

Prince Albert Minor Baseball Association (PAMBA)
11U Division

Except as amended by the following, the rules of PAMBA 11U Division are those in the Baseball Canada Rule Book (latest edition) and the Saskatchewan Baseball Association (SBA) Handbook and SBA Handbook Supplement (latest editions). These League rules take priority over those in the SBA Handbook which, in turn, take priority over those in the Baseball Canada Rule Book. These League rules do not apply to SBA Provincial Championship tournaments. For SBA Handbook go to <https://www.baseballsask.ca/assets/2020-Baseball-Sask-Handbook.pdf>

1. PRACTICE AND GAMES

Each team will be provided a game and practice schedule at the start of the season. Practices will be schedule for 2 hours. PAMBA is responsible for paying the diamond fee to use the City of Prince Albert ball diamonds.

ANY ADDITION or CANCELLATION OF A GAME OR PRACTICE MUST BE COMMUNICATED TO THE DIVISION COORDINATOR. This ensures PAMBA knows what they are paying for at the end of the season.

2. GAME START TIMES

Games will start by 6:00 pm.

Unless other circumstances permit the full duration of a game, 11U League games are five (5) innings.

3. TEAM LINEUPS

In each game:

- (a) All teams will play "everybody bats" with unlimited defensive substitution and re-entry.
- (b) When unlimited defensive substitution and re-entry is permitted, each player must play a minimum of two defensive innings in the first four innings of a game.
- (c) If agreed upon by both coaches, all players on a team can take the field in a defensive inning. Additional players must play in the outfield.
- (d) If a team is unable to field nine (9) players by the start of the game, the team may:
 - i. Play with eight (8) players in the field and take an automatic out at the beginning of the inning for which the ninth batter would have hit, or
 - ii. A player may be substituted from the opposing team's roster to provide the team a full batting line-up, or
 - iii. If a team knows it will be short players for a game, the coach may request a player from a Senior Rally Cap team to play. The Senior Rally capplayer's coach must be notified at least one (1) day prior to the scheduled game.

4. GAME RULES

In each game:

- (a) The **HOME** team occupies the third base bench; the **VISITING** team occupies the first base bench.
- (b) The **VISITING** team provides a base umpire, unless two (2) umpires are assigned to the game.

- (c) The **HOME** team supplies the game balls (3 balls in good condition), the scorekeeper and a second person to record pitch counts. IF needed, the **VISITING** team will prepare the diamond for play (placing bases, chalking foul lines & batter's box).
- (d) The team batting line-ups are to be given to the scorekeeper 10 minutes before the start of the game. Players will bat in the order listed. If a player is removed from the game for any reason, the batting position of that player will be filled by advancing the remaining players in the batting order.
- (e) Coaches must inform the scorekeeper of each pitching change before or when the change is made.
- (f) Use of a courtesy runner is permitted. A pinch runner may be used for the catcher if the catcher reaches base safely with two (2) outs or is on base when the second out of the inning occurs. The pinch runner must be the player who was the second out in the inning in which the pinch runner is used.
- (g) No equipment may be left or stored on the playing field at any time. Equipment must be kept in or behind the player's bench.
- (h) Players are not allowed on the infield until the team takes its pre-game warm-up. The length of each team's infield is 10 minutes. The **HOME** team should commence its infield 25 minutes before the scheduled game start time and the **VISITING** team should commence its infield 12 minutes before game start time. Games are expected to start on time.
- (i) Games will be cancelled or stopped when the temperature falls below 5°C (as indicated by Environment Canada) or when the time between a lightning flash and the sound of thunder is 30 seconds or less. If the field is playable, a game stopped because of lightning may be resumed once the storm has passed and the time between a lightning flash and the sound of thunder is more than 30 seconds.
- (j) The **HOME** team is responsible for notifying the Division Coordinator of any missing or damaged equipment, as soon as reasonably possible.
- (k) No player may pitch more than two (2) innings per game during May and more than three (3) innings per game in June.
- (l) The pitching distance in mosquito games is 44 feet from the point of home plate to the front of the pitchers plate.
- NOTE:** If a pitcher is having difficulty throwing strikes from the stated pitching distance, the pitcher, with approval from the coach of the opposing team, may throw from 40 feet at any time during the season.
- (m) Players must play two (2) defensive innings in the first four (4) innings of a game (It is recommended that a player does not sit more than one (1) defensive inning in a row).
- (n) Scoring may only occur on a hit or a force play i.e. a runner on 3rd may not steal home on an overthrow or a passed ball.
- (o) All batters start with a 1-1 count.

5. BAT SIZE LIMITATIONS

Bats shall not be more than 32 inches in length, not more than 2-3/4 inches in diameter at its thickest part, and may be taped to a distance not more than 16 inches from the handle.

6. DELAY OF GAME

- (a) The pitcher starting each inning or a new pitcher entering the game during an inning will be allowed up to eight (8) warm-up pitches. All warm-up pitches are to be completed within one (1) minute of the pitcher taking his/her position on the mound (Baseball Canada rule 8.03). After one (1) minute, the umpire will call **PLAY** and the opportunity for further warm-up pitches is lost.
- (b) Standard time to switch field position between innings and to resume play should be two (2) minute.

7. TEAM RESPONSIBILITIES AFTER THE GAME

- (a) At the end of the game, a coach from each team is to verify each pitcher's pitch count and the score, and sign the game result sheet. If this is not done, the pitch counts and the score as recorded will be considered correct and may not be disputed.
- (b) Each team is responsible for cleaning up its bench area and the spectator area nearby.
- (c) For games played at Crescent Acres Park,
 - (i) The **HOME** team is responsible for returning the bases and the scorebook to equipment shed and locking the shed after the game.
- (d) For games played at Mair Park,
 - (i) The **HOME** team is responsible for returning the bases and the scorebook to the equipment box or Clubhouse after the game and locking all facilities.
- (e) The Coach/Manager of each team is responsible for sending a texted picture of:
 - i. Official score sheet
 - ii. Pitch count sheetTo the umpire coordinator

8. SCOREKEEPERS

For each game:

- (a) The scorekeeper must list the last name, the first name and the number of each player in the scorebook.
- (b) A second person must record the pitches thrown by each pitcher on a form provided by the League.
- (c) The scorekeeper will ensure that the umpire **PRINTS AND SIGNS** his/her name on the game result sheet or in the scorebook if no sheet is available. **THIS IS THE LEAGUE'S RECORD THAT THE UMPIRE WORKED THAT GAME AND IS THE BASIS FOR PAMBA'S PAYMENT OF UMPIRE FEES.**

9. MERCY RULES

For each game:

- (a) A 5-run per inning mercy rule will apply in League games. The inning will stop once the fifth run has been scored.
EXCEPTION: This mercy rule will not apply in the fifth inning, or in the final inning as determined by the game time limitations, when there will be unlimited scoring opportunity for both teams.

This mercy rule may be suspended for League Tournaments and Championship play by the Division Coordinator after consultation with the appropriate team coaches.

(b) A game will finish when a team is ahead by 10 or more runs after the fourth inning is complete. The teams may continue to play; however, pitch count must continue to be recorded and reported for each player. The score of the game will be reported as per when the Mercy Rule was applied in the game.

NOTE: If the **HOME** team is leading by 10 runs after the **VISITING** team has completed its bat in the fourth or a subsequent inning, the game will be considered complete and the **HOME** team may not bat.

10. PITCHING RULES

(a) In league play, SBA pitch count rules will be followed. As well, no player may pitch more than two (2) innings per game during May and more than three (3) innings per game in June.

(b) For Tournament or League playoff games, the rules around pitch counts, as outlined in the most updated version of the SBA Handbook will be followed. Thus the restrictions on innings pitched (10 a) will be removed during tournament and playoff games.

(c) Pitching limits for all play will be determined by pitch counts (see Appendix A, Table 1). **REQUIRED DAYS OF REST DO NOT RESET TO ZERO FOR TOURNAMENTS.**

(d) Intentional walks and illegal pitches will be included in the pitch count totals.

(e) Once removed from the mound, a player may not pitch again in that game, but may play in any other position **EXCEPT AS CATCHER.**

(f) The Division Coordinator will monitor all teams' pitching to ensure that these rules are being followed. If a coach fails to follow these rules, the Division Coordinator will issue a warning to the coach and report the infraction to the PAMBA President. Subsequent infractions will be reported and handled by the PAMBA Board.

(g) Curve balls are **NOT** permitted to be thrown in the 11U League.

(i) A "curve ball" is defined as any breaking ball in which the pitcher **deliberately** breaks his or her wrist, or snaps the elbow in order to induce a forward or side-angled spin on the ball i.e. **ANY** breaking pitch thrown by the pitcher using arm action that causes the ball to noticeably change direction while in flight to the plate.

(ii) A curve ball will be treated as an illegal pitch and penalties will be as follows:

- with no runners on base, the pitch will be called a ball unless the batter safely reaches first base.
- with runners on base, the pitch will be considered a balk. The pitch will be declared a "no pitch", the ball is dead and runners will advance one base, except that if the batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(h) An umpire's judgment that a curve ball was deliberately delivered to a batter may not be appealed.

11. BALK RULE

(a) As per SBA handbook, the balk rule is waived for 11U

12. GAME LENGTH

Games are Six (6) innings long. However, a game will be ruled complete:

(a) if five (5) innings have been played and two hours have elapsed (i.e. a new inning may not be commenced after 8:00 p.m. for a 6:00 pm start.

EXCEPTIONS:

(i) if five (5) innings have not been completed, this time limitation will not apply and the game will stop after the fifth inning has been completed.

(ii) if both coaches agree and the umpire(s) judges that the light and weather conditions are suitable, the game will continue until the sixth inning has been completed or the game is ruled complete, whichever occurs first.

(b) When the game is called because of poor light or poor weather and five complete innings have been played.

NOTE: only the umpire(s) has the authority to stop a game because of light or weather conditions and to determine whether the game can be continued after such a stoppage.

(c) If the HOME team is ahead when the VISITING team has completed its half of the fifth inning.

(d) When the HOME team scores the winning run in its half of the fifth inning.

EXCEPTION:

- If the last batter in a game hits a fair fly ball out of the playing field, the batter and all runners on base are permitted to score in accordance with the base running rules and the game will end when the batter-runner touches home base.

13. SAFETY REGULATIONS

The following safety regulations will be strictly enforced:

(a) Shoes with metal or plastic cleats or spikes are prohibited; shoes with rubber studs or cleats are permitted.

(b) The batter, runners and batboys/girls must wear undamaged regulation batting helmets with two ear flaps and the chin-strap securely fastened.

(c) ALL PERSONS (including parents) receiving warm-up throws from a pitcher, whether on or off the field, must wear a protective mask or remain in a standing position.

(d) Catchers must wear a throat protector or a mask with extended throat protection.

(e) Runners must slide or attempt to avoid contact with a fielder. A player who maliciously runs into another player will be declared out (unless that player has scored before committing the infraction) and will automatically be ejected (whether or not declared safe). Contact is considered malicious if it is the result of intentional excessive force and/or there is intent to injure.

(f) Malicious contact (as defined in 13 (e)) will be penalized regardless of whether it is committed by an offensive or a defensive player.

Rules 13 (a-f) are Baseball Canada rules and umpires may, at their discretion, eject players or coaches refusing to follow these safety regulations.

(g) A runner must be allowed at least partial sight of the base to the runner who is advancing. A defensive player, who in the opinion of the umpire deliberately blocks a base to a runner, will automatically be ejected.

(h) Except for the batter, the runners, the on-deck batter and the base coaches, all members of the batting team, including coaches, must remain inside the players' bench area.

14. CONDUCT OF PLAYERS, COACHES AND SPECTATORS

(a) All players, coaches and spectators are expected to conform to "RESPECT IN SPORT". This includes no swearing, any action designed to distract the defensive team, over-aggressiveness, excessive noise from the players bench, etc.

(b) **ANY UNSPORTSMANLIKE ACTION WILL RESULT IN A PLAYER, COACH OR SPECTATOR BEING REMOVED FROM A GAME AND DIRECTED TO LEAVE THE PARK FOR THE REST OF THAT GAME.** All incidents must be reported to the Division Coordinator. These ejections will also be reported to the PAMBA President.

(c) **A ZERO TOLERANCE** policy exists for verbal and physical harassment of umpires by coaches, players and spectators. Any coach, player or spectator who excessively argues any decision or harasses an umpire in any way will automatically be removed from the ball park and subject to further actions from the PAMBA.

NOTE: This policy is not meant to prevent a coach from asking an umpire to explain a decision, but rather to prevent an argument or extended discussion of the decision. See rule (b).

(d) The team coach will be held responsible for the conduct of the team's spectators. If the umpire judges that the spectator's behavior is detrimental to the conduct of the game, the umpire will ask the team coach(s) to inform the spectators that the game will be called if such behavior continues. If a game is called for this reason, the PAMBA will conduct a full review of the incident, involving the umpire and coaches of both teams. The League President will determine the necessary actions to prevent further incidents.

15. COACHING CERTIFICATION

The rules regarding coaching certifications, as outlined in the most updated version of the SBA Handbook will be followed.

16. PROVINCIAL TEAM REQUIREMENTS

A. DEADLINES

(a) Provincial team rosters are to be sent to Regina and will be coordinated between PAMBA representative and the Provincial Team Coach. The deadline is **June 2**

(b) PAMBA assumes responsibility for paying the registration fee. Tournament fees must be paid in full prior to a team's first scheduled game.

B. OUT-OF-TOWN GAMES/TOURNAMENTS

(a) Provincial Team Coach(s)/Team Manager(s) are responsible for the booking of exhibition games and tournaments.

- (b) Fees for tournament registration and costs for travel and accommodations are at the expense of team member and coach(s). PAMBA does not assume responsibility for paying the registration fee for any tournament, other than the Provincial Tournament.
- (c) A Provincial Team Budget outlining team fees and projected costs must be distributed to all parents as well as the PAMBA President.

C. HOSTING EXHIBITION GAMES

PAMBA will pay the fee for using City of Prince Albert Ball Diamonds for hosting exhibition games.

D. JERSEYS

- (a) PAMBA has a set of provincial team jerseys for each of our participating teams.
- (b) Should the team's members decide to purchase an additional jersey, the team may do so following PAMBA's *Prince Albert Minor Baseball Team Jersey Policy* (Appendix B).
- (c) The expense of an additional provincial team jersey will not be covered by PAMBA.

E. COACHING

To coach a team at provincials, a person must apply to the PAMBA Board of Directors.

APPENDIX A

**PRINCE ALBERT MINOR BASEBALL
11U DIVISION
PITCH COUNT RULES**

Table 1 – 11UDivision Pitch Count Rules

11U DIVISION										
ALL SEASON	# of pitches	REST (Days)	# of pitches	REST (Days)	# of pitches	REST (Days)	# of pitches	REST (Days)	# of pitches	REST (Days)
	1 -25	0	26 - 40	1	41 - 55	2	56 - 65	3	66 -75	4

MAXIMUM of 75 PITCHES

NOTE: A rest day commences at 12:01 am following the day the pitcher was used i.e. the number of nights of sleep a player is required to have before pitching again is always one more than the number of days of rest.

The following rules are also in effect:

1. Pitchers may throw 3 consecutive days in a row provided the combined number of pitches thrown on the first two days does not exceed 25.
2. Pitchers may have 2 appearances on the same calendar day provided no more than 25 pitches are thrown in the first appearance and the total pitch count for the day does not exceed the maximum pitch limit. (An appearance is defined as one pitch or more thrown in a game.)
3. A pitcher who has reached his or her maximum pitch limit while facing a batter will be permitted to continue pitching until that batter reaches base or is put out.
4. Intentional walks will be included in pitch count totals.
5. Once a player assumes the position of pitcher, he/she cannot catch for the remainder of that day.
6. A player cannot pitch on 4 consecutive days even though 25 or less pitches were thrown on each of the previous days.

The scorekeeper is asked to advise the coach when a pitcher is within 5 pitches of the maximum allowed. Failure of a coach to remove that pitcher when the maximum pitch count is reached will result in the game being forfeited.

**PRINCE ALBERT MINOR BASEBALL ASSOCIATION
TEAM JERSEY POLICY**

- No sponsorship logos on the League or Provincial Team jerseys, jersey pants or ball caps.
- Sponsorship logos allowed on warm up apparel and Royals Gear like: hoodies, warm-up pants, shorts, wrist bands, equipment bags, etc.
- Provincial team jersey colors must be Royal Blue, Navy Blue or White with the Prince Albert Royals Logo across the chest, and player number on the back (IF a white jersey is selected, the PA Royals logo must be Royal Blue).
- Jerseys shall be a solid color without pinstripes.
- Jerseys can be a two (2) piece set, with the undershirt being Royal Blue, Navy Blue or Black. The Jersey top must be Royal Blue, Navy Blue or White with the Prince Albert Royals Logo across the front (Provincial team uniforms must be identical; therefore a two piece combination will require all players to have the same color undershirt).
- Team jerseys can be either a pullover or button up style.
- Names of personally bought jerseys can be added on the back.
- Light Grey pants with dark blue or black belt.
- PAMBA issued Royals ball cap.
- League Jersey can be any color with the Prince Albert Royals Logo across the front of the jersey and player number on the back. Personally bought jerseys can include player's last name.
- Names added to the back of the jersey must be the player's/coach's given last name. Nicknames or any other title placed on the back of a jersey may be perceived negatively.
- A team that has qualified to play in a Western Canadian Championship can have a team jersey that represents Team Saskatchewan Colors (Green, White and Yellow), and must maintain the Prince Albert Royals Logo on the front of the jersey.

