



Larry Rindero Memorial

Tournament Rules

THANK YOU FOR ENTERING THE LARRY RINDERO MEMORIAL TOURNAMENT!

It is critical to the schedule that games start and finish on time given there is very little slack in between games. Teams will be expected to go on time. Teams should be warming their players up in the off field areas as teams may not have the luxury of a full warm up prior to the start of the game. No In and Outs before the games please as our grounds crew will be extremely busy and may have multiple fields to prep at the same times.

Zero Tolerance Rule - No player, coach, official or fan will be excluded. No abusive language, actions or intentions towards any person(s) in our facilities will be tolerated. Any ejection(s) from any game, will result in suspension for the remainder of the tournament. The main purpose of the Larry Rindero Tournament is to allow teams to prepare for their competitive seasons of play within Baseball Alberta.

All Baseball Alberta rules of play will apply to the tournament. Including pitch counts. Pitch counts and game summary reports will not be submitted to the Baseball Alberta office. However, any violation of the rules, will be reported.

For ALL age categories, all games will have a **2 hour time limit. No new inning will start after the 2 hour mark. The start of the game begins when the first pitch is thrown.**

For all games except the quarter, semi and finals, home team will be determined by a coin flip. The higher ranked team will be the home team in the quarter, semi and finals.

NO SPITZ on the fields or in the dugouts Please!

For ranking of teams, we will use the following formulas:

- 1. Winning record in pool play**
- 2. Runs Formula (Total Runs For Divided by Offensive Outs Minus Total Runs Against Divided by Defensive Outs)**

For ranking of teams between teams tied, we will use the following formulas:

- 1. Head-to-Head Game(s) Result (between tied teams)**
- 2. Runs Formula from Games Between Tied Teams (Total Runs For Divided by Offensive Outs Minus Total Runs Against Divided by Defensive Outs)**
- 3. Defensive Runs Formula from Games Between Tied Teams (Total Runs Against Divided by Defensive Outs)**
- 4. Runs Formula from All Games in Round(s)**
- 5. Defensive Runs Formula from All Games in Round(s)**

	11U	13U	15U	18U	Rest Required
Low	1-20	1-25	1-30	1-30	No Rest
Medium Low	21-30	26-35	31-40	31-44	1 Day of Rest
Medium	31-44	36-54	41-59	45-64	2 Days of Rest
Medium High	45-54	55-64	60-74	65-79	3 Days of Rest
High	55-70	65-80	75-90	80-100	4 Days of Rest
Maximum	70	80	90	100	

Pitch Counts

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.

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.

Pitcher cannot pitch 3 consecutive days unless a pitcher's first 2 days combined does not exceed:

11U - 20 / 13U - 25 / 15U and 18U - 30

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

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.

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.

Once a player assumes the position of pitcher, they cannot catch for the remainder of the game.

If a player pitches in the first game of the day and is eligible to pitch again in the same day, he may pitch or catch in the second game, but not both.

Pitchers will be permitted to finish the batter if the maximum pitch limit has been reached.

Required Rest shall be defined in “Days” starting at 12:01am and ending at 11:59pm of the next calendar day.

If a game continues past 12:01am, 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.

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 the pitcher is retained in the game at another position.

No Breaking Balls shall be permitted at the 11U age category – 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.

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.

11U Rules *Base paths will be set at 70’*

Unlimited Substitution

Every player present will be placed on the line-up card in the batting order and will all bat in order; 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 or catch in the same game;

Any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card

Any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

Participation Rule

A player may not sit more than 2 consecutive defensive innings (one pitch constitutes an inning sat)

Mercy Rule

In effect -- 10 run differential when the losing team has completed their 4th offensive inning/at bat

Number of Innings

All games are of six innings to be completed, if time and weather permits. However, three and a half (3-1/2) innings constitute a regulation game if the home team has more runs than the visiting team.

Maximum 7 Run / Half Inning Rule Once the 7th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. Last inning is open.

Bunts are permitted

Stealing is permitted once the pitched ball has crossed home plate. If there is a violation, the runner is returned to their base

Runners on Passed Balls

Can advance, including attempting to score at home plate.

Runner Advancement *ADDITIONAL CLARIFICATION FOR 2025*****

When a team has a lead of seven or more runs, the runner(s) of this team can reach the following base only when the ball is hit or if forced to advance. If the runner advances in error, they are returned to the original base and the ball is dead. A baserunner(s) is able to advance should the defence attempt to make a defensive play to retire a base runner.

A throwback from the catcher to the pitcher after a pitch does not constitute a defensive play to retire a base runner.

Catcher's Miss of a Third Strike

The batter cannot become a runner on a catcher's miss of a third strike. The third strike, either called or swinging does NOT have to be caught by the catcher. The batter is automatically retired. However the ball is alive and in play for runners that are on base.

Lead Offs and Intentional Walks

Not permitted.

Infield Fly Rule *ADDED CLARIFICATION FOR 2025*

The Infield Fly Rule applies to 11U categories

Baseball Canada rules except where identified for the following:

13U Rules

Baseball Canada rules except where identified for the following:

Unlimited Substitution

Every player present will be placed on the line-up card in the batting order and will all bat in order; 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 or catch in the same game

Any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card

Any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

Participation Rule

All players listed play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

Maximum 7 Run / Half Inning Rule

Once the 7th run of a half inning is scored the inning automatically stops no matter how many outs there are and that half inning is over. The last inning is open.

Mercy Rule

In effect -- 10 run differential when the losing team has completed their 5th offensive inning/at bat

15U Rules

Baseball Canada rules (including pitching restrictions/limitations) except for the following:

Unlimited Substitution:

Every player present will be placed on the line-up card in the batting order and will all bat in order; 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 or catch in the same game; any player who becomes injured or must leave the game will be skipped in the batting line-up with no penalty.

All players who are present for a game and in uniform (unless injured and unable to play or suspended for that game by the league or team) must be listed on the batting order/line-up card -- any coach who sits a player to gain a competitive advantage will be subject to discipline by Baseball Alberta.

Participation Rule:

All players listed on the official lineup card play a defensive position for 3 of their team's defensive outs and receive 1 plate appearance.

Mercy Rule:

In effect (10 run differential when the losing team has completed their 5th offensive inning).

18U Rules

Baseball Canada rules (including pitching restrictions/limitations) except for the following:

Teams may play utilizing the Unlimited Substitution Rule to enhance player development (all players bat and free defensive movement in/out except that once a pitcher leaves the mound defensively, that pitcher may not pitch again in that game).

DH and EH allowed if not all players are listed in the batting order.

Mercy Rule:

In effect (10 run differential when the losing team has completed their 5th offensive inning).

The Rindero family and SAMBA Board of Directors thank you for your participation in our event. We wish all the players, coaches and officials best of luck in their season and hope you enjoy your time here at our beautiful Legion Memorial Ballpark.