



BASEBALL MANITOBA
2024 13U "A" ZONE 1 PROVINCIAL CHAMPIONSHIPS
JULY 5-7 IN RED RIVER (EAST ST. PAUL)

CONTACT: DAN COX **Email:** dlcox31@gmail.com
Baseball Manitoba Representative: Mike Gordon - mkgord74@gmail.com



Baseball Manitoba

GENERAL RULES OF COMPETITION – 13U "A"

Rules of play are governed by the Baseball Canada Rulebook, unless otherwise stated in the Baseball Manitoba Handbook.

I PRELIMINARY RULES

I A. Official Ball

The "Rawlings" brands of baseballs are to be used at all Regional and Provincial championships.

I B. Uniforms

The *Baseball Canada* Rulebook states that all participants including coaches must be in matching uniforms. Since this is not always practical/capable at the minor level, we ask that player uniforms be as close in colour as possible and that all players have hats. All uniforms must have numbers on the back. Coaches are not allowed to wear shorts (Baseball Manitoba Handbook, page 56 Rule 5.01.06). If coaches are not in uniform, they should wear clothing complimentary in colour to the team colours. Preferably coaches will wear at least a team hat and team uniform top.

I C. Line-up Cards

The use of line-up cards by all teams is mandatory. Please list all of your players even if they may not be in attendance at the start of the game.

I D. Racial, Ethnic or Gender Slurs

Players and/or team officials identified by the umpire as uttering racial, ethnic or gender slurs shall be ejected from the game immediately. A letter of apology from the player/team official identified as using racial, ethnic or gender slurs shall be sent to the opposing team and a copy forwarded to the respective league office and a copy to the Manitoba Baseball Association. Failure to do so will result in suspension until the letter is received.

I E. Tournament Disruption

In the event of a major disruption the championship (severe lengthy rain, etc.) the championship committee has the power to amend the draw for teams still in contention and may further reduce the length of game providing a minimum of five innings played. The Committee is also empowered to utilize alternate facilities (within reasonable proximity of the hosting site). Tournament games should try to be played to their completion if possible. In the event of rain or darkness and the game or games have completed 4 1/2 or 5 innings (depending on home/visitor) and have been interrupted either by rain or darkness, the Chairperson of the Host Committee with the M.B.A. representative have the authority to make the final ruling on the game/games effected.

I F. Number of Players

Teams must field nine (9) players. If there are less than nine the game is forfeited.

I G. Pitching Charts

Pitching records must be posted and maintained throughout the tournament, if applicable to the age group (i.e. 11U, 13U, 15U and 18U).

I H. Home/Visiting team

Home team is either pre-determined by the draw or by coin-flip (depends upon draw – check with host committee)

I I. Code of conduct

Players and coaches are asked to conduct themselves in respectful and courteous manners. Coaches can teach respect by showing respect. Foul language should not be tolerated by coaches, players or officials.

I J. Everybody Bats / Unlimited Substitution

11U "A" and "AA", 13U "A" and "AA". and 13U "A" and "AA" will use the "Everybody bats" rule (continuous batting order) and "unlimited substitutions".

- **Everybody Bats:** a team lists all the players on the team on a roster and they bat in order. If a player is ejected or injured, their spot in the order is passed with no out declared. Players who are not there at game time are to be placed at the bottom of the batting order. It will be up to the coach to advise the umpire & the opposing coach that the player is late. It will then be up to the coach to immediately advise the umpire & the opposing coach when the player arrives so he can be placed into the batting rotation. Until he arrives, his spot will not be counted as an out.
- **Unlimited Substitutions** – where players can be inserted or removed from the game in any position (with the exception of the pitching limitations). Recommended that a player play at least 2 innings in the field.

II GAME RULES

II A. Contact rule

(Baseball Canada) Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has already scored prior to committing the infraction) and is to be automatically ejected (whether or not declared safe).

- a) contact is to be considered malicious if: the contact is the result of intentional excessive force and/or there is an intent to injure
- b) malicious contact is to be penalized whether committed by an offensive or defensive player. The Umpire shall determine whether the contact was avoidable or unavoidable - whether the runner was trying to reach the base or attempting to dislodge the ball from the fielder. If the runner a) could have avoided the fielder and reached the base or b) attempted to dislodge the ball, the runner is out even if the fielder loses possession of the ball. The ball is dead and all other runners shall return to the last base legally occupied by them at the time of the contact. If the fielder blocks the base path, the runner may slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base. If the collision is flagrant, the runner is called out and ejected. The ball is declared dead. If the defensive player blocks the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is signaled. If the runner collides flagrantly, he/she be declared safe due to obstruction but shall be ejected. The ball is dead.

II B. Spectators

Spectators shall not be permitted on the field, in the dugout or on the bench or in designated bullpens.

II C. Equipment

As per baseball rules, all batters are required to wear double ear-flap helmets when batting, running the bases or in the on deck circle. Catchers are required to wear catching helmets and masks when warming pitchers up.

II D. Game length

All games played to their completion (mercy rule excepted), even if interrupted by rain or darkness. This means that games are played until a winner is decided. There are no tied contests. Time limits on games will be 2 ¼ hours after the start of the game, with any inning in progress at the time limit being played to completion. Tie-breaker, semi-final and championship games will be no time limit.

II E. Suspended games

All games, if stopped due to weather or lack of sunlight will be considered suspended and when play is resumed will start at the point at which they were stopped (including time played). All regular pitching rules will still be in effect and are not circumvented due to the interruption.

II F. Extra Innings Procedure.

If the game is tied at the completion of regulation (6 innings for 11U, 7 innings for 13U and older), or if the time limit has been reached, the following procedures will be implemented during extra innings (**FOR ROUND ROBIN GAMES ONLY**):

- Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs.
- The batting order of the extra inning or any subsequent innings will be determined by how the previous inning ended.
- The traditional system of the visiting team hitting in the top of the inning and the home team hitting in the bottom of the inning will remain in effect until a winner is determined.

Example:

If the last regulation inning ends with the #6 hitter having the last plate appearance, then the extra inning begins the #7 hitter at bat, and the #5 hitter at second base and the #6 hitter at first base.

II G. Courtesy runner

Courtesy runners are acceptable for the catcher when there are two outs.

II H. Protests

Protests must be made and dealt with on the spot, prior to the next pitch being thrown and before the game can proceed any further. No protest will be considered if not made immediately. All decisions by the Protest Committees are final.

II I. Tobacco Rule

(Baseball Canada) That the use of all tobacco products, including smokeless tobacco, by all on-field participants (players, coaches, manager, umpires, etc.) be prohibited at all competitions. PENALTY: Automatic ejection from the game. This includes electronic cigarettes and vaporizers.

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Baseball Manitoba

PROTEST PROCEDURES

Protests must be made and dealt with on the spot, prior to the next pitch being thrown and before the game can proceed any further. No protest will be considered if not made immediately. All decisions by the Protest Committees are final. Protests will not be considered for judgment calls, only for perceived mistakes in the application of the rules. The following process will be used:

1. When a protestable incident occurs, the protesting Head Coach must, before the next play, inform the game Crew Chief that he is lodging a protest.
2. If the Crew Chief agrees that the Head Coach had a legitimate case, he shall suspend play and inform the manager of the opposing team and the Protest Committee. Note: No protest may be made on a judgment call.
3. The protest committee, the Head Coach making the protest, and the game Crew Chief shall retire to a private area away from the teams, spectators and other persons.
4. The protest committee shall hear and question in the following order:
 - the game Crew Chief
 - the protesting Head Coach, and
 - the opposing Head Coach (if necessary)

The Protest Committee shall have the power to exclude any of those persons while talking to any of the others.

5. The Head Coach's and Game Crew Chief shall then leave while the Protest Committee discusses the protest.
6. Before ruling on the protest, the Protest Committee may confer with any person whom they believe may be helpful in assisting them reach a decision.
7. The Protest Committee shall rule on the protest and inform the Crew Chief and he in turn will advise the Team Head Coaches and resume play.
8. The game Crew Chief shall put the decision into effect and order resumption of play from the point of suspension.
9. No further argument or comment on the protest shall be entertained.
10. The decision of the Protest Committee shall be final. There shall be no appeal to any other body.



13U “A” AGE SPECIFIC RULES

CATEGORY

MAX. NUMBER OF PITCHES ALLOWED IN A DAY	85
MAXIMUM BAT LENGTH	33 in.
MAXIMUM BAT DIAMETER	2¾ in.
GAME LENGTH (innings)	7
CLEATS	Rubber (no metal)
DESIGNATED HITTER	No
10 RUN MERCY RULE	After 5 innings (4½ if home team ahead)
CHIN STRAPS MANDATORY	No (recommended)



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Unlimited Substitutions – where players can be inserted or removed from the game in any position (with the exception of the pitching limitations). **It is recommended that a player play at least 2 innings in the field.**

Run Limit - For 13U “A” and “AA” play, a maximum of five (5) runs may be scored by a team in their offensive half of an inning. Once five runs are reached, regardless of the number of outs, the team at bat would take the field and the defensive team would come up to bat. This would apply for all innings except the last inning of the game (7th inning) and extra innings, which is a ten (10) run maximum.

13U PITCHING RULES

1. 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. This includes 9-year-old players in the 11U age category.
2. An appearance shall be defined as 1 pitch thrown or more.
3. Pitchers are permitted to have a maximum of 2 appearances in the same calendar day. If a pitcher requires a rest following the 1st appearance, they cannot return to pitch in the same day. (Example: a 13U pitcher throws 29 pitches in their 1st appearance. That pitcher has not reached a rest threshold and may pitch in another game that calendar day. Another 13U pitcher throws 40 pitches in their 1st appearance. That pitcher has exceeded the no-rest threshold of 30 pitches and cannot pitch for the remainder of the day). The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest starting the next calendar day. These two appearances would only occur if 2 or more games are being played on the same day.
4. Every pitch thrown in the game is counted (including foul tips, and all foul balls). Warm-up pitches between innings, or when a new pitcher enters the game, are not part of the count.

5. A pitcher cannot pitch 3 consecutive days unless a pitcher's first two (2) days combined does not exceed:
11U: 25 13U: 30 15U: 35 18U: 40 22U: 45
If a pitcher's Day 1 + Day 2 total exceeds the figure shown above (and Rule 8 was not applied), they require at least one day's rest. A pitcher cannot pitch four consecutive days. Minimally one days rest is required. (Example: A 13U Pitcher throws 15 pitches on Day 1 (Friday). That same pitcher throws 10 pitches on Day 2 (Saturday). The two-day total is 25 pitches, which is less than the limit of 30. This pitcher can pitch on Day 3 (Sunday) to their maximum limit, which for 13U is 85.
6. The official scorekeeper will calculate the total pitches thrown for that calendar day and determine the required rest (if any) starting the next calendar day. Athletes must **not** exceed the maximum pitch count total for that day. If there is no official Pitch Count scorekeeper, the home team Pitch Count scorekeeper will become the official Pitch Count scorekeeper.
7. Once a player assumes the role of pitcher, they cannot catch for the remainder of the day. This rule allows a player to catch, and then pitch in the same game or the same day. However, a player cannot pitch and then catch in the same game or day.
8. When a pitcher reaches the maximum number of pitches allowed for a threshold, he can complete the at-bat without the penalty on days of rest, if he 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. The coach or manager needs to acknowledge this to the umpire at this moment prior to the next pitch. The Umpire would then notify the scorekeeper.
EXAMPLE: 13U Pitcher uses 10 pitches on Friday. On Saturday, the coach declares on his/her 19th pitch of the day that the pitcher will finish the batter (Using Rule 8). The pitcher finished the batter, using 4 pitches – making a 2-day total of 33. He/she will then be eligible to pitch on Sunday, being marked for 30 pitches.
9. Pitchers will be permitted to finish the batter if their maximum pitch limit has been reached for that calendar day. (e.g. 75 for a 11U pitcher, 85 for a 13U pitcher)
10. Intentional walks will not be included in Pitch Count totals. Only pitches actually thrown will be included in Pitch Count totals. Automatic balls during an intentional walk do not count towards Pitch Count totals.
Example: if during a count of 2 balls - 0 strikes, a team signals to the umpire that a batter will receive an intentional walk, only 2 pitches will be counted for pitch count.
11. Required Rest shall be defined in "Days" starting at 12:01 a.m. and ending at 11:59 p.m. of the next calendar day.
12. A pitcher who is removed from the mound during the game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game in another position.
13. Baseball Canada's Pitch Rules that do NOT apply in Manitoba (from the Baseball Canada Rule Book – Canadian Content: Rule 6.02(3): 2-day and Rule 6.02(4) [second half]: 4 day.

All pitch counts continue through the Provincial Championships. This means that pitchers do not start with a clean slate for the tournament - all rest days must be applied, so any games played in the previous days must count.

NOTE: Normal pitching rules will govern the re-entry of pitchers. A pitcher who is removed from the mound during the game shall not be permitted to return to pitch in the same game, even if the pitcher is retained in the game in another position.

Number of Pitches	Rest Period
1 - 30	No rest required
31 - 45	1 day rest
46 - 60	2 days rest
61 - 75	3 days rest
76 - 85	4 days rest
<i>Total allowed pitches in a day</i>	85