



BASEBALL SASKATOON
15U DIVISION RULES – 2019

Except as indicated in the following, all games will be played according to the current SBA Handbook and Baseball Canada Rulebook.

A. Deadlines

1. League fees are payable on receipt of invoice.
2. Baseball Sask Membership lists for out-of-town teams must be sent to the Minor Division Supervisor (administrator@saskatoonminorbaseball.com) on or before May 15th.
3. SBA Provincial rosters must be forwarded to SBA, Regina directly by the teams themselves; **deadline is June 5th, 2019. Fee for 2019 is \$225.** Roster forms may be downloaded from the Baseball Sask website.
4. Saskatoon teams are automatically entered in the Early Bird Tournament and **all** teams are automatically entered in the League Championship tournament. Entry fees are included in the team registration fees.

B. General Regulations

1. The Field Conditions/WEATHER HOTLINE is on the Baseball Saskatoon website at <https://www.baseballsaskatoon.com/field-conditions/>
2. The decision to cancel games for out-of-town teams (excluding Martensville) due to poor weather will be made by 3:30 pm. However, since ground conditions can improve between that time and game time, a second decision regarding game cancellation may be made. The possibility of a revised decision will be indicated on the website and the revised decision will be posted by 5:30 pm. **This revised decision will affect ONLY games scheduled between Saskatoon and Martensville teams. OUT-OF-TOWN TEAMS SHOULD CONSIDER A CANCELLATION MADE AT 3:30 PM AS FINAL.**
3. For information on weather-related cancellations of games played outside Saskatoon, call the appropriate coach on the contact list. THIS INFORMATION WILL NOT BE AVAILABLE ON THE IN-TOWN WEATHER HOTLINE.
4. The HOME team will occupy the 3rd base side; the VISITING team will occupy the 1st base side.
5. Each team will be allowed a 10-minute infield, starting with the HOME team 25 minutes before game time and the VISITING team at 15 minutes before game time. Teams failing to start their infield on time will not be permitted to extend their designated time and delay start of the game.
6. Use of a courtesy runner for the catcher is permitted.
7. The start time for games is **6:15 PM** before May long weekend, **6:30 PM** for the remainder of the league schedule.
8. A team failing to field nine players by 20 minutes after the scheduled game start time will forfeit that game and have a score of 7-0 recorded against it. A practice game using the assigned umpire should be played instead.

C. The Game

1. All games are 7 innings long with the following exceptions:

- a 10-run mercy rule, as stated in the SBA Handbook, is in effect for all games.
- if the HOME team is ahead after the VISITING team has batted in the 7th inning.
- when the HOME team scores the winning run in the bottom half of the 7th inning.
- a 5-run per inning mercy rule will be in effect for all AA Tier III-IV league games.
- when coaches and umpires agree that light or poor weather poses a hazard to the players. Games ruled incomplete or cancelled due to weather or light conditions will not be rescheduled except for games in the League Championship tournaments.
- a game will be ruled complete when a minimum of 5 innings, or 4 1/2 innings when the HOME team is ahead, have been played.

2. All AA league games will be played as “Everybody Bats” and with unlimited substitution and re-entry of players as per SBA regulations.

3. Up to May 31, AAA teams will play “Everybody Bats” and unlimited substitution. **Commencing June 1, AAA teams may change to “9-man baseball with re-entry”, as detailed in the SBA Handbook , if agreed to by the majority of AAA teams. (Zone coordinators recommend “Everybody Bats” with unlimited substitution and re-entry of players unless large roster sizes exist)**

D. Delay of Game

1. Delaying the game start or the progress of the game is to be avoided.
2. Each team will be allowed a 10-minute pre-game infield with the HOME team starting its infield 25 minutes before the scheduled game start time. The plate meeting will commence 5 minutes before the scheduled start time.
3. The pitcher starting each inning or a new pitcher entering the game during an inning will be allowed up to 10 warm up pitches. All warm-up pitches are to be completed within one minute of the pitcher taking his / her position on the mound (Baseball Canada rule 8.03). After one minute, the umpire will call PLAY and the opportunity for further warm-up pitches will be lost.

E. Scorekeeping

1. The HOME team of each game will provide the official scorekeeper, the scorebook and the official pitch count scorekeeper. The HOME team scorebook will be the official scorebook for that game.
2. Pitch counts will be recorded on the forms provided by each team. These forms are to be returned after the game to the teams for their records.
3. The official game results sheet must show an accurate account of the pitching records and score for the game, plus the signatures of each team coach and registered umpire(s).
4. It is each team coach’s responsibility to ensure that the pitching statistics and game score are correct before the game results sheet is signed. By signing the game results sheet, the coach is verifying that the scorebook is correct.
5. Each registered umpire must print and sign their name in the official scorebook to verify that he/she worked that game.
6. Each team is responsible for maintaining a pitching log book. This log book is to be presented to the official scorekeeper 15 minutes prior to game time in order to identify eligible and ineligible pitchers for both teams.
7. The HOME team is responsible for entering the game score and the number of **registered** umpires working the game on the Saskatoon Minor Baseball website **not later than 24 hours** after finish of the game.
8. Each team is responsible for entering pitch counts for their pitchers on the Baseball Saskatoon website not later than 24 hours after finish of the game.
9. Line-up cards, supplied by teams, must be used for each game. The team’s line-up card must include each player’s first and last name, number and starting position.

10. Line-up cards must be given to the scorekeeper at least 15 minutes prior to game time. Starting June 1, AAA teams must give a copy of the line up to the plate umpire if 9-man ball is being played.

F. Pitching Regulations

1. Pitch count rules as per SBA pitching regulations are in effect. (Appendix A)
2. Once a pitcher has been removed from the mound, he/she may not pitch again in that game but may play in any defensive position other than catcher.
3. Each team coach must inform the scorekeeper, and the plate umpire when 9-man ball is being played, of any pitching change before the change occurs.
4. Pitching violations are to be reported to the Bantam Division Coordinator who in turn will refer them to the Saskatoon Baseball Council Discipline Committee.
5. **Earned days of rest will not be reset to zero for tournaments.** It is strongly recommended that every team maintain a pitch count log in case of pitching eligibility challenges from other teams.

G. Bat Size Regulations

1. Wood bats only will be used in AAA. Wood bats are optional for AA Tier I-II games and AA Tier III-IV games.
2. Bats must be -3 (length-weight differential) with a barrel diameter not exceeding 2 3/4 in.

H. Safety Regulations

1. All safety regulations, as outlined in the current SBA Handbook, are in effect for League play.
2. Except for the batter, base runners, on-deck batter and base coaches, all members of the batting team (including coaches not on base) must remain in the players' bench area.
3. All batters, base runners and bat boys/girls must wear an undamaged regulation batting helmet.
4. Bat boys/girls must use a chinstrap securely fastened to their helmet.
5. Catchers must wear throat protection or a mask with extended protection.
6. ALL persons (including parents) warming up a pitcher must wear a protective mask if in the crouched position. NO EXCEPTIONS.

I. Ejections, Protests

1. All ejections will be reported to the Saskatoon Baseball Council and dealt with according to the SBCI Discipline Committee guidelines.
2. A player or coach ejected from a game must leave the park for the remainder of that game.
3. Protests must be made in writing within 24 hours of the occurrence of the incident being protested. The protest is to be submitted to the Minor Division Coordinator and be accompanied by a \$100 cheque. The Minor Division Coordinator will strike a committee of 3 persons to rule on the protest within seven days of its receipt. If the protest is upheld, the deposit cheque will be returned.

J. Team Responsibilities

1. The HOME team will:
 - supply 3 game balls in good condition.
 - supply the scorekeeper and pitch count scorekeeper.
 - notify the Bantam Division Coordinator or Minor Division Administrator of any missing or damaged equipment. If the equipment is not reported missing, the last HOME team to have played on that diamond after discovery of missing equipment will be charged for replacement of the missing equipment.
 - return the bases, umpire equipment etc. to the blue lock box after each game. Failure to do so will result in a fine of \$50; the fine will double for each subsequent offence.

2. The VISITING team will provide a base umpire for all AA games and for an AAA game when only one registered umpire shows.
3. Each team is responsible for cleaning up its bench area and the adjacent spectator area.
4. No equipment is to be stored or left on the playing field at any time.
5. Teams assessed fines will have their games suspended until the fines are paid.

K. Code of Conduct

1. Respect all umpire decisions. When asking for an explanation, only one coach is to approach the umpire.
2. Verbal or physical harassment of umpires, players or coaches by anyone will not be tolerated. The League endorses the SBA “zero tolerance” policy. Such incidents will be dealt with according to SBCI Discipline guidelines and will be reported to the SBA.
3. Any form of unsportsmanlike conduct (swearing, excessive noise from the bench, inappropriate comments, throwing of bats or helmets) is not acceptable and may lead to ejection and subsequent action by the SBCI Discipline Committee.
4. Any team member ejected from a game must leave the Park for the remainder of that game.
5. Use of any nicotine or alcohol product by players or coaches on the field or in the vicinity of a player bench is not permitted.
6. Coaches are expected to dress so that their team affiliation is apparent. Coaches must follow the SBA dress regulations.

**APPENDIX A
SASKATOON MINOR BASEBALL
15U DIVISION
PITCH COUNT RULES**

Bantam AA and AAA											
April 30 to end of season	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	Maximum pitches
	1 - 35	None	36 – 50	1 day	51 – 65	2 days	66 - 80	3 days	81 - 95	4 days	95

NOTE: A rest day commences at 12:01 am following the day the pitcher was used i.e. the number of nights of sleep a player is required to have before pitching again is always **one more** than the number of days of rest.

The following rules are also in effect:

1. Pitchers may throw 3 consecutive days in a row provided the combined number of pitches thrown on the first two days does not exceed 35.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 35 pitches are thrown in the first appearance and the total pitch count for the day does not exceed the maximum pitch limit. (An appearance is defined as one pitch or more thrown in a game.)
3. A pitcher who has reached his or her maximum pitch limit while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
4. Intentional walks will be included in pitch count totals.
5. Once a player assumes the position of pitcher, he/she cannot catch for the remainder of that day.
6. A player cannot pitch on 4 consecutive days even though 30 or less pitches were thrown on each of the previous days.
 - The scorekeeper is asked to advise the coach when a pitcher is within 5 pitches of the maximum allowed. Failure of a coach to remove that pitcher when the maximum pitch count is reached will result in the game being forfeited.