

# **SASKOTA BASEBALL LEAGUE CONSTITUTION**



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# Saskota Baseball League

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# Saskota Baseball League

## **Section 1: League Meetings**

### **1.1 League Meeting Attendance**

- 1.1.1 - Any league meetings must be announced with adequate time for teams to have a representative present.
- 1.1.2 - At least one representative from each team must attend a scheduled league meeting.
- 1.1.3 - Teams will receive a \$100.00 fine for not attending any meeting set by the league.

### **1.2 Spring Meeting**

- 1.2.1 - The spring meeting will be the second last Tuesday of April at a location set by the league president.
- 1.2.2 - Team fees of \$350 per existing team must be paid at the spring meeting.
- 1.2.3 - Team fees of \$400 per new team must be paid at the spring meeting.
- 1.2.4 - Teams may take a one year leave of absence before having to register as a new team in the league.
- 1.2.5 - Teams will receive a \$100.00 fine if they do not pay their league fees at the spring meeting.
- 1.2.6 - The spring meeting will at minimum cover the following:
  - updating contact info
  - payout summaries from the previous season
  - review of spring meeting minutes from the previous season
  - presentation of financial statement from the previous season
  - review of the constitution
  - discussion of new items relating to the upcoming season
  - set dates league entrance (May 1st), commencement (Tuesday following May Long weekend unless a different date is voted on at the spring meeting), & termination (leaving six days for make-up games)
  - set tournament dates

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## **Section 2: League President**

### **2.1 Determination of League President**

2.1.1 - The elected league president will serve a term of 2 years and be paid \$1000 per year.

2.1.2 - The new league president will be elected from the next team in the rotation at the spring meeting ending the current president's two-year term.

2.1.3 - If the new team does not wish to fulfill the presidential duties, the position will be open to any league member. In the case that there are no volunteers, the team must fulfill the presidential duties.

Carnduff Astros, Arcola Threshers, Southeast Diamondbacks, Kipling Royals, Kenosee Cubs, Estevan Wolves, Redvers As, Oxbow Chiefs, Carlyle Cardinals, Moosomin Badgers, Weyburn Sun Devils

2.1.4 - The league vice president will be elected at the spring meeting following the election of the league president. The vice-president will serve a two-year term with the league president.

### **2.2 League President's General Duties**

2.2.1 - Duties will include, but are not limited to:

- Prepare the agenda for the spring meeting
- Create the season schedule and have it reviewed by each team
- Send the final schedule to Carlyle Observer, Estevan Mercury, Kipling Citizen, CJ 1280, and all teams.
- Send the final schedule to the Carlyle Observer for printing. The bill for the printing of the schedules should be sent directly to the business sponsors.
- Keep all bank statements in the black binder
- Maintain the Saskota Baseball League bank account
- Maintain the league financial statement and update as needed throughout the season
- Complete the financial statement at the season's end for the following spring meeting
- Review all teams' proof of SBA insurance
- Track and record all team roster's following each game for Harbourne Memorial Tournament eligibility
- Schedule umpires for the Harbourne Memorial Tournament
- Maintain the Saskota Baseball League website

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## 2.3 League President's Spring Meeting Duties

2.3.1 - Duties will include, but are not limited to:

- Chair the spring meeting.
- Distribute financial statement, updated constitution, meeting minutes from previous spring meeting, current spring meeting agenda, and contact list.
- Update the contact list.
- Review previous spring meeting minutes
- Review the financial statement
- Verify teams entering the league by deadline
- Collect league fees.
- Update the league constitution as required.

## 2.4 League President's Harbourn Memorial Tournament Duties

2.4.1 - Duties will include, but are not limited to:

- Make the tournament schedule
- Schedule announcers, scorekeepers, gate workers, and diamond maintenance workers for the tournament.
- Purchase 2 colours of wristbands for tournament spectators.
- Purchase all game balls. President is encouraged to purchase game balls from a business within league boundaries.
- Supply a float and cash box for the tournament
- Supply quarters for foul ball retrievers (\$60 minimum)
- Supply flour/chalk for the baselines and kitty litter in case of rain.
- Supply a scorebook and pens for scorekeepers.
- Supply one box of baseballs at the league's expense
- Supply copies of the tournament schedule to be posted at the tournament.
- Supply a copy of the Saskota Baseball League's constitution.
- Supply a PA system for announcing
- Remind the previous champions to bring the trophy
- Remind home team to provide a beer gardens
- Supply or delegate a supplier of an ATV for diamond preparation+
- Keep track of wins and losses at the tournament, as well as innings played and the scores.
- Collect cash from the gate often.
- In the event of a rain delay contact teams and umpires
- Schedule umpires for the tournament.
- Issue cheques to teams for regular season standings
- Issue cheques to teams for Harbourn Memorial Tournament wins.
- Issue cheques to the umpires.
- Present trophy to the winning team.
- Report results of the tournament to CJ 1280

# **Saskota Baseball League**

## **Section 3: Regular Season Format**

### **3.1 General Regular Season Information**

3.1.1 - League rules are defined by the Saskatchewan Baseball Association (SBA).

3.1.2 - If the league consists of 9 teams or fewer there will be one division: play will consist of home/home against each team in the league and one bye game. The league schedule will include one home game and one away versus each team in the league, as well as two bye games.

3.1.3 - If the league consists of 10 or more teams, there will be two divisions based on geography. The league schedule will include one home game and one road game versus each team within the same division and one home game or one road game (as determined by the league president) versus each team in the opposing division. If it is decided that the league will have no divisions. All teams will play one home game and one road game versus all teams in the league.

3.1.4 - All evening game played on diamonds without lights will start at 6:30 pm. All games played on diamonds with lights may start no later than 7:30 pm. All afternoon games can be played at any time.

3.1.5 - Winning teams are required to phone game results into CJ 1280 Radio and text scores to the league president and the acting manager of the Saskota Baseball League web page.

### **3.2 Regular Season Officiating**

3.2.1 - Home teams will be responsible for a plate umpire, a base umpire, and an official scorer at the beginning of each game.

3.2.2 - Failure to provide a certified home plate umpire will result in a \$100 fine to the host team.

3.2.3 – Failure to provide a base umpire will result in a \$150 fine to the host team.

### **3.3 Cancelling and Rescheduling Regular Season Games**

3.3.1 - Teams needing to cancel a regular season game due to personal reasons must do so prior to noon on the day of the scheduled game.

3.3.2 - This time frame may be deviated from only for game cancellations due to weather conditions.

3.3.3 - Canceling after the noon deadline will give the opposition team the choice of rescheduling the game or demanding a forfeit.

3.3.4 - Any game in need of rescheduling must have a new game date chosen within one week of the cancellation. The game must be played no later than the league make-up date deadline.

3.3.5 - The president of the league will reschedule any game that teams are unable to reschedule. The team that is unable to play on the date set is the forfeiting team.

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## 3.4 Forfeit of a Regular Season Game

- 3.4.1 - Any team that starts a game with less than nine players is forfeiting the game.
- 3.4.2 - Any team that forfeits a game will be given a \$200.00 fine.
- 3.4.3 - Any team which forfeits a regular season game, then proceeds to finish in the top four of the regular season standings, will forfeit any prize money they would receive.
- 3.4.4 - Payment of any cost will be given to the team with the expenses by the forfeiting team.
- 3.4.5 - A win will be awarded in a forfeited game to the non-offending team. The forfeiting team will suffer a loss.
- 3.4.6 - If a game is a forfeiture in advance of game, and discussed by the teams involved, the game will not count for player eligibility.
- 3.4.7 - If a game is a forfeiture after 1:00 pm, the non-offending team's entire roster will count toward player eligibility for the Harbourne Memorial Tournament. The offending team cannot submit a line-up card for the game.

## 3.5 Suspended Games, Complete Games, Incomplete Games

- 3.5.1 - Five complete innings are required for a complete game.
- 3.5.2 - Incomplete games will be fewer than five in complete innings.
- 3.5.3 - Once an inning has started but is unable to be completed due to daylight or weather:
  - i) Less than five innings is incomplete game.
  - ii) If the game has reached five innings or more the score will revert back to the last complete inning.
- 3.5.4 - There are no suspended games.
- 3.5.6 - All incomplete games will need to be rescheduled and played over.
- 3.5.7 - A regular season game that is tied at the completion of the game will remain as a tie.

## 3.6 Rosters and Tracking

- 3.6.1 - Official scorecards must be used for every regular season game.
- 3.6.2 - Teams must use the scorecards for both home and away games.
- 3.6.3 - First and last names of all players must be recorded on the score sheets for verification in event of a protest.
- 3.6.4 - All players in attendance at a game that was considered an incomplete game may count that as an attended game.
- 3.6.5 - Scorecards are to be signed and exchanged before the first pitch of each game.
- 3.6.6 - A digital copy of both scorecards must be sent to the league president, by both teams, following the completion of a game.
- 3.6.7 - All teams will submit a team roster to the league president and to all teams in the league one week prior to the opening day of the season. Teams can add players to the roster during the season. Additions to the roster must be submitted to the league president and to all teams in the league.
- 3.6.8 - All players who are eligible to play 18U or younger must be marked on the team's roster and on the team's lineup cards. The team's manager must notify the opposing team's manager

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and the umpire staff prior to the start of the game of all 18U or younger players. All 18U or younger players are subject to pitch count rules outlined by Baseball Sask. Pitch count rules will not apply to players 19 years of age and older.

## 3.7 Regular Season Payouts

3.7.1 - At the end of the regular season; the top four teams in the league (based on winning percentage) regardless of division will be awarded as follows:

Standings	Payout
First	\$300
Second	\$200
Third	\$125
Fourth	\$75
Total	\$700

## 3.8 Uniform Requirements

3.8.1 - Players must be wearing a “matching” team jersey to be eligible for on-field play

3.8.2 - In the event of an ineligible player resulting in fewer than nine eligible players on the field; the contravening team will forfeit the game



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## **Section 4: Harbourn Memorial Tournament Format**

### **4.1 General Harbourn Memorial Tournament Information**

4.1.1 - The Harbourn Memorial Tournament will be scheduled on the weekend prior to August Long Weekend

4.1.2 - Teams may submit a bid to host the Harbourn Memorial Tournament at the spring meeting. After all bids have been presented at the meeting, a vote will be held. The successful bid will retain hosting duties for two years.

4.1.3 - All games are six innings (ten runs up after four complete innings is considered a win).

4.1.4 - In all Harbourn Memorial Tournament games, including the round robin, tie-breakers, semi-finals, and final, the highest seeded team from the regular season will be considered the home team.

4.1.5 - If a game is tied after six innings of play the tie must be broken. All round robin games, including play-in games, will follow Baseball Sask's tiebreaking procedures for the duration of extra innings. All playoff games will resume regular play for the duration of extra innings.

4.1.6 - The Harbourn Memorial Tournament tiebreaking procedure will follow the SBA's tiebreaking procedure as read in the SBA handbook.

4.1.7 - Teams that forfeit a game at the Harbourn Memorial Tournament will have to enter the Saskota league as a new team the following year. The team will also forfeit any and all prize money they would be entitled from the Harbourn tournament.

4.1.8 - Admission to the ballpark will be \$5.00 (players & umpires do not pay)

4.1.9 – The Harbourn Memorial Tournament will be scheduled to be played on one diamond. The president reserves the right to alter the schedule to utilize additional diamond(s) in the event of tournament delays once the tournament is in progress.

### **4.2 Harbourn Memorial Tournament Preparation and Organization**

4.2.1 - Preparation and organization of the Harbourn Memorial Tournament will be handled by the league president or delegates of the league president. All are listed in section 2.3 of the constitution.

### **4.3 Harbourn Memorial Tournament Player Eligibility**

4.3.1 - A player must be in attendance (not required to play) for no less than four regular season games to be eligible for appearance in the Harbourn Memorial Tournament.

4.3.2 - All the official regular season scorecards (signed) need to be brought to the Harbourn Memorial Tournament in case of a player eligibility protest.

4.3.3 - If there is a protest over the eligibility of a player, it is the protesting team's duty to prove the player's ineligibility.

4.3.4 - If scorecards are missing, the team that is being protested must prove their player's eligibility.

4.3.5 - Final ruling will be left to the league president.

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## 4.4 Harbourn Memorial Tournament Qualifying and Advancing

4.4.1 - In the event of a regular season standings tie for a playoff spot between two or more teams:

1. The team with fewer forfeitures is seeded highest.
2. The team with the most regular season wins is seeded highest. In the event of more than two teams tied, the team with the fewest regular season wins is seeded lowest, taking into consideration the remaining teams have the same number of wins.
3. The team with the best win-loss record, considering all games played between tied teams, is seeded highest. In the event of more than two teams tied, the team with the worst win-loss record is seeded lowest, taking into consideration the remaining teams have the same win-loss record.
4. The team with the highest ratio of runs for divided by runs against, considering all games played between tied teams, is seeded highest. In the event of more than two teams tied, the team with the lowest ratio is seeded lowest, taking into consideration the remaining teams have the same ratio.
5. The team with the highest ratio of runs for divided by runs against, considering all games played in the regular season, is seeded highest. In the event of more than two teams tied, the team with the lowest ratio is seeded lowest, taking into consideration the remaining teams have the same ratio.
6. Coin toss.

4.4.2 - When the league is one division consisting of eight or more teams, the eight top teams qualify for the Harbourn Memorial Tournament.

4.4.3 - When the league consists of ten teams separated into two divisions of five teams, the top four teams from each division qualify for the Harbourn Memorial Tournament.

4.4.4 - When the league consists of eleven teams separated into two divisions (one division of six teams and one division of five teams), the top seven teams, regardless of division, qualify for the Harbourn Memorial Tournament. On the Tuesday prior to the Harbourn Memorial Tournament, a play-in game will take place in which the 8<sup>th</sup> place team hosts the 9<sup>th</sup> place team. The winner will qualify for the Harbourn Memorial Tournament.

4.4.5 - The playoffs will consist of two pools of four teams each:

Pool A: 1, 4, 5, 8

Pool B: 2, 3, 6, 7

4.4.6 - The top two teams from each pool advance to the cross over semifinals.

4.4.7 – If a higher seeded team is unable to host a Friday evening Harbourn Memorial Tournament game in their community, the game will be moved to the community of the lower seeded team, pending diamond availability. The higher seeded team is responsible for providing and paying for umpires and providing game balls. The lower seeded team is responsible for diamond preparation. The higher seeded team will remain the home team.

## 4.5 Harbourn Memorial Tournament Officiating

4.5.1 - All games prior to the final game require 2 certified umpires.

4.5.2 - The final game requires 3 certified umpires.

4.5.3 - All fees associated with officiating will be paid by the league.

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## 4.6 Harbourn Memorial Tournament Eight Team Draws

### 4.6.1 – Harbourn Memorial Tournament Eight Team Draw for One Diamond:

Friday: 6:30 - 8<sup>th</sup> @ 1<sup>st</sup>, 7<sup>th</sup> @ 2<sup>nd</sup>, 6<sup>th</sup> @ 3<sup>rd</sup>, 5<sup>th</sup> @ 4<sup>th</sup>

Saturday:

Time	Game	Workers
8:00 am	4 <sup>th</sup> vs 8 <sup>th</sup>	7 <sup>th</sup>
10:00 am	3 <sup>rd</sup> vs 7 <sup>th</sup>	5 <sup>th</sup>
12:00 pm	1 <sup>st</sup> vs 5 <sup>th</sup>	2 <sup>nd</sup>
2:00 pm	2 <sup>nd</sup> vs 6 <sup>th</sup>	4 <sup>th</sup>
4:00 pm	1 <sup>st</sup> vs 4 <sup>th</sup>	3 <sup>rd</sup>
6:00 pm	2 <sup>nd</sup> vs 3 <sup>rd</sup>	1 <sup>st</sup>

Sunday:

Time	Game	Workers
8:00 am	6 <sup>th</sup> vs 7 <sup>th</sup>	8 <sup>th</sup>
10:00 am	5 <sup>th</sup> vs 8 <sup>th</sup>	6 <sup>th</sup>

If no tiebreaker is required:

Time	Game	Workers
12:00 pm	1 <sup>st</sup> A vs 2 <sup>nd</sup> B	Loser of 10:00
2:00 pm	1 <sup>st</sup> B vs 2 <sup>nd</sup> A	Loser of 12:00
4:00 pm	Final	Loser of 2:00

If a tiebreaker is required:

Time	Game	Workers
12:00 pm	Tiebreaker	Loser of 10:00 unless playing, then winner of 10:00
2:00 pm	1 <sup>st</sup> A vs 2 <sup>nd</sup> B	Loser of 12:00
4:00 pm	1 <sup>st</sup> B vs 2 <sup>nd</sup> A	Loser of 2:00
6:00 pm	Final	Loser of 4:00

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## 4.6.2 – Harbourne Memorial Touranemt Eight Team Draw for Two Diamonds:

Friday: 6:30 - 8<sup>th</sup> @ 1<sup>st</sup> , 7<sup>th</sup> @ 2<sup>nd</sup> , 6<sup>th</sup> @ 3<sup>rd</sup> , 5<sup>th</sup> @ 4<sup>th</sup>

Saturday:

Time	Diamond 1	Workers	Diamond 2	Workers
10:00 am	5 <sup>th</sup> vs 8 <sup>th</sup>	TBD	6 <sup>th</sup> vs 7 <sup>th</sup>	TBD
12:00 pm	1 <sup>st</sup> vs 5 <sup>th</sup>	TBD	2 <sup>nd</sup> vs 6 <sup>th</sup>	TBD
2:00 pm	4 <sup>th</sup> vs 8 <sup>th</sup>	TBD	3 <sup>rd</sup> vs 7 <sup>th</sup>	TBD
4:00 pm	2 <sup>nd</sup> vs 3 <sup>rd</sup>	TBD		TBD
6:00 pm	1 <sup>st</sup> vs 4 <sup>th</sup>	TBD		TBD

Sunday:

Time	Diamond 1	Workers	Diamond 2	Workers
10:00 am	Tiebreaker	TBD	Tiebreaker	TBD
12:00 pm	1 <sup>st</sup> A vs 2 <sup>nd</sup> B	TBD	1 <sup>st</sup> B vs 2 <sup>nd</sup> A	TBD
3:00 pm	Final	TBD		

4.6.3 - If there is no time remaining for the final game at the end of the Harbourne Memorial Tournament; the team higher in the league standings will host the final playoff game.

4.6.4 - In the event that the Harbourne Memorial Tournament semi-final game(s) cannot be completed on Sunday, the remaining games will be hosted by the highest regular season seeded team and played on the Monday following the tournament with the final game being hosted by the highest seeded regular season team and played on Tuesday. In the case of poor weather, all game(s) will postponed by one day. This pattern will continue until each game in the round can be played in appropriate weather.

4.6.5 - In the event that the Harbourne Memorial Tournament final game cannot be completed on Sunday, the game will hosted by the highest regular season seeded team and played on the Monday following the tournament. In the case of poor weather, the game(s) will postponed by one day. This pattern will continue until each game in the round can be played in appropriate weather.

## 4.7 Harbourne Memorial Tournament Payout

4.7.1 - Teams will be awarded \$50.00 for each game won.

4.7.2 - If a team forfeits a pool game it is considered a loss.

4.7.3 - No monetary award will be granted for a tie-breaker game.

4.7.4 - Payouts will total \$750.00 with a slate of eight teams in competing in the tournament

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## **Section 5: Saskota Baseball League Website**

### **5.1 General Website Information**

5.1.1 - The Saskota Baseball League website will be managed by the league president.

5.1.2 - If the president elects not to manage the website and a volunteer chooses to do so, the volunteer will be paid \$100 from the league president.

5.1.3 - Failure to manage the website in a professional and satisfactory manner will result in cancellation of payment and/or a fine not exceeding the original payment amount for site management.

5.1.4 - The Saskota Baseball League can be found at the following link:

**<http://www.ballcharts.com/teams/index.php?team=saskota>**

## **Section 6: Saskota Baseball League Insurance Requirements**

### **6.1 SBA Registration**

6.1.1 - All teams must register with SBA and provide proof of insurance to league president prior July first.