



2018
PEEWEE
RULE BOOK

****Guide also available online at www.scba.ca under the Coaches tab****

Rules of Play

In general, Baseball Alberta Community rules apply (www.baseballalberta.ca).

Games:

Monday & Wednesday starting at 6:30 pm. ***No new inning to start after 8:00 pm in May & 8:30 pm in June.***

All games must be played and deemed complete in order to count the result. *Each team gets one point in a tie. (teams may not play one game for double points or flip a coin to determine winner).*

Home team is responsible for contacting Umpire Director and other team in case a game is cancelled due to weather conditions (Tyler Bourne - umpires@spmba.ca). Coaches are responsible for arranging for the makeup of a rainout. Should a game not be rescheduled, each team gets one point, and both teams are responsible to get game summary information into SPMBAs for standings update. Note that once a rainout is called, the game should be rescheduled within one week and played as soon as possible. Consider looking at all diamonds (even outside the respective association) to play rainouts.

Note: weather conditions can vary across the Edmonton and Strathcona area, so it is recommended to phone the other coach to see if fields are playable (vs using the SMPBA County Field Closure line).

Playoffs:

Top 4 teams play off: 1 vs 2; 3 vs 4 on Monday of the last week of the schedule.

Teams not in the top 4 will also have games scheduled on the Monday.

There will be no games scheduled for the Thursday to allow for rain out possibility and to allow other teams not making the playoffs to have a team wind up.

Medals will be provided – Gold, Silver, Bronze, and Participant.

Scoresheets:

We will be using SPMBAs “New” website powered by RAMP InterActive to manage schedules, scores and standings. Each team will be provided with a login and password to access the site to enter game summary information.

Note: Some of the details below are subject to change as we learn more about our new system.

Game summary sheets that are prefilled with game information (eg. date, diamond, home team, visiting team, umpires, coach, etc) will be available on our website for printing off prior to game. It is recommended to only print sheets for one week at a time due to potential changes eg umpire names.

Coaches will need to fill out any missing information. Game summary report must have team names (e.g. NEZ Team 7 Tigers), game number, date, score, pitchers name and number and his/her pitch count, umpire name and number, coaches name.

Game summary **must be signed by both coaches and umpires**. Both plate and base umpires need to print their name legibly and sign. Coaches should not sign any blank game summary forms. Summary sheets that have been signed are considered final. There will be no disputing summary sheets that are signed by both team coaches and umpires.

It is the responsibility of both teams to keep score. Both teams are responsible for submitting all game summaries. Login online and enter or Fax to 1-866-618-7580 or email to office@spmba.ca or take a picture with a smart phone and email within 24 hours. This info is used for SPMBBA to pay umpires.

Standings will be on SPMBBA website. Pitch counts will be tracked and emailed by office@spmba.ca to all coaches with name of pitchers ineligible to pitch for next game.

Maximum of seven innings: if time and weather permits. A game stopped due to weather will be considered complete if 3 innings have been finished. Keep warm-ups to a minimum to get innings in.

Home team will occupy 3rd base dugout (except in case where a team is playing a double header and already occupies the opposing dugout)

Not Enough Players: Any game where *less than 7 players* are at the diamond within 15 minutes past the designated start of the game will result in 7-0 forfeit (unless determined to be a scheduling error or team has communicated an acceptable situation to the host/home team); if 7 or 8 players are present, the game will still be played (pitching innings will still count in daily/weekly total); the opposing coach will have the option to loan that team a player(s) to play the game but the player(s) may not pitch.

Unlimited Substitution: **All players who are in the dugout must be listed on the batting order/line-up card** (list injured players at bottom of list with "Inj" beside name). ***Any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball***

Alberta. Every player on the line-up card will bat in order.

Players are allowed to move in/out defensively without restrictions except that if the pitcher leaves the mound to play another position, that pitcher may not return to the mound. *Once a player assumes the position of pitcher, they cannot catch for the remainder of the game.* If a player pitches in the first game of the day and is eligible to pitch again in the same day, the player may pitch or catch in the second game, but not both. Any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

Fair Play Rule: A player is not to sit more than 2 consecutive innings during the game, and no player shall sit more than 2 innings in a game until all players have sat at least 2 innings.

Stealing & Lead Offs: Allowed. No stealing home on passed ball.

Intentional Walks: Not permitted.

Courtesy runner: may be used for catchers when they are on base with 2 outs in an inning for all regular season league games.

Maximum:

5 Run Rule: *The inning is over independent of how many outs if 5 runs are scored in a half inning.*

10 Run Mercy Rule: 10 run differential when the losing team has completed their 4th offensive inning/at bat

Bases and Pitching Mound

Bases must either be permanent (or permanent / magnetic) bases **or** bases pegged down with two (2) spikes (due to safety). **Pitching mound = 48 feet. Bases = 70 feet.**

Bat Regulations

All bats must adhere to Baseball Alberta regulations:

<http://www.baseballalberta.com/default.aspx?p=batregulations>

Max differential: -10 Max diameter: 2 5/8 Max length: 34 inches

Pitch Counts

Any player on the team is eligible to pitch, and there are no restrictions to the number of pitchers a coach may use in a game.

A pitcher can only pitch a **maximum of 2 innings** or a total **54** pitches per game (based on Baseball AB Medium pitch count)

LEVEL	# OF PITCHES	DAYS OF REST
Low	1-25	None
Medium Low	26-35	1 day
Medium	36-54	2 days

Once a new pitcher has taken the mound no previous pitchers are allowed to return to the mound in the same game, regardless of pitch count. (Refer to [Unlimited Substitution for more pitcher rules](#))

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 maximum pitch count total for that day. (*Actual pitch count is during game play and does not include warmup pitches*)

Example:

1. Billy throws up to 35 pitches on Monday. He is allowed to pitch on Wednesday (pitch count reset to 0).
2. Johnny throws between 36 and 54 pitches on Monday. He cannot pitch on Wednesday.
3. Sally throws between 0-54 pitches on Wednesday. She can pitch again on Monday (pitch count reset to 0)

Note “days” start at midnight e.g. Monday 12 midnight to Tuesday 12 midnight is considered **1** day of rest.

Once a player assumes the position of pitcher, they cannot catch for the remainder of the day.

Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day. Note this may put the player into the next category and he/she may not be allowed to pitch on next night of play eg. Wednesday.

The scorekeeper will inform the umpire of the pitch count when a count is nearing the end of a pitcher’s daily limits. The umpire will then notify the team manager or coach of the offending team so that an opportunity for assignment correction may be immediately affected.

We do not keep track of pitch count from tournaments.