

**BASEBALL MANITOBA
2024 13U and 15U AAA TIER 1 and 2
PROVINCIAL CHAMPIONSHIPS**

Aug 2-4 in Seine River (Ile des Chenes)

HOST CONTACT: Marc Roy

13U Tournament Convener: Curtis Smith

13U UMPIRE SUPERVISORS: Mark Witiuk and Sean Weatherill

15U Tournament Convener: Norma Holmes

15U UMPIRE SUPERVISORS: Tony Siemens and Markus Goertzen



Note: The 13U AAA Tier 1 Provincial Champion and Runner-up will attend the 13U AAA WCBA Championship at Optimist Park in Winnipeg. The Runner up will be the 'host' team at 13U AAA Westerns. The 13U AAA Tier 2 Provincial Champion will attend the 13U AA WCBA Championship at Optimist Park in Winnipeg. The St. James A's will be the host team at 13U AA Westerns.

Note: The 15U AAA Tier 1 Provincial Champion will attend 15U AAA WCBA Championship at Charleswood Park in Winnipeg. Wpg South Wolves will be the host team at 15U AAA Westerns. The 15U AAA Tier 2 Provincial Champion will attend 15U AA WCBA Championship at Optimist Park in Winnipeg. The St. James A's will be the host team at 15U AA Westerns.



13U and 15U AGE SPECIFIC RULES

CATEGORY

MAXIMUM NUMBER OF PITCHES ALLOWED IN A DAY	(see charts)
MAXIMUM BAT LENGTH	42 in.
MAXIMUM BAT DIAMETER	2 ¾ in.
BAT MATERIAL	15U BBCOR Metal or Wood 13U (-10) metal (BPF 1.15)
GAME LENGTH (innings)	7
CLEATS	Metal at 15U, Rubber at 13U
DESIGNATED HITTER	No
10 RUN MERCY RULE	After 5 innings (4½ if home team ahead)
CHIN STRAPS MANDATORY	No
RE-ENTRY RULE	Yes
INJURY RULE	Yes
EXTRA HITTER RULE	Yes



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.

13U and 15U PITCHING RULES

See Baseball Manitoba Pitch Count Rules – Handbook: Pink Section

13U

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
Total allowed pitches in a day	85

15U

Number of Pitches	Rest Period
1 - 35	No rest required
36 - 50	1 day rest
51 - 65	2 days rest
66 - 80	3 days rest
81 - 95	4 days rest
Total allowed pitches in a day	95

GENERAL RULES OF COMPETITION

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.

II GAME RULES

II A. Re-Entry rule

For 13U, 15U and 18U "AAA" the re-entry rule shall be in effect for Baseball Manitoba "AAA" playoffs. All players in the starting batting order shall be permitted to re-enter the game once. All normal Baseball Canada pitching rules will be in effect. (i.e. Once a pitcher has been removed from the pitching position, even though he re-enters, he may not pitch). These players, upon re-entering, must re-occupy the same position in the batting order, but not necessarily the same defensive position. The original player and the substitute cannot be in the line-up at the same time. Examples are cited on page 51 of the Baseball Manitoba Handbook.

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.

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. 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), 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

There is no courtesy runner for the catcher or any other player.

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. This includes electronic cigarettes and vaporizers. PENALTY: Automatic ejection from the game.

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. Then, they must present \$100 cash.
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.