

2025 WTMTSW

Wayne Tucker Memorial Transcona Sports Weekend

Welcome to the 16th annual Wayne Tucker Memorial Transcona Sports Weekend. The WTMTSW is being organized by Red River Valley Baseball who are dedicated to bringing back the spirit of the original Transcona Sports Weekend (TSW). The TSW began in 1987 with only 24 soccer teams. At its peak the TSW involved several thousand youth from across Manitoba participating in baseball and soccer tournaments as well as a Kids of Steel triathlon. Our goal is to provide an opportunity for the youth to come together and enjoy a weekend of fun and to create lasting memories such as the ones of our own childhood.

TOURNAMENT RULES

General:

- The intent of the tournament is to provide an atmosphere of fun and learning. We ask that all participants follow the **Fair Play Rules**.
- All teams must have registration fees paid in full **prior** to their first game.
- All teams must have submitted a valid team Roster **prior** to their first game. Rosters are to be submitted by email to Russ Shine (russshine@gmail.com) or entered via the Red River Valley Baseball website (www.redrivervalleybaseball.ca) member account login (by the primary account contact).
- Games will start **promptly** at their scheduled time. Coaches are responsible for ensuring their team is ready to play at this time and will be given a loss in the event that they are not on time and ready to play.
- Due to time restriction, there will be no on-field warm ups. Teams are asked to find a suitable location outside of the playing field to warm up prior to the game.
- Teams will be responsible for cleaning out their dugout after each game.
- The coach of the **winning team** is responsible to complete and provide the game sheet to WTMTSW representatives at the end of each game. (Located at the trailers near the canteen at Buhler Recreation Park, the maintenance building at Henri Constant Field and the tents at East St Paul and Dugald)
- **Playing rules are per the Baseball Canada rule book with some exceptions outlined in the following tournament rules:**
 - All games will be scheduled as **6 innings** or **2 hours in length**. The time duration of the game will commence with the first pitch and will be recorded by the plate umpire. The end of time for a game is to be determined by the plate umpire or WTMTSW committee. The scores of all games that end due to time restrictions shall revert to the last completed inning unless the home team has tied the score or gone ahead during the inning in which the game has been ended.
 - A team must field nine (9) players. A game may start should the batting team have eight (8) players. In such case, an automatic out shall be awarded to the opposing team when the batting turn of the missing player comes up in the batting order.



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- All players must have appropriate uniforms and coaches must wear suitable attire (no shorts).
- Wood bats are permitted at all age levels.
- Home teams will be determined by a coin flip at home plate by the umpire during the coaches/players conference. Home team during the championship round will be determined by the seeding from the pool play games.
- Each team to provide one new and one playable ball per game. No RTDC practice balls are to be used. 65cc Rawlings baseballs are acceptable for 11U A, 11U AA and 12U Girls, all other age categories are to use 80cc or ROML Rawlings baseballs..
- All players will appear on the batting order (whether they are in the field defensively or not), e.g. if 15 players show up for a game, all 15 go on the batting order and bat in turn (for all age categories and divisions).
- An offensive inning shall have a maximum of five (5) runs per inning or three (3) outs, whichever comes first.
- There are unlimited defensive substitutions, i.e. defensive players can rotate into the game at anytime. Players may be substituted freely without penalty. However, the batting order cannot be changed.
- In the event of an injury the injured player may not return to the game. The player's position in the batting order will be skipped with no penalty.
- A mercy rule will be in effect if one team is up by eleven (11) runs after 3 ½ or 4 innings or up by six (6) runs after 4 ½ or 5 innings. If a team cannot mathematically score enough runs to tie, the game is complete.
- Games may end in a tie after 6 innings or at the end of time.
- The infield fly rule is in effect for all divisions, **except for 11UA**.
- Coaches are asked to provide a **courtesy runner for a catcher** on base when there are two outs. Courtesy runners may be used for a catcher with less than two outs at the coach's request. The courtesy runner player will be the last player to be called out.
- Players from the batting team are requested to retrieve foul balls.
- **Umpires decisions in game related situations are final**, there is no appeal process.



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Pitch Count Regulations

WMTSW will be enforcing the Baseball Manitoba pitch count regulations for the duration of the tournament. Coaches are reminded that the intent of the rule is to help prevent arm injuries to young pitchers. Pitching counts for the weeks prior and after the tournament should be taken into consideration when scheduling and using players to pitch. Pitch counts will be recorded at each tournament site. For those teams in the Baseball Manitoba pitch count app please ensure all games are recorded in the app immediately following each game.

1. Pitchers shall be permitted to have a maximum of two (2) appearances in the same calendar day, as long as the number of pitches thrown in the first game does not require one day rest. To determine the number of days rest required the pitch count will be calculated for the total number of pitches thrown during the day.
2. Pitchers are NOT permitted to throw three (3) consecutive days in a row, unless a pitcher's first two (2) days combined do not exceed:
11U : 25 13U : 30 15U : 35
3. 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 day. However, a player cannot pitch and then catch later in the same game or day.
4. 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. Pitchers will be permitted to finish the batter if their maximum pitch limit has been reached for that game.
5. Required rest shall be defined in days starting at 12:01am and ending at 11:59pm of the next calendar day.
6. Pitchers and managers shall follow the pitch count guidelines (see charts below).

11U	
# of pitches	Rest required
1 – 25	No rest
26 – 40	1 day rest
41 – 55	2 days rest
56 – 65	3 days rest
66 – 75	4 days rest
Total allowed pitches in 1 day is 75 .	

13U	
# of pitches	Rest required
1 – 30	No rest
31 – 45	1 day rest
46 – 60	2 days rest
61 – 75	3 days rest
76 – 85	4 days rest
Total allowed pitches in 1 day is 85 .	

15U	
# of pitches	Rest required
1 – 35	No rest
36 – 50	1 day rest
51 – 65	2 days rest
66 – 80	3 days rest
81 – 95	4 days rest
Total allowed pitches in 1 day is 95 .	



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18U	
# of pitches	Rest required
1 – 40	No rest
41 – 55	1 day rest
56 – 70	2 days rest
71– 85	3 days rest
86 – 105	4 days rest
Total allowed pitches in day is 105	

Please review the specific rules for each division:

Contact Rule for all players is in effect. Runners are instructed to avoid making contact with the fielder. Malicious contact is to be penalized whether committed by an offensive or defensive player. Please refer to Baseball Canada contact rule 6.0.1 (6.0.5) for details.

11U - “A” & “AA”

1. An offensive inning shall have a maximum of five (5) runs per inning or three (3) outs, whichever comes first.
2. Pitching distance – 11U “A” 44 ft Baselines - 60 ft
11U “AA” 44 ft. Baselines - 70 ft
3. On a dropped third strike, the batter is out and the ball is alive (runners may advance at the risk of being put out).
4. Runners may not lead off until the pitched ball has reached home plate. If they do, they will be returned to the original base.
5. In order for a player to come home from third base, they must either be hit home or forced home by a ground ball, walk or hit batsman. No overthrow advance. The intent of this rule is to promote hitting and develop the catcher to throw to second and third base.
6. Metal cleats are not permitted.
7. Players are required to wear a batting helmet when batting and/or running.
8. See chart below for leadoffs and stealing,

Age Group	11U A	11U AA
LEAD OFFS	No	No
STEALING	Yes, after ball crosses the plate Limit 1 base regardless of overthrows	Yes, after the ball crosses the plate
Stealing Home	No	No



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Dropped 3rd Strike	No	No
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9. **No walks will be issued in 11U A.** After four balls have been called by the umpire and all play has ceased (the offensive team can steal on ball four):
- The umpire will call time.
 - A coach positioned outside the base lines will soft toss to the batter.
 - The strike count continues where it was at the time of the fourth ball. (Example: if the count is 4 balls and 1 strike the batter may receive up to 2 soft tosses.)
 - Not swinging at a soft toss counts as a strike. A batter cannot strike out on a foul ball.
 - For safety during the soft toss, the player at the pitcher position will be on the pitching rubber or directly behind it
 - The furthest a batter-runner can advance when hitting soft toss or off the tee is first base. Play is live and the hitter can still fly out or be thrown out.
 - Any runners already on base may advance as normal on a hit at their own peril.
 - Bunting the ball on a soft toss or off the tee is prohibited.

13U - "A" & "AA"

1. An offensive inning shall have a maximum of five (5) runs per inning or three (3) outs, whichever comes first.
2. Pitching distance - 48 ft Baselines - 70 ft
3. **For 13U A Only** - In order for a player to come home from third base, they must either be hit home or forced home by a ground ball, walk or hit batsman. No overthrow advance. The intent of this rule is to promote hitting and develop the catcher to throw to second base.
4. **For 13U AA Only** - A batter may advance to first base on a dropped third strike, unless the base is occupied and there are less than two (2) outs. With two outs the batter may attempt to advance to first base.
5. Metal cleats are not permitted.
6. Players are required to wear a batting helmet when batting and/or running.
7. See chart below for leadoffs and stealing.

Age Group	13U A	13U AA
LEAD OFFS	Yes	Yes
STEALING	Yes, after ball crosses the plate Limit 1 base regardless of overthrows	Yes
Stealing Home	No	Yes



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Dropped 3rd Strike	No	Yes
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15U - "A" & "AA" 18U- "AA"

1. An offensive inning shall have a maximum of five (5) runs per inning or three (3) outs, whichever comes first.
2. Pitching distance - 54 ft (15U) 60.5 ft (18U) Baselines - 80 ft (15U) 90ft (18U)
3. A batter may advance to first base on a dropped third strike, unless the base is occupied and there are less than two (2) outs. With two outs the batter may attempt to advance to first base.
4. Metal cleats are permitted.
5. Metal bats are permitted, the bat must be -5 (minus five) for 15UA/AA
6. Players are required to wear a batting helmet when batting and/or running.

Fair Play Rules:

- Respect the rules.
- Respect the officials and accept their decisions.
- Respect your opponents.
- Respect the spectators.
- Give everyone equal/equitable opportunity to participate.
- Maintain your self-control at all times.

Championship Round Placement:

- The pool play standings will be determined by points. Two (2) points are awarded for a win, one (1) point for a tie and zero (0) points for a loss.
- A game is considered completed when the home team leads in the final inning or when the mercy rule becomes in effect. Last bats will not be taken if the home team leads. If the home team should take the lead in the bottom of the last inning the game is complete as the go ahead run crosses the plate. In this situation the run differential is 1 no matter how many runs score during the play. Teams are not entitled to complete their bats to better the run differential if the game is determined to be complete.



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Tie-breaking criteria:

If two or more teams are tied at the completion of the pool play the tie breaking criteria will be as follows:

1. Head-to-Head Play
2. Total Runs Allowed
3. Total Runs Scored
4. Flip of a coin

Play-off / Championship Game:

All Championship Round games will follow the tournament rules for the duration of the game (**6 innings or 2 hours length**). However, games will not end in a tie, after 6 innings or time limit if the score remains tied each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. Max runs of (5) per offensive extra inning.

The championship/final game for each division will be a regulation 6 inning game (No time limit) and may not end in a tie. Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on first and second, no outs. Max runs of (5) per offensive extra inning

Rain Delays:

In the event of delays occurring due to weather, games may be shortened to 5 innings by the Tournament Chair if deemed appropriate. This will ensure all scheduled games in a day get played. Factors such as number of teams in a division, number of open time slots for games available, and alternative diamond availability will all be considered.

Rain- Out Policy:

In the event that an official or Tournament director call a game due to inclement weather, we will approach this in the following manner:

Whenever possible the game will be rescheduled for completion at Buhler Recreation Park, Henri Constant Field, East St. Paul Dugald during the weekend. Check the Red River Valley Baseball Website (www.redrivervalleybaseball.ca) for updates.

All situations will be handled on a case by case basis.

** Teams are expected to appear and be ready to play at your new scheduled time.



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***The tournament committee reserves the right to alter the playing format in the event of inclement weather or other unplayable conditions or events that may arise.

Refunds:

Tournament fees will be refunded to teams, as follows:

- 0 games played – WTMTSW will retain \$20 administration fee to cover costs associated with the tournament, such as athletic field rental permits.
- 1 game played – 50% of fees refunded
- 2 games started / played – 25% of fees refunded

Each team has been guaranteed 3 games. If playoff games can not be played, Champion and Finalist awards will be awarded based on the round robin standings. No trophies or cash awards shall be presented if the round robin has not been completed.

WTMTSW Tournament Officials

The tournament officials and contact information are as follows:

Tournament Chairpersons	Russ Shine	204-771-3250
Henri Constant Field Coordinator	Dan Cox	204-996-2356
East St Paul Coordinator	Andrew Dolhy	
Buhler Park Coordinator	Russ Shine	204-771-3250
Dugald Park Coordinator	Gerald Ouellette	204-781-3152
Officials Coordinator	Brianne Ouellette	204-291-9688
Tournament Registration/Website	Russ Shine	204-771-3250

