



BASEBALL SASKATOON

ARC LEAGUE

TOURNAMENT RULES

Unless amended here, all rules are as per Baseball Canada 'Official Rules of Baseball', the current Baseball Sask Handbook and the 2025 Baseball Saskatoon 11U A Division Rules.

1. Teams will receive 3 points for a win and 1 point for a tie in Pool Play.

Please see **Appendix A** for clarification on tie breaking.

2. The HOME team should occupy the third base side bench.
3. ALL BATTERS start with a 1-1 count. Everybody bats and unlimited substitution is permitted.
4. The HOME team will be responsible for scorekeeping and recording the pitch count.
5. The HOME team will supply the game balls.
6. In each game:
 - a. Team lineups are to be given to the scorekeeper before the start of a game. **Players' full names and numbers are required.** Players will bat in the order listed.
 - b. Coaches must inform the scorekeeper of each pitching change.
 - c. Scorekeepers will record the pitch count for each pitcher on the game summary sheet provided.
 - d. Scorekeepers are to return this sheet fully completed to the clubhouse immediately after each game.
 - e. **Coaches should sign the game summary sheet at the end of the game to verify that the score and the pitch count recorded are correct.** If this is not done, the game summary sheet will be considered correct and may not be disputed later.
 - f. WhatsApp will be used to communicate during the tournament. The **WINNING** team will take a picture of the game summary sheet **immediately** after the game and upload on WhatsApp
 - g. Use of a courtesy runner is permitted. A pinch runner may be used for the catcher if the catcher reaches base safely with 2 outs or is on base when the second out of the inning occurs. The pinch runner must be the player who was the second out in the inning in which the pinch runner is used.
 - h. All games will have a 4-run per inning mercy rule.
7. ~~OB~~ Teams failing to appear for a scheduled game will be removed from the tournament and will forfeit all remaining games.
8. Players, including affiliated players, may only be on one team's roster.

ALL GAMES WILL CONSIST OF SIX INNINGS but a game will be ruled complete

1. If four innings have been played and 1.5 hours have elapsed. (i.e. a new inning will not be commenced 1.5 after the official starting time of the game). If an inning is started, it must be played to completion, unless the mercy rule applies.
2. **The Head Coaches will determine the starting time for the purpose of time limitations and must announce this time at the plate meeting before the start of the game. To avoid any subsequent dispute, this time should be recorded by the scorekeeper on the game result sheet.**
3. **If one team is ahead by 10 or more runs after four complete innings or any complete inning after that. NOTE: If the HOME team is leading by 10 or more runs after the VISITING team has completed its bat in the 4th or a subsequent inning, the game will be ruled complete and the HOME team will not bat.**
4. **If four or more innings have not been played and the time limit for commencement of a new inning has been reached, the game will continue until the home team has finished their at bat.**

HAVE FUN AND GOOD LUCK!

BASEBALL SASKATOON 11U DIVISION PITCH COUNT RULES - 2025

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 on 3 consecutive days provided the **combined** pitch count for the first two days does not exceed 25 pitches.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 25 pitches are thrown in the first appearance. An appearance is defined as one pitch or more thrown in a game.
3. Pitchers may pitch a maximum of 75 pitches in two consecutive calendar days provided the daily pitch count limit of 25 pitches was not reached on day 1. If pitchers do not go over the daily threshold for rest (<25), they can pitch again that day or the next day to a total two day maximum of 75 pitches. (i.e if player pitches 25 on day 1, they are only eligible for 50 additional pitches on day 2)
4. When a pitcher reaches the maximum number of pitches allowed for a threshold for requiring days rest (see table below), he/she can complete the at-bat without the penalty on days of rest, as long as he/she does not pitch to another batter. In this situation, the number of pitches corresponding to the threshold reached will be indicated on the pitching log. (i.e if your pitcher is at 25 pitches, the coach or manager needs to tell the umpire and pitch counter prior to the next pitch. The pitcher can finish the batter, but the pitch count will be marked at 25).
5. Pitchers cannot pitch 3 consecutive days unless their first 2 days combined total does not exceed 25 pitches.
6. 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.
7. Once a player has assumed the position of pitcher, he/she may not catch for the remainder of that day.
8. 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 scorekeeper should 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.

11U

Number of Pitches	Days Rest
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
Max Pitches Allowed in a Day	75

New pitch count rules have been added in 2020, please review the Baseball Sask pitch count rules at

<https://www.baseballsask.ca/player-programs/pitch-count>

APPENDIX A

Tie Breaking Procedures Pool Play

2 TEAMS: IDENTICAL WIN/LOSS RECORD

1. The team that won the head to head match up will be seeded higher. If still tied
2. The run differential of all games played by the tied teams. If still tied.
3. Lowest amount of defensive runs allowed in pool play. If still tied.
4. Most offensive runs scored.

3 OR MORE TEAMS: IDENTICAL WIN/LOSS RECORD

Determine by following all steps and using all games played by the tied teams in round robin play. IN THIS FORMULA, TO DETERMINE THE RATIO – USE THE INNINGS EACH TEAM PLAYED WHILE THEY WERE IN A DEFENSIVE POSITION.

NOTE RULE APPLICATION (AS PER BASEBALL CANADA CHAMPIONSHIP RULES): In the case of a 10- run mercy, the winning team will be assigned 7 defensive innings for the game played (except for 11U who will be assigned 6 defensive innings), while the losing team will be assigned the actual innings played.

All Teams played 3 games in round robin play

Team A: Played 13.66 DEFENSIVE innings and had 10 runs scored on them

Team B: Played 11.33 DEFENSIVE innings and had 24 runs scored on them

Team C: Played 14 DEFENSIVE innings and had 23 runs scored on them

To figure out the defensive run ratio divide runs against by defensive innings played

Team A: $10 \div 13.66 = 0.7320644217$

Team B: $24 \div 11.33 = 2.118270079$

Team C: $23 \div 14 = 1.642857143$

Team A with the lowest (0.7320644217) ratio, 1st place

Team C with the 2nd lowest (1.642857143) ratio, 2nd place

Team B with the 3rd lowest (2.118270079) ratio. 3rd place

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

Tie breaking in semi final or final games

Tie-breaking innings will be played until a winner is determined. In these tie-breaking innings, each team at bat will start with the last two batters from the previous inning as runners on first and second base and **no outs**.

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. **The pitching rules apply to all additional innings played.**