Total	Ratio 1.2142857
Defensive Runs	6	11	17	
Defensive Innings	7	7	14	

Team B has the lowest ratio for 1st in the pool. Team A and D will play a tie breaker game for 2nd with coin toss for home team.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team with the highest ratio being the highest ranked team. Continue on through the steps if necessary until the tie is eventually broken.

15.05	9-TEAM DRAW, 1 POOL OF 5 AND 1 POOL OF 4
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Each pool of 3 will play a round robin within their pool.

- No Tie Breaker Games.
- After the completion of the preliminary round, all 9 teams will be ranked by record and ties broken by Tie Breaking Formula.
 - Look at records first to determine what teams the Tie Breaking Formula is needed for (for example if only one pool has a team that is 2-0, and 0-2 then they are 1st and 9th respectively due to record and there will be 7 teams tied with 1-1 records that Tie Breaking Formula will be needed for).
- Teams will then play through rounds of elimination until 4 teams remain for placement into semi-finals.
 - Those teams will be placed as 1st-4th by their initial ranking after the preliminary round.

Example (i):

Pool A.

Team A 0W-2L; Team B 1W-1L; Team C 2W-0L

- Tie Breaker Formula **using all games played by each team.**

Visitor	Home	Game Ending	Defensive Innings
TmA-5	TmB-15	5 ½ innings; MERCY RULE	- TmA 5 innings, TmB:7
innings			
TmC-8	TmA-5	7 complete	- each team has 7 innings
TmB-5	TmC-6	bottom of 7, 1 out	- TmB:6 1/3 innings, Tm C:7
innings			

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

Team A (0-2)	Vs Team B	Vs Team C	Total	Ratio 1.9166666
Defensive Runs	15	8	23	
Defensive Innings	5(Mercy Rule)	7	12	
Team B (1-1)	Vs Team A	Vs Team C	Total	Ratio 0.8250000
Defensive Runs	5	6	11	
Defensive Innings	7(Mercy Rule)	6.3333333	13.3333333	
Team C (2-0)	Vs Team A	Vs Team B	Total	Ratio 0.7142857
Defensive Runs	5	5	10	
Defensive Innings	7	7	14	

Pool B

Team D 1W-1L; Team E 1W-1L; Team F 1W-1L

- Tie Breaker Formula **using all games played by each team.**

Visitor	Home	Game Ending	Defensive Innings
TmD-6	TmE-7	bottom of 7, 2 out	-TmD:6 2/3 innings, TmE:7 innings
TmF-7	TmD-9	6 1/2 innings	- TmF:6 innings, TmD:7 innings
TmE-1	TmF -11	4 1/2 innings; MERCY RULE	- TmE:4 innings, TmF:7 innings

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

Team D (1-1)	Vs Team E	Vs Team F	Total	Ratio 1.0243902
Defensive Runs	7	7	14	
Defensive Innings	6.6666666	7	13.6666666	
Team E (1-1)	Vs Team D	Vs Team F	Total	Ratio 1.5454545
Defensive Runs	6	11	17	
Defensive Innings	7	4(Mercy Rule)	11	
Team F (1-1)	Vs Team D	Vs Team E	Total	Ratio 0.7692307
Defensive Runs	9	1	10	
Defensive Innings	6	7(Mercy Rule)	13	

Pool C

Team G 1W-1L; Team H 2W-0L; Team I 0W-2L

- Tie Breaker Formula **using all games played by each team.**

Visitor	Home	Game Ending	Defensive Innings
TmH-12	TmG-2	6 complete MERCY RULE	- TmG: 6 innings, TmH:7 innings
TmG-4	TmI -2	7 complete	- each team has 7 innings
TmI-5	TmH-6	bottom of 7, 1 out	- TmI:6 1/3 innings, TmH:7
innings			

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

Team G (1-1)	Vs Team H	Vs Team I	Total	Ratio 1.0769230
Defensive Runs	12	2	14	
Defensive Innings	6(Mercy Rule)	7	13	
Team H (2-0)	Vs Team G	Vs Team I	Total	Ratio 0.5
Defensive Runs	2	5	7	
Defensive Innings	7(Mercy Rule)	7	14	
Team I (0-2)	Vs Team G	Vs Team H	Total	Ratio 0.75
Defensive Runs	4	6	10	
Defensive Innings	7	6.3333333	13.3333333	

- Rank teams according to **record first** and use the tie breaking ratios to break ties.

Team C and H with 2-0 records are tied for 1st. Team H has the lower ratio (0.5) so is 1st, Team C is second.

Team B, D, E, F, and G with 1-1 records are tied for 3rd. According to ratios Team F is 3rd with the lowest ratio (0.769230), Team B is 4th, Team D is 5th, Team G is 6th, and Team E is 7th with the highest ratio (1.545454).

Team A and I are tied for 8th. Team I has the lower ratio (0.75) so is 8th, Team A is 9th. Place the teams into the draw according to their ranking.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

15.06 10-TEAM DRAW, 2 POOLS OF 3 CROSSOVER PLAY AND 1 POOL OF 4

After preliminary round games, top 4 teams overall advance to semi-finals.

- If Tie Breaking Formula is required, it will be done **using all games played by each team.**
- If any teams are tied after preliminary round, Tie Breaking Procedure will be used to determine the top 3 teams.
- For the 4th playoff spot:
 - 1) if two teams are tied, a tie breaker game will be allowed for the final playoff spot if they have not played each other, if they have the winner gets the 4th spot;
 - **OR** 2) if three teams are tied and one team has not defeated the other two, tie-breaking ratio will be used to eliminate the team with the highest ratio and the two remaining teams with the lower ratios will play a tie breaker game for the 4th spot. **Tie breaker game is 3 innings (2026).**
 - There is **NO** tie breaker game if teams are tied at 0-3. In this case, only tie breaking ratio will be used to determine the 4th spot.

Example: (i)

i) **Pool of 4: Teams A, B, and D 2W-1L; Team C 0W-3L;**

- Tie Breaking Formula **using all games played will be used for ratio.**

Visitor	Home	Game Ending	Defensive Innings
TmB -10	TmA-9	7 complete	- each team has 7 innings
TmC-2	TmA-12	bottom of 5, 2 out; MERCY RULE	- TmC:4 2/3 innings, TmA:7 innings
TmA-6	TmD-5	7 complete	- each team has 7 innings
TmC-5	TmB-7	6 ½ innings	-TmC:6 innings, TmB: 7 innings
TmD-8	TmB-4	7 complete	- each team has 7 innings

TmC-9 TmD-10 bottom of 7, 1 out

-TmC:6 1/3 innings, Team D:7 innings

Pool of 3 against Pool of 3: Team E 0W-3L; Team F 3W-0L; Team G 2W-1L; Team H 1W-2L; Team I 1W-2L; Team J 2W-1L

Visitor	Home	Game Ending	Defensive Innings
TmE-9	TmH-10	bottom of 8, 1 out , Extra Innings	-TmE:7 1/3 innings, TeamH, 8 innings
Tm E-2	Tml-5	6 1/2 innings	- TmE:6 innings, Tml:7 innings
TmJ-11	TmE-1	5 innings complete; MERCY RULE	- TmJ:7 innings, TmE:5 innings
TmF-3	TmH-2	7 innings complete	- each team has 7 innings
TmF-8	Tml -5	7 innings complete	- each team has 7 innings
TmJ-3	TmF-13	bottom of 6, 1 out MERCY RULE	- TmF:5 1/3 innings, TmJ:7 innings
TmH-6	TmG-7	bottom of 7, 2 out	- TmH:6 2/3 innings, TmG :7 innings
TmG-2	Tml-1	7 innings complete	- each team has 7 innings
TmG-6	Tm J-16	5 1/2 innings, MERCY RULE	- TmG:4 innings, TmJ:7 innings

Overall Team Standings: Team F 3W-0L – 1st place overall. Tied with 2W-1L are Teams A, B, D, G, and J. Tie Breaking Formula needed for all games those teams played. Formula does not need to be done for Team C, E, H and I as they are out of contention for a playoff spot.

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

Team A	vs Team B	vs Team C	vs Team D	Total	Ratio 0.8095238
Defensive Runs	10	2	5	17	
Defensive Innings	7	7(Mercy Rule)	7	21	
Team B	vs Team A	vs Team C	vs Team D	Total	Ratio 1.0476190
Defensive Runs	9	5	8	22	
Defensive Innings	7	7	7	21	
Team D	vs Team A	vs Team B	vs Team C	Total	Ratio 0.9047619
Defensive Runs	6	4	9	19	
Defensive Innings	7	7	7	21	
Team G	vs Team H	vs Team I	vs Team J	Total	Ratio 1.2777777
Defensive Runs	6	1	16	23	
Defensive Innings	7	7	4	18	
Team J	vs Team E	vs Team F	vs Team G	Total	Ratio 1.0344827
Defensive Runs	1	13	6	20	
Defensive Innings	7(Mercy Rule)	5.333333(Mercy Rule)	7(Mercy Rule)	19.3333333	

Team A has the lowest ratio and will be placed 2nd overall, Team D is next and will be placed 3rd. That leaves Teams B, G and J tied with identical records for the 4th spot and one team has not defeated the other two. The team with the highest ratio will be eliminated which is Team G. Team B and J will play a Tie Breaker Game since they do not have head-to-head play. Home team is determined by coin toss.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

15.07

11-TEAM DRAW, 1 POOL OF 6 AND 1 POOL OF 5

- No tie breaker games.
- Pool of 5 plays round robin. If Tie Breaking Formula is needed, **use only those games amongst teams tied.**
- Pool of 6 plays modified round robin. If Tie Breaking Formula is needed, **use all games played by each of the tied teams.**
- 1st and 2nd in each pool move to playoffs. If any ties exist after preliminary round, Tie Breaking Procedure will be followed to determine advancing teams.

Example (i):**(i) Pool of 5: Teams A and C 3W-1L; Team B 2W-2L; Teams D and E 1W-3L**

- Team A & C are tied for 1st.

- Follow Tie Breaking Procedures, Step 1 goes to head-to-head. Team C defeated Team A 7-4; Team C is the 1st place team and Team A is 2nd place.

Pool of 6: Team J 4W-0L; Teams F, I, and K 2W-2L; Teams G and H 1W-3L

- Team J is 1st in the pool; Teams F, I and K are tied for second.

- Follow Tie Breaking Formula and **use all games played** since they did not all play each other.

Visitor	Home	Game Ending	Defensive Innings
TmF-10	TmG-9	8 complete, Extra Innings	-each team has 8 innings
TmH-8	Tm-F-9	bottom of 7, 2 out	-Tm H:6 2/3 innings, TmF:7 innings
Tm F-2	Tml-5	6 ½ innings	- TmF:6 innings, Tml:7 innings
TmJ-11	TmF-1	6 complete; MERCY RULE	- TmJ: 7 innings, TmF:6 innings
Tml- 9	TmG-7	7 innings complete	- each team has 7 innings
TmJ-8	Tml -5	7 innings complete	- each team has 7 innings
Tml -3	TmK-13	bottom of 6, 1 out MERCY RULE	- Tml:5 1/3 innings, TmK:7 innings
TmK-7	TmG-6	7 innings complete	- each team has 7 innings
TmH-8	TmK-1	7 innings complete	- each team has 7 innings
TmK-10	Tm J-14	6 ½ innings	- TmK: 6 innings, Tm J: 7 innings

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

Team F	Vs Team G	Vs Team H	Vs Team I	Vs Team J	Total	Ratio 1.2222222
Defensive Runs	9	8	5	11	33	
Defensive Innings	8(extra inning)	7	6	6(Mercy Rule)	27	
Team I	Vs Team F	Vs Team G	Vs Team J	Vs Team K	Total	Ratio 1.1392406
Defensive Runs	2	7	8	13	30	
Defensive Innings	7	7	7	5.33333(Mercy Rule)	26.333333	
Team K	Vs Team G	Vs Team H	Vs Team I	Vs Team J	Total	Ratio 1.1481481
Defensive Runs	6	8	3	14	31	
Defensive Innings	7	7	7(Mercy Rule)	6	27	

Team I has the lowest ratio and will be placed 2nd in the pool.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

15.08	12-TEAM DRAW, 3 POOLS OF 4
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Each pool plays round robin.

- If Tie Breaking Formula is required after preliminary round to determine any playoff position, it will be done **using all games played by each team.**
- 1st place team in each pool will be determined following Tie Breaking Procedures only – no tie breaker games.
- 1st in each pool will then be ranked as 1st, 2nd, and 3rd overall by Tie Breaking Formula and be placed accordingly into the playoff round.
- A 4th ranked team overall will be placed in the final spot of the playoff round.
 - For the 4th playoff spot: 1) if two teams are tied, a tie breaker game will be allowed for the final playoff spot if they have not played each other, if they have the winner gets the 4th spot;
 - **OR** 2) if three teams are tied and one team has not defeated the other two, tie-breaking ratio will be used to eliminate the team with the highest ratio and the two remaining teams with the lower ratios will play a tie breaker game for the 4th spot.
 - **Tie breaker game is 3 innings (2026) and coin toss for Home team.**
 - There is **NO** tie breaker game if teams are tied at 0-3. In this case, only tie breaking ratio will be used to determine the 4th spot.

Example (i,):

Pool A: Team A 0W-3L; Team B 1W-2L; Team C 3W-0L; Team D 2W-1L

Team C is 1st in Pool A; Team D is 2nd with 2W-1L record; Team A and B are eliminated.

Pool B: Team E 3W-0L, Teams F, G, and H 1W-2L;

Team E is 1st in Pool B; remaining teams are eliminated as there are teams with 2W-1L records for 4th spot overall.

Pool C: Teams I and K 2W-1L; Teams J and L 1W-2L:

Teams I and K tied for 1st but team K defeated Team I so K is 1st in Pool C. At 2W-1L, Team I will be part of the tie for 4th overall.

As the 1st place teams from each pool have to be ranked, a chart needs to be made with the three 1st place teams as well as the teams tied for 4th place.

Visitor	Home	Game Ending	Defensive innings
Tm A-7	TmC-8	6 ½ innings	- TmA: 6 innings, TmC:7 innings
TmC-7	TmB-6	7 innings complete	- each team has 7 innings
TmD-13	TmB-12	7 innings complete	- each team has 7 innings
TmD-6	TmC-7	bottom of 7, 1 out	- TmD:6 1/3 innings, TmC:7 innings
TmA-2	TmD-12	bottom of 5, 2 out MERCY RULE	- Tm A:4 2/3 innings, TmD:7 innings
Tm E-10	TmF-6	7 innings complete	- each team has 7 innings
TmG-2	TmE-9	6 ½ innings	- TmG: 6 innings, TmE:7 innings
TmH-7	TmE-8	bottom of 7, 2 out	-TmH:6 2/3 innings, TmE:7 innings
Tm I-4	TmJ-3	7 innings complete	- each team has 7 innings
TmK-10	TmI -8	7 innings complete	- each team has 7 innings

TmL-7 Tml -11 6 ½ innings
 TmJ-5 TmK-15 bottom of 5, 1 out MERCY RULE
 TmL-8 TmK-6 7 complete

- TmL:6 innings, Tml: 7 innings
 -TmJ:4 1/3 innings, TmK: 7 innings
 - each team has 7 innings

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

Team C Pool A 1st 3-0	Vs Team A	Vs Team B	Vs Team D	Total	Ratio 0.9047619
Defensive Runs	7	6	6	19	
Defensive Innings	7	7	7	21	
Team E Pool B 1st 3-0	Vs Team F	Vs Team G	Vs Team H	Total	Ratio 0.7142857
Defensive Runs	6	2	7	15	
Defensive Innings	7	7	7	21	
Team D Pool A 2-1	Vs Team A	Vs Team B	Vs Team C	Total	Ratio 1.0327869
Defensive Runs	2	12	7	21	
Defensive Innings	7(Mercy Rule)	7	6.333333	20.333333	
Team I Pool C 2-1 (1st Pool C)	Vs Team J	Vs Team K	Vs Team L	Total	Ratio 0.9523809
Defensive Runs	3	10	7	20	
Defensive Innings	7	7	7	21	
Team K Pool C 2-1	Vs Team I	Vs Team J	Vs Team L	Total	Ratio 1.0000000
Defensive Runs	8	5	8	21	
Defensive Innings	7	7(Mercy Rule)	7	21	

1-3rd place overall is 1st – Team E (Pool B); 2nd –Team C (Pool A); 3rd – Team I (Pool C by way of head-to-head with Team K.. Team D and K are in a tie with a 2-1 record and since there is no head-to-head, they will play a Tie Breaker Game for the 4th spot overall.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

15.09 14 TEAM DRAW – 1 POOL OF 4 AND 2 POOLS OF 5

- No tie breaker games.
- All placements after preliminary round determined by Tie Breaking Procedures.
- After preliminary round, top 2 teams from Pool of 4 play for 1st place in the pool, with the top team (as determined by head-to-head or Tie Breaker Formula) will be home team. This game will be scheduled prior to last set of games from each pool of 5
 - If Tie Breaker Formula is required, **use all games played by each team.**
- 1st place team from each of the two pools of 5 move to playoffs.
 - If Tie Breaker Formula is required, **use all games played by each team.**
- 1st in each pool will then be ranked as 1st, 2nd, and 3rd overall by Tie Breaking Formula and be placed accordingly into the playoff round.
- 4th place team overall moves to playoffs. If there is a tie, Tie Breaking Procedure will be used to determine the team that advances,
 - If Tie Breaker Formula is required, **use all games played by each team. *NOTE: The team that lost the 1st vs 2nd in Pool of 4 game uses that game for its “new” record to determine**

if its the 4th overall placed team. If it places the team in a tie, that game is used in the Tie Breaker Formula.

Example (i):

(i) Pool A –4 team: Teams A, B, and D 2W-1L; Team C 0W-3L;

- Three teams are tied for 1st, and a 1st and 2nd place team is needed. Tie Breaking Formula **using all games played by the three tied teams** will be used for defensive ratio. The team with the highest ratio will be eliminated.

Visitor	Home	Game Ending	Defensive Innings
TmB -10	TmA-9	7 complete	- each team has 7 innings
TmC-2	TmA-12	bottom of 5, 2 out; MERCY RULE	- TmC:4 2/3 innings, TmA:7 innings
TmA-6	TmD-5	7 complete	- each team has 7 innings
TmC-5	TmB-7	6 ½ innings	- TmC:6 innings, TmB: 7 innings
TmD-8	TmB-4	7 complete	- each team has 7 innings
TmC-9	TmD-10	bottom of 7, 1 out	-TmC:6 1/3 innings, Team D:7 inning

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

Pool A Team A	vs Team B	vs Team C	vs Team D	Total	Ratio 0.8095238
Defensive Runs	10	2	5	17	
Defensive Innings	7	7(Mercy Rule)	7	21	
Team B	vs Team A	vs Team C	vs Team D	Total	Ratio 1.0476190
Defensive Runs	9	5	8	22	
Defensive Innings	7	7	7	21	
Team D	vs Team A	vs Team B	vs Team C	Total	Ratio 0.9047619
Defensive Runs	6	4	9	19	
Defensive Innings	7	7	7	21	

-Team B is eliminated with the highest ratio.

-Team A and D will play off for 1st in the Pool. Team A won the head-to-head game so is Home team.

-Team D wins the playoff game 10-7 in 7 complete inning and is 1st in Pool A and now has a 3-1 record. (Team A now has 2W-2L record which is not better than the 2nd place team in Pool B's 3W-1L record and is eliminated.)

-For ranking the 1st place Pool teams, Team D's playoff game must be added so it has the same number of games as the 1st place teams from the other two pools.

Team D	vs Team A	vs Team B	vs Team C	Vs Tm A Playoff	Total	Ratio 0.9285714
Defensive Runs	6	4	9	7	26	
Defensive Innings	7	7	7	7	28	

Pool B - 5 teams: Teams E and G 3W-1L; Team F 2W-2L; Teams H and I 1W-3L

- Team E & G are tied for 1st.

- Follow Tie Breaking Procedures, Step 1 head-to-head. Team G defeated Team E 7-4; Team G is the 1st place team.

-Team E is the only other team across the pools with a 3-1 record that is not 1st in its pool, so will take the 4th overall spot (no ratio needed as no team tied with it across the three pools).

Visitor	Home	Game Ending	Defensive Innings
TmG-7	TmE-4	7 innings complete	- each team has 7 innings
TmF-9	TmG-12	6 ½ innings	- TmG: 6 innings, TmE: 7 innings
TmG-6	TmH-3	7 innings complete	- each team has 7 innings
TmI-7	TmG-3	7 innings complete	- each team has 7 innings

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

Pool B Team G	vs Team E	vs Team F	vs Team H	Vs Team I	Total	Ratio 0.8214285
Defensive Runs	4	9	3	7	23	
Defensive Innings	7	7	7	7	28	

Pool C – 5 teams: Team K 3W-1L; Teams J, L, M 2W-2L; Team N 1W-3L.

-Team K is 1st in Pool C; . There is no one remaining that has 3 wins to tie with Team E.

Visitor	Home	Game Ending	Defensive Innings
TmJ-4	TmK-11	6 ½ innings	- TmJ: 6 innings, TmK: 7 innings
TmL-7	TmK-8	bottom of 7, 2out	- TmL: 6 2/3 innings, TmK: 7 innings
TmK-4	TmM-6	6 ½ innings	- TmK: 6 innings, TmM: 7 innings
TmK-10	TmN-5	7 innings complete	- each team has 7 innings

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

Pool C Team K	Vs Team J	Vs Team L	Vs Team M	Vs Team N	Total	Ratio 0.8148148
Defensive Runs	4	7	6	5	22	
Defensive Innings	7	7	6	7	27	

The rankings for placings for 1st to 3rd overall from the 1st place team are: 1st overall – Pool C (0.814), Team K; 2nd overall – Pool B, Team G (0.821); 3rd overall – Pool A, Team D (0.928); and 4th overall Team E.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

15.10 16 TEAM DRAW – 4 POOLS OF 4

Each pool will play a round robin and the 1st place team from each pool will move on to the semi-finals.

- No Tie Breaker Games
- If Tie Breaking Formula is required after preliminary round to determine any playoff position, it will be done **using all games played by each team.**
- 1st place team in each pool will be determined following Tie Breaking Procedures.
- 1st in each pool will then be ranked as 1st, 2nd, 3rd and 4th overall by Tie Breaking Formula and be placed accordingly into the playoff round.

Example (i):

Pool A Team A, B, and D 2W-1L; Team C 0W-3L;

- Three teams are tied for 1st, and a 1st and 2nd place team is needed. Tie Breaking Formula **using all games played by the three tied teams** will be used for defensive ratio. The team with the highest ratio will be eliminated.

Visitor	Home	Game Ending	Defensive Innings
TmB -10	TmA-9	7 complete	- each team has 7 innings
TmC-2	TmA-12	bottom of 5, 2 out; MERCY RULE	- TmC:4 2/3 innings, TmA:7 innings
TmA-6	TmD-5	7 complete	- each team has 7 innings
TmC-5	TmB-7	6 ½ innings	- TmC:6 innings, TmB: 7 innings
TmD-8	TmB-4	7 complete	- each team has 7 innings
TmC-9	TmD-10	bottom of 7, 1 out	-TmC:6 1/3 innings, Team D:7 inning

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

Pool A Team A	vs Team B	vs Team C	vs Team D	Total	Ratio 0.8095238
Defensive Runs	10	2	5	17	
Defensive Innings	7	7(Mercy Rule)	7	21	
Team B	vs Team A	vs Team C	vs Team D	Total	Ratio 1.0476190
Defensive Runs	9	5	8	22	
Defensive Innings	7	7	7	21	
Team D	vs Team A	vs Team B	vs Team C	Total	Ratio 0.9047619
Defensive Runs	6	4	9	19	
Defensive Innings	7	7	7	21	

Team A is 1st in Pool A.

Pool B Team E 3W-0L; Team F, G, and H 1W-2L;

Team E is 1st in Pool B and moves on.

Visitor	Home	Game Ending	Defensive Innings
TmE-10	TmF-9	7 complete	- each team has 7 innings
TmG-2	TmE-12	bottom of 5, 2 out; MERCY RULE	- TmC:4 2/3 innings, TmA:7 innings
TmH-2	TmE-3	bottom of 8, 1 out (Extra Inning)	-TmH:7 1/3 innings, TmE:8 innings

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

Pool B Team E	vs Team F	vs Team G	vs Team H	Total	Ratio 0.59090909
Defensive Runs	9	2	2	13	
Defensive Innings	7	7(Mercy Rule)	8(Extra Innings)	22	

Pool C Team I 3W-0L; Team J 2W-1L; Team K 1W-2L; Team L 0W-3L

Team I is 1st in Pool C and moves on.

Visitor	Home	Game Ending	Defensive Innings
TmI-9	TmJ-7	7 innings complete	- each team has 7 innings
TmK-5	TmI-7	6 ½ innings	- TmK:6 innings, TmI:7 innings
TmI -4	TmL-2	7 innings complete	- each team has 7 innings

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

Pool C Team I	vs Team J	vs Team K	vs Team L	Total	Ratio 0.66666666
Defensive Runs	7	5	2	14	
Defensive Innings	7	7	7	21	

Pool D Team M and Team N 2W-1L; Team O and Team P 1W-2L;

Team M and N are tied for 1st. In head-to-head play, Team M defeated Team N, therefore Team M is 1st in Pool D and moves on.

Visitor	Home	Game Ending	Defensive Innings
TmN-8	TmM-9	6 ½ innings	- TmN:6 innings, TmM:7 innings
TmM-5	TmO-7	6 ½ innings	- TmM:6 innings, TmO:7 innings
TmM-15	TmP-5	6 innings (MERCY RULE)	- TmM:7 innings, TmP:6 innings

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

Pool D Team M	vs Team N	vs Team O	vs Team P	Total	Ratio 1.0000000
Defensive Runs	8	7	5	20	
Defensive Innings	7	6	7(Mercy Rule)	20	

Rank the 1st place pool teams into 1st - 4th overall placements by their ratios. Team E is 1st with the lowest ratio, Team I is 2nd, Team A is 3rd, and Team M is 4th with the highest ratio.

- If after the defensive ratio is determined, all teams remain tied, move to Step 4 of the Tie Breaking Procedure – rework using offensive runs/offensive innings to determine the offensive ratios for each team. Continue on through the steps if necessary, until the tie is eventually broken. See 15.00 i> for example of offensive ratio.

SECTION 16: COACHING CERTIFICATION AND REQUIREMENTS	Revision 2003
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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 wind pants, golf shirt and team cap and all members of the coaching staff should be attired in the same manner. **Shorts, Jeans and/or sandals are not allowed.** (1999)
- b> All 22U 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 no later than 72 hours prior to the Provincial Championship. (2019)

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> Where coaching requirements allow one member of the coaching staff to be certified as Head Coach, if the certified Head Coach is suspended for additional games the Assistant Coaches are eligible to assume the Head Coach role for remaining games pending a review from the SBA Commissioner. (2024)

SECTION 17:	PROTEST PROCEDURES	Revision 2000
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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 they consider 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**

The following are categories of game ejections, suspensions and guidelines. These are guidelines only and additional discipline is at the discretion of the Commissioner or Co-Commissioner or Board of Governors.

- 19.01 A written copy of all ejection reports, whether for league games, tournaments or S.B.A. playoff games must be submitted to the S.B.A. office immediately after the game in which the ejection occurred.
- 19.02 Umpires will describe an ejection as either “unremarkable” or “subject to review”.
- a) “Subject to review” indicates the conduct of the member or members was, in the opinion of the umpire, outside of the normal or expected play of the game
 - b) “Subject to review” following an ejection, may include:
 - i) Excessive verbal abuse of anyone following an ejection;
 - ii) Failure to leave the playing area, within a reasonable time following ejection;
 - iii) Obstructing the play of the game or generally causing a nuisance or disturbance of the play of the game;
 - iv) Physical contact with any umpire before, at the time of, or after an ejection;
 - v) Any circumstances where there is appearance of a deliberate attempt to injure any member or spectator.
- 19.03 An unremarkable ejection from a baseball game by an umpire during league play may be dealt with by the league and may or may not carry any additional suspension into the next game, depending on league policy.
- 19.04 An unremarkable ejection from a baseball game during S.B.A. play will not carry any additional suspension into the next game except in the case of repeat offenders, in which case the Commissioner or Co-Commissioner may assess additional suspensions.
- 19.05 Subject to review ejections will all be reviewed by the Commissioner or Co-Commissioner. In the case of league play, the league may deal with the issue in accordance with league policy, however if the Commissioner or Co-Commissioner feel the suspension is not sufficient, additional discipline may be assessed. No league may reduce any suspension/discipline imposed by the Commissioner, Co-Commissioner or Board of Governors.
- 19.06 A report which indicates that there was excessive verbal abuse of an umpire, player, coach, manager or a fan shall subject the member to a minimum suspension of two (2) games.
- 19.07 A report which indicates that there was contact with an umpire will result in a minimum two (2) game suspension. A player, coach or manager will also be placed on probation for a minimum of one (1) year.
- 19.08 A report which indicates a deliberate attempt to injure an umpire, player, coach, manager or fan will result in an automatic five (5) game suspension and will be placed on probation for a minimum of two (2) years.
- 19.09 Any ejection that takes place in the last inning of the first game of a double header will result in the automatic suspension of the individual for the second game of the double header.
- 19.10 In the course of a provincial playoff play, if a member is ejected for a second time, then that member shall be forthwith suspended for the balance of that playoff series. ***This is not an appealable suspension.*** An investigation will then be done by the Commissioner or Co-Commissioner and additional discipline may be assessed.
- 19.11 Each coach/manager shall be responsible for the conduct of fans for their respective teams, and in the event of unsatisfactory fan conduct, the umpire may request the coach to control and stop that conduct or take such other steps as may be reasonably taken (including requesting the assistance of the person responsible for the ball park), failing which the umpire may order the game forfeited.
- 19.12 Any player, coach or manager ejected from a game they must leave not only the vicinity of the ball diamond but must leave the ball park immediately. Failure to do so will result in an **AUTOMATIC 3-GAME SUSPENSION (2017)**.
- 19.13 Should any of the following occur during any Provincial Championship, these discipline rulings will be **AUTOMATIC!! (2024)**

- Any player, coach or manager who is ejected for abuse of an umpire will be suspended for the remainder of the tournament.
- Any player who is ejected for a slide or avoid violation will be suspended for the remainder of the tournament.
- There shall be **no appeal** of the suspension and Baseball Sask may add to the suspension.

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, 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 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.*

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.
- e)

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) 13U, 15U and 18U 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

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 11U 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.

SECTION 24:	RESULTS	Revision 1997
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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 [Team Linkt 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 11U, 13U, 15U, 18U and 22U 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 Team Linkt

Post scores on [Team Linkt 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.

NOTE: Provincial scorekeepers must be a minimum of 14 years of age.

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 Team Linkt Website no later than 1 hour after each game is complete.

SECTION 26:**BASEBALL SASK UMPIRES****Revision 2003**

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

SECTION 27:**APPENDIX – RESOURCE MATERIAL, FORMS, ETC.****ARE YOU READY FOR PROVINCIALS?**

- Each team is required to have a representative at the Championship pre-tournament meeting. **This is mandatory to have a representative in attendance. Failure to do so will result in a \$200 Fine payable prior to first game being played.**
- 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
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 - 15U



Catcher #1 - Name - _____

Catcher #2 - Name - _____

Catcher #3 - Name - _____

Ranges	Rest
	0
	1
	2
	3
	4

- Pitch Count Phases**
- Low (1-35)
 - Medium Low (36-50)
 - Medium (51-65)
 - Medium High (66-80)
 - High (81-95)

Category: _____ Team Name: _____ Date: _____

NOTE: Once a coach declares "LAST BATTER" for a pitcher, STOP counting pitches past the immediate threshold

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
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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		
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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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x		
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																																

Pitch Count Logbook Game Form - 22U



Catcher #1 - Name - _____

Catcher #2 - Name - _____

Catcher #3 - Name - _____

Pitch Count Phases
 Low (1-45)
 Medium Low (46-60)
 Medium (61-75)
 Medium High (76-90)
 High (91-115)

Ranges	Rest
	0
	1
	2
	3
	4

Category: _____ Team Name: _____ Date: _____

NOTE: Once a coach declares "LAST BATTER" for a pitcher, STOP counting pitches past the immediate threshold

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	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	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115														
		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					
2	32	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	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115														
		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					
3	32	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	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115														
		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					
4	32	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	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115														
		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					

Official Signatures

Home Team Manager _____

Away Team Manager _____

Official Score Keeper _____



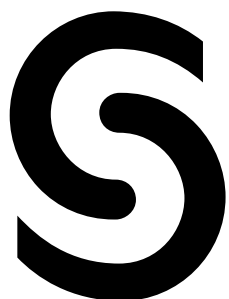
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**12,000+
sport, culture
and recreation
groups benefit**

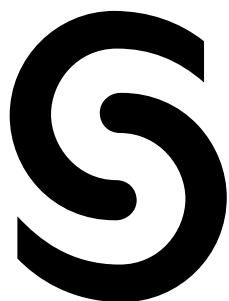
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