



St. Albert Early Bird Tournament – 2010 Rules and Regulations

Note: It is absolutely critical to the schedule that games start and finish on time given there is very little slack in most schedules. Teams will be expected to go as soon as the game in progress ends. Teams should be warming their players up in the off field areas as teams may not have the luxury of a full warm up/infield prior to the start of the game.

1. The normal rules of play under Baseball Alberta will apply to the Early Bird Tournament.
2. Home team will be decided at the start of each game, including the championship game, with a coin toss. If a team goes undefeated through the weekend, they will be considered home team in the championship game.
3. Pitching count rules as defined by Baseball Alberta Rules, Regulations and Requirements 2010 will govern the 2010 Early Bird tournament. These rules are attached in Appendix A.
 - 1) An appearance shall be defined as 1 pitch thrown or more.
 - 2) Required Rest shall be defined in “Days” starting at 12:01am and ending at 11:59 pm of the next calendar day.
 - 3) A Breaking Ball shall be defined as any pitch where the hand is pronated, supinated, turned or snapped in a fashion where the baseball rotates in a side to side, forward spinning or with unnatural action that is not consistent with the pitchers natural fastball rotation.
 - 4) Change – ups and off speed pitches where the Baseball rotates in a similar fashion to a fastball will be permitted at all levels and should be observed by the umpire prior to an appearance during warm - up.
4. No curve/breaking balls will be allowed in Mosquito and PeeWee divisions.
5. Players cannot catch and pitch in the same game.
6. Every player bats rule. As this is the first tournament for most, if not all teams, the every player bats rule will be in place for all divisions in Mosquito, PeeWee, Bantam and Midget. Every player present will be placed on the lineup card in the batting order and will all bat in order. All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the tournament director) must be listed on the line-up card/batting order.
7. Unlimited substitutions – Players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another defensive position, that pitcher may not return to the mound. Any player who becomes injured or must leave the game will be skipped in the batting line-up without penalty.
8. Teams will receive 2 points for each win and 1 point in the event of a tie. Standings will be determined by points achieved unless otherwise specified within a specific division. Playoff format will be posted within each division.
9. A 10 run mercy rule will be in effect. Should a team win by more than 10 runs, the maximum run differential credited to the winning team will be 10 runs. For example, if the final score is 16-4, the winning team’s score will be posted as 14-4. 10 run differential when the losing team has completed their 4th offensive inning/at bat for Mosquito or their 5th offensive inning/at bat for PeeWee, Bantam and Midget divisions.

10. The length of each game will be determined by normal number of innings played for each division, the 10 run mercy rule or a time limit for each respective division as defined below, whichever occurs first;

Division	No New Inning Will Start After
Mosquito	1 hour 45 minutes
PeeWee	2 hours 15 minutes
Bantam	2 hours 15 minutes
Midget	2 hours 15 minutes

If a game is called on the account of darkness, the score at the time the game is called will stand as the final score regardless of the circumstances. The safety of the players is paramount over any effort to determine a winner. Only the Umpire and/or Tournament Director may make the call to cancel a game. The time limit will apply to all games except the championship game where no time limit will apply.

11. Tiebreaker rules. In the event of a tie for determining standings, the following tiebreaker guidelines will be followed until a winner is determined.

- i. Head to Head match up between tied teams
- ii. Total Runs For minus Total Runs Against - (using all games played)– highest differential wins
- iii. (Total Runs For minus Total Runs Against) Divided by Total Runs For - (using all games played) – highest percentage wins
- iv. (Total Runs For/Offensive Outs) minus (Total Runs Against/Defensive Outs) – using all games played – highest percentage wins

12. Protests. A coach/manager may protest a rule application by an umpire but they cannot protest a judgement call (ie. Strikes, balls, etc)

- The protest must be lodged with the Umpire immediately following the rule application (prior to the next pitch being thrown). Time must be called and play suspended.
- The game is suspended until the protest can be dealt with
- The protesting team must provide \$100 cash to the Official Scorekeeper to officially launch the protest.
- The Protest Committee will be summoned and will hear the protest and make a decision through a majority vote utilizing the rules of play for Baseball Canada/Baseball Alberta
- If the protest is upheld (protesting team wins the protest) the \$100 will be returned to the protesting team, the game will resume from the point of stoppage with the new decision taking effect.
- If the protest is not upheld (protesting team loses the protest) the \$100 will be sent to St. Albert Minor Baseball (SAMBA) with a copy of the protest report.

13. Rainouts – in the event of rain, organizers will do their best to reschedule games based on field conditions and weather. Due to expenses for putting on the tournament, refunds equaling half of a team's entry fee will be refunded only if the tournament is completely rained out (ie. No Games are Played)

Appendix A

Baseball Alberta

Pitch Count

Rules, Regulations and Requirements

2010

2010 Baseball Alberta Provincial League

Mosquito											
Start to End of League Season	LOW		MEDIUM LOW		MEDIUM		MEDIUM HIGH		HIGH		Max.
	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of pitches
	1 - 20	None	21 - 30	1 day	31 - 44	2 days	45 - 54	3 days	55 - 70	4 days	70
Based on an average of 20 pitches per inning											

1	Coaches must follow the 2010 pitch Count Regulations.
2	Pitchers are not permitted to throw 3 consecutive days in a row.
3	Pitchers shall be permitted to have 2 appearances in the same calendar day. 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.
4	Players will not be permitted to pitch and catch in the same game.
5	Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day. You must then take the absolute number of pitches previous to the maximum for that day and apply the required rest. If a pitcher has 2 appearances in that day then take the cumulative total from the LOW category required to be able to pitch again the same day and add it to the existing pitches to reach the maximum number of pitches.
6	Intentional Walks will be included in Pitch Count totals.
7	<u>No Breaking Balls shall be permitted.</u>
8	If a coach feels that the opposing team's pitchers are throwing breaking balls the umpire will be notified and if deemed necessary a note will be placed in the game report. The Baseball Alberta office will investigate and follow the same procedure used for pitch count violations.
9	Maximum 9 Run/Half Inning Rule. In Round 1 once the 9 th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over.

Pitch count examples:

Game 1: John throws 19 pitches which is in the LOW category allowing him to pitch again in the same day.

Game 2: John may pitch in Game 2 of on the same day, but may not start a new batter after 51 pitches are thrown in this game taking his total to the maximum allowed 70 pitches for one day. Now, John must rest the required 4 days as defined by the rule.

Game 1: John pitches 21 pitches in the first game Saturday morning which is in the MEDIUM LOW category. Therefore, he is required to take one day of rest beginning at midnight Saturday and he is unavailable to pitch Sunday.

Any pitcher exceeding the maximum number of pitches in the LOW category will not be able to pitch in a second game that day and must rest for the number of days required for the category of pitches thrown.

2010 Baseball Alberta Provincial League

Pee Wee											
Start to End of League Season	LOW		MEDIUM LOW		MEDIUM		MEDIUM HIGH		HIGH		Max.
	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of pitches
	1 - 25	None	26 - 35	1 day	36 - 54	2 days	55 - 64	3 days	65 - 80	4 days	80
Based on an average of 20 pitches per inning											

1	Coaches must follow the 2010 pitch Count Regulations.
2	Pitchers are not permitted to throw 3 consecutive days in a row.
3	Pitchers shall be permitted to have 2 appearances in the same calendar day. 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.
4	Players will not be permitted to pitch and catch in the same game.
5	Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day. You must then take the absolute number of pitches previous to the maximum for that day and apply the required rest. If a pitcher has 2 appearances in that day then take the cumulative total from the LOW category required to be able to pitch again the same day and add it to the existing pitches to reach the maximum number of pitches.
6	Intentional Walks will be included in Pitch Count totals.
7	<u>No Breaking Balls shall be permitted.</u>
8	If a coach feels that the opposing team's pitchers are throwing breaking balls the umpire will be notified and if deemed necessary a note will be placed in the game report. The Baseball Alberta office will investigate and follow the same procedure used for pitch count violations.

Pitch count examples:

Game 1: John throws 24 pitches which is in the LOW category allowing him to pitch again in the same day.
 Game 2: John may pitch in Game 2 of on the same day, but may not start a new batter after 56 pitches are thrown in this game taking his total to the maximum allowed 80 pitches for one day. Now, John must rest the required 4 days as defined by the rule.

Game 1: John pitches 26 pitches in the first game Saturday morning which is in the MEDIUM LOW category. Therefore, he is required to take one day of rest beginning at midnight Saturday and he is unavailable to pitch Sunday.
 Any pitcher exceeding the maximum number of pitches in the LOW category will not be able to pitch in a second game that day and must rest for the number of days required for the category of pitches thrown.

2010 Baseball Alberta Provincial League

Bantam											
Start to End of League Season	LOW		MEDIUM LOW		MEDIUM		MEDIUM HIGH		HIGH		Max.
	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of pitches
		1 - 30	None	31 - 40	1 day	41 - 59	2 days	60 - 74	3 days	75 - 90	4 days
Based on an average of 20 pitches per inning											

1	Coaches must follow the 2010 pitch Count Regulations.
2	Pitchers are not permitted to throw 3 consecutive days in a row.
3	Pitchers shall be permitted to have 2 appearances in the same calendar day. 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.
4	Players will not be permitted to pitch and catch in the same game.
5	Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day. You must then take the absolute number of pitches previous to the maximum for that day and apply the required rest. If a pitcher has 2 appearances in that day then take the cumulative total from the LOW category required to be able to pitch again the same day and add it to the existing pitches to reach the maximum number of pitches.
6	Intentional Walks will be included in Pitch Count totals.

Pitch count examples:

Game 1: John throws 29 pitches which is in the LOW category allowing him to pitch again in the same day.

Game 2: John may pitch in Game 2 of on the same day, but may not start a new batter after 61 pitches are thrown in this game taking his total to the maximum allowed 90 pitches for one day. Now, John must rest the required 4 days as defined by the rule.

Game 1: John pitches 31 pitches in the first game Saturday morning which is in the MEDIUM LOW category. Therefore, he is required to take one day of rest beginning at midnight Saturday and he is unavailable to pitch Sunday.

Any pitcher exceeding the maximum number of pitches in the LOW category will not be able to pitch in a second game that day and must rest for the number of days required for the category of pitches thrown.

2010 Baseball Alberta Provincial League

Midget

Start to End of League Season	LOW		MEDIUM LOW		MEDIUM		MEDIUM HIGH		HIGH		Max.
	# of pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of Pitches	Rest	# of pitches
	1 - 30	None	31 - 44	1 day	45 - 64	2 days	65 - 79	3 days	80 - 100	4 days	100
Based on an average of 20 pitches per inning											

1	Coaches must follow the 2010 pitch Count Regulations.
2	Pitchers are not permitted to throw 3 consecutive days in a row.
3	Pitchers shall be permitted to have 2 appearances in the same calendar day. 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.
4	Players will not be permitted to pitch and catch in the same game.
5	Pitcher Warm – up Rule - A position player that is scheduled to pitch may exit the game to warm-up and re-enter with the intent of throwing the first pitch of the next defensive inning. The substitute player will not lose eligibility unless the pitcher does not begin the inning following the warm-up period and will then be considered active. The pitcher would then lose playing eligibility in the game.
6	Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day. You must then take the absolute number of pitches previous to the maximum for that day and apply the required rest. If a pitcher has 2 appearances in that day then take the cumulative total from the LOW category required to be able to pitch again the same day and add it to the existing pitches to reach the maximum number of pitches.
7	Intentional Walks will be included in Pitch Count totals.

Pitch count examples:

Game 1: John throws 29 pitches which is in the LOW category allowing him to pitch again in the same day.

Game 2: John may pitch in Game 2 of on the same day, but may not start a new batter after 71 pitches are thrown in this game taking his total to the maximum allowed 100 pitches for one day. Now, John must rest the required 4 days as defined by the rule.

Game 1: John pitches 31 pitches in the first game Saturday morning which is in the MEDIUM LOW category. Therefore, he is required to take one day of rest beginning at midnight Saturday and he is unavailable to pitch Sunday.

Any pitcher exceeding the maximum number of pitches in the LOW category will not be able to pitch in a second game that day and must rest for the number of days required for the category of pitches thrown.