



# Burnaby Baseball Association

## 11U-AA Summer Fun Tournament Rules

### **1) Team Composition**

A team can place a maximum of 15 players on the tournament roster including up to 3 pick-ups/call-ups not on their regular team roster. Pickups and/or call-ups must be registered in their home association for the current baseball season. Pickups from your 11U division/tier (example A to A) will be allowed to pitch but call-ups from a lower division are not allowed to pitch. All pickups and call-ups must be identified as such on team roster and must wear their original team uniform. The roster must be submitted to the tournament registration table before their first game and cannot be altered for the duration of the tournament. All teams are expected to field their entire roster at each tournament game.

### **2) General Rules**

- a) All players bat.
- b) Fair Play rules in effect - No player may sit off for 2 consecutive innings. With the exception of the pitcher, upon re-entering the game defensively, the player **MUST** play 1 full defensive inning comprised of 3 outs or the opposing team scoring the run maximum.
- c) Wild pitch rule: pitcher hits 2 players in an inning or hits 3 in one game – pitcher will be removed from the mound unless the umpire determines that the batter could have avoided being hit through a reasonable effort.
- d) Run Limits. 4 runs per inning, except final inning 6<sup>th</sup> inning is open inning. (There is no open inning unless the 6<sup>th</sup> inning is reached within time limit 1 hr. 50 min.).
- e) If a player cannot play defensively he/she must come out of the game and removed from batting order.
- f) Tie games will stand in round robin play, but not in semi-finals or finals.
  - i. In event of a tie game, if time limit allows, one extra inning will be allowed.
- g) Home team will not bat if they are leading in the last inning.
- h) In semi-final games, the home team is the team with the higher standing after round robin play.
- i) In final game the home team is determined by a coin toss.
- j) Slide or avoid rule is in effect.
- k) Rule 22.08 Mercy Rule in effect. 10 run mercy-rule is in effect after 5 or more innings played or after 4 ½ innings if home team is leading. Should a team hit a "walk off" out of the park home run to end a game under the mercy rule all runners including the batter shall be permitted to score (as per the Official Rules of Baseball).

### 3) **Pitching**

All BCBA pitching and pitch count rules are in effect per Rule 24  
Rule 24.01 Number of Pitches and Required Rest: 11U Pitch Counts:

#### **11U**

1 – 25 pitches = no rest  
26 – 40 pitches = 2 nights rest  
41 – 55 pitches = 3 nights rest  
56 – 65 pitches = 4 nights rest  
66 – 75 pitches = 5 nights rest  
75 Maximum pitches in one day

**Note #1:** Pitches thrown in warm-up, bullpen, or ruled no pitch by the umpire because time was called prior to the pitch or thrown when ruled no pitch due to a balk do not count towards pitch count.

**Note #2:** Pitch count is recorded after each game. A pitcher who requires rest after the first game of the day cannot pitch in the second game. Example: A 15U (Bantam) AAA pitcher who throws 50 pitches in game one is ineligible to pitch in game two.

**Note #3:** "If a pitcher has two appearances in the same day his total pitch count for the day is combined for the purpose of rest. Example 1: A 15U (Bantam) AAA pitcher who throws 30 pitches in game one and 40 pitches in game two has thrown 70 pitches for the day and requires 2 nights rest.

**Note #4:** "The following is a definition of a night's rest. Example: Pitcher requires three nights rest after throwing a 1PM game on a Sunday. Pitcher rests Sunday night, Monday night, and Tuesday night and can pitch when he wakes up on Wednesday morning.

**Note #5:** The total number of pitches thrown by an ambidextrous pitcher are counted for the purpose of calculating pitch count, regardless of which arm or combination there-of is throwing

#### **24.02 Exceeding Limits to Finish Batter**

A pitcher is permitted to exceed the maximum limit (for a day) to complete pitching to a batter.

**Note #1:** Example #1: Pitcher starts a hitter at 43 pitches. At the end of the hitter the pitcher has thrown 47 pitches and the pitcher is removed. The pitcher's pitch count is recorded as 47 and he requires two nights rest. Example 2: Pitcher starts a hitter at 93 pitches. At the end of the hitter the pitcher has thrown 97 pitches. The pitcher must be removed, and his pitch count is recorded as 95.

### **Rule 24.03 Pitching on Consecutive Days**

Pitchers are not permitted to pitch on four (4) consecutive days. A player can only pitch on a third (3rd) consecutive day if ALL the following conditions are met....

- (i) Games are during Spring Tournaments, Summer, Single Seasons or Provincials
- (ii) His/her total pitch count on the 2 previous days does not exceed Spring "no rest" limit during Spring and does not exceed the Single Season or Summer Season "no rest" limit for his/her Division as defined under Rule 24.01.

Example: A 13U pitcher may only pitch on a 3rd day, if his/her combined total for days 1 and 2 does not exceed 35 pitches.

A rainout or delayed/suspended game will not affect the pitching re: the 2 or 3 nights rest rule, so any pitcher who was ineligible to pitch when the game was original supposed to start shall remain ineligible when the game is played.

### **24.04 Pitching and Catching on the same day**

Pitching and catching on the same day is permitted at all age divisions in league and championship play between B.C.B.A. teams unless a tournament is an end of season Championship hosted in BC, in which case the current Canadian Baseball Rule applies.

### **24.05 Suspended Games**

If a game is suspended the pitchers rest would be determined based on the number of pitches thrown to that point and recorded for that day. If a pitcher is ineligible to pitch at the beginning of a game, that is suspended after the first pitch, the pitcher remains ineligible to pitch in that game when it is completed at a later date.

#### **Approved Rulings:**

A) 13U pitcher throws 70 pitches on Thursday. Friday's game is rained out (prior to the first pitch) and rescheduled for Saturday. Pitcher is now eligible to pitch in Saturday's makeup game.

B) 13U pitcher throws 70 pitches on Thursday. Friday's game is suspended (after the first pitch) and is completed on Saturday. Pitcher is not eligible to pitch in Saturday's continued game because he was not eligible to pitch when the game began.

C) 13U pitcher throws 70 pitches on Thursday and the game is suspended and completed on Friday. The pitcher's 70 pitches are recorded on their Thursday pitch count. Pitcher is not eligible to pitch when the game is continued on Friday because he now requires two night's rest. If the game was completed on Saturday, the pitcher would be eligible to continue to

pitch to their maximum pitch count for a day (15 more pitches). The pitches thrown in the completion of Saturday's game would be recorded on the pitcher's Saturday pitch count.

D) 13U pitcher throws 20 pitches in the first game on Saturday. Their second game on Saturday is suspended. When the game is completed the pitcher could only throw a maximum of 65 pitches because based on their morning out 65 pitches is all he could have thrown when the game began. Also, the pitcher must be eligible to pitch when the game is completed based on their previous day's pitch count.

Note: These examples all use 13U summer numbers but can be applied to any division using the appropriate numbers

#### **4) Official Score Keepers and Pitching Records**

The home team is the official scorekeeper and will be responsible for recording and using and recording on the scoresheet and pitch count forms provided in the scoreboard that is to be picked up before each game and returned at the end of the game to the tournament table by concession.

The official scorekeeper will also be responsible for recording the number of pitches pitched by each pitcher from both teams on the pitch count form provided and **coaches from both teams must sign the pitch count sheets at the end of the game** and returned with the scoreboard. Scoresheets provided by tournament must be filled in full and will be used in case of tie breaker.

Copies of each team's pitch count will be recorded to view at the tournament table.

#### **5) Inclement Weather and Time Limit**

Teams are to show up for their scheduled time in the event of rain unless notified of a change.

Games that are not important to final standings will be cancelled if necessary.

No new inning will be started after **1 hr. 50 mins.** of play in round robin. Home scorekeeper and umpires please note the start time of the game. Open inning will be completed unless the home team is ahead at end of the top of the inning, then the bottom of the inning does not need to be completed.

Semi-finals and Finals have not time limit.

The tournament director retains the right to reduce the time limit if necessary, but this would be declared before the start of the game.

## **6) Protests**

Protests are not allowed. The tournament director and/or the Umpire-in-Chief have the final say and any disputed situation must be dealt with before the game continues. If the tournament Umpire-in-Chief is not available, then the plate umpire has the final say on a disputed situation.

## **7) Tie Breaker Rule**

### **29.01 Tiebreaker**

The round robin tie breaking rules are set out below. Please note the following:

Statistics are calculated based upon the games between the teams that are tied with each other, and not all of the games in the competition.

If the first part of the rule places one team above others in the case of three or more teams involved in the tie, but the remaining teams are still tied, then the remaining parts of the rule are applied using statistics from the matches involving all of the original teams in the tie.

In the event that a team involved in a tie has forfeited a game played between tied teams they will be automatically eliminated from the tie and the criteria above will be used to determine placement between the remaining teams.

### **Order**

The team with the best win/loss record in the game(s) played between the tied teams will place higher in the standings.

(A) If the tie persists, the placement of teams will be dictated by the ratio of number of runs allowed per defensive inning. A defensive inning is defined as having taken the field and a pitch thrown.

(B) If the tie persists, the placement of teams will be dictated by the ratio of runs scored per offensive inning. An offensive inning is defined as having been at bat for at least one pitch.

(C) If the tie persists, then the team with the best won/loss record against the highest placed team not in the tie, followed by a comparison to the next placed team, etc., will place higher in the standings.

(D) If after the application of the four rules, there still remains a tie, then the four rules will be reapplied to the remaining tied teams, except that the statistics will be based on the games between only the remaining tied teams, and not all of the teams in the original tie.

(E) 10U & 11U (Mosquito) Divisions Only – if a tie persists then the records of all teams in the pool shall be used to determine the tie breaker.

Example:

Tie breaking format for advancement to semi-finals, if teams are tied in points after round robin play:

- a) Head to head (not valid if 3 or more teams tied such as A beats B, B beats C, C beats A).
  - If team A and team B both have the same amount of points, but Team A defeated team B in round robin play then team A will advance to the semi-finals ahead of team B.
- b) Ratio of number of runs allowed per defensive inning (lowest ration advances)
  - Team A had 32 runs against in 21 innings:  $32/21 = 1.524$  runs per inning.
  - Team B had 30 runs against in 20 innings:  $30/20 = 1.5$  runs per inning
  - Team C had 30 runs against in 21 innings:  $30/21 = 1.429$  runs per inning.
  - Team C advances to the semi-finals because of their lower ratio.
  - Statistics are calculated based on ALL games played during round robin play.
- c) Ratio of number of runs scored per offensive innings (highest ratio advances)
  - Calculated in similar manner as #2.
  - Runs for divided by total offensive innings played.
  - Statistics are calculated based on ALL games played during round robin play.
- d) Best won/loss record against highest non-tied team.
  - The team with the best won/loss record against the highest placed team not in the tie, followed by a comparison to the next placed team, etc., will place higher in the standings.

## **8) Awards**

- a. MVP awards awarded to 1 player from each team per game (found in scoreboard)
- b. Coaches will decide which player from the opposing team will be awarded the MVP medal.
- c. A player may not receive more than 1 MVP award per tournament.
- d. 15 Medals awarded to 2<sup>nd</sup> Place (Silver) and 1<sup>st</sup> Place (Gold)

## **9) BCBA Rule 13 Codes of Conduct apply during tournament weekend.**

Please remember that all umpires want to do the best possible, they will make mistakes, and some more than others. All our umpires have classes to ensure that they are aware of the common rules, as well as the tournament rules, however, it is not possible for them to have knowledge of every situation that can develop. They may not be able to see every situation and will do their best in the situation. The hope is as coaches and adults we will be examples of graciousness and fair play to our children, and not allow our competitive juices to make us say and do things that are not in the spirit of fair play and good sportsmanship that will be later regretted.

The umpires have been instructed not to tolerate any profanity or abuse from coaches, players or parents and are encouraged to eject the coaches, parents or players from the game as they see fit.

Remember this is called Summer Fun Tournament, so go out and have FUN!