



Larry Rindero Memorial Tournament – 2017 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 Larry Rindero Memorial (LRM) 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 2017 will govern the 2017 LRM Tournament. These rules are attached in Appendix A.
 - a. An appearance shall be defined as 1 pitch thrown or more.
 - b. Required Rest shall be defined in “Days” starting at 12:01am and ending at 11:59 pm of the next calendar day.
 - c. 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 pitcher’s natural fastball rotation.
 - d. 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. Once a player assumes the role of the pitcher, they cannot catch for the remainder of the day. Meaning you can catch and then pitch, but once a player pitches, they cannot catch for the remainder of the day.
6. Baseball Alberta Round 1 Rules will apply, refer to the 2017 Baseball Alberta Handbook for details.
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. A maximum of 7 runs per half inning will be in force for Mosquito AA and Peewee AA division of play. All other divisions of play will be open, no maximum number of runs will be in force.

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: 2 hour 15 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 matchup 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 judgment call (i.e. 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 (i.e. No Games are played).
14. Teams are asked to clean out the of the dugout (i.e. water/Gatorade bottles, trash, etc.) once their game has ended. We'll look after sweeping out the dugouts.
15. There will be no Coaches Meeting. All information has been provided to the teams and your SAMBA Hosts.

Appendix A

Baseball Alberta

Pitch Count

Rules, Regulations and Requirements

2016

Pitch Counts – All Divisions- Regular Season and Provincials

Definitions & Terms Specific to Pitch Count Policy & pitching rules for the 2016 Season

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. Pitchers shall be permitted to have 2 appearances in the same calendar day. If a pitcher requires a rest following 1st appearance, they cannot return in the same calendar day (see examples below).
3. Pitcher cannot pitch 3 consecutive days unless a pitcher's first 2 days combined does not exceed:
 - a. Mosquito – 20
 - b. Pee Wee – 25
 - c. Bantam Boys/Girls – 30
 - d. Midget – 30

If a pitcher's Day 1 + Day 2 exceeds the figure above for their division, they require rest as defined in the pitch count chart. Pitcher's cannot pitch 4 consecutive days. (see examples below)

4. A Pitcher who has pitched on 2 consecutive days and whose total exceeds the low category maximum allowance will not be able to pitch again on the second day
5. Pitchers and managers shall follow the following guidelines for the Baseball Alberta Provincial League:

Provincial League Play Pitch Count

	Mosquito	Pee Wee	Bantam	Midget	Rest Required
Low	1 – 20	1 – 25	1 – 30	1 – 30	None
Medium Low	21 – 30	26 – 35	31 – 40	31 – 44	1 day
Medium	31 – 44	36 – 54	41 – 59	45 – 64	2 days
Medium High	45 – 54	55 – 64	60 – 74	65 – 79	3 days
High	55 – 70	65 – 80	75 – 90	80 – 100	4 days
Maximum	70	80	90	100	

6. 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.
7. Once a player assumes the position of pitcher, they cannot catch for the remainder of the day (see example below).
8. Pitchers will be permitted to finish the batter if his or her maximum pitch limit has been reached for that calendar day.
9. Intentional Walks will be included in Pitch Count totals.
10. Required Rest shall be defined in "Days" starting at 12:01 am and ending at 11:59 pm of the next calendar day.
11. If a game continues past 12:01 am, those pitches are counted as if the pitched prior to midnight. If a game is suspended, when it resumes it is defined as a different day
12. 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 pitcher is retained in the game at another position.

Baseball Alberta Specific Rules:

13. 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

14. No Breaking Balls shall be permitted at the **Mosquito** and **Pee Wee** divisions – 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.
 - a. 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 pitcher’s natural fastball rotation
15. 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.

Pitcher Warm-Up Rule can be utilized by all divisions (only during limited substitution) – 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.

Pitch count examples:

Two appearances in the same day

Example 1:

Game 1: In a Bantam game, 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.

Example 2:

Game 1: In a Bantam game, John records 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.

Pitching three days in a row

Example 1:

Day 1: In a Pee Wee game, Bill throws 12 pitches and does not record any more pitches on day 1.

Day 2: Bill throws 12 pitches for a total of 24 pitches in two consecutive days which is under the LOW category maximum allowance.

Day 3: Bill may now throw a third consecutive day and up to the maximum pitches allow for one day. In the PeeWee category Bill could throw a maximum of 80 pitches on the third day.

Example 2:

Day 1: In a Pee Wee game, Bill throws 12 pitches and does not record any more pitches on day 1.

Day 2: Bill throws 14 pitches for a total of 26 pitches in two consecutive days which is above the LOW category maximum allowance. Bill will now be required to take one (1) day rest as defined in the pitch count chart.

Pitching and catching in the same day

Example 1:

John starts the game a shortstop and then enters the game as a pitcher in the 4th inning. He cannot move to the catching position for that game or any other game later in the day.

Example 2:

John starts the game at catcher and then enters the game as a pitcher in the 4th inning. He cannot move back to catching for the remainder of that game or any other game later in the day.