**ZONE 13 BASEBALL**

Events: There will only be a Zone 13 boys championship winner declared

Entries: Any school wishing to participate in the Zone Championships must declare intent to participate to the Convenor. (Zone 13 covers cost of 1 dozen official Baseballs) Top 2 teams from the North and Top 2 teams from the South will compete for the Championship unless otherwise agreed upon.

Rules: Manitoba Baseball rules apply/in addition to any rules established for Zone 13

1. Games consist of 5 innings (75 min. with max. 1 ½ hr. duration – at umpire discretion)
2. 10 run mercy rule after 3 completed innings in effect for ALL games
3. Final game 7 innings. No time limit on the final (mercy rule in effect)
4. 15 minute pre-game on field warm up (7 ½ min per team)
5. Tie breaker for both regular/finals – proceed to extra inning completed innings. (Officials may invoke the International tie-breaker rule at their discretion)
6. Proper attire worn:
	1. tucked in shirts
	2. no baggy shirts during games
	3. no shorts/muscle shirts during game
	4. all players must wear caps (no sun hats)
	5. excessive jewelry/piercing (s) may be required to be removed (at discretion of the officials)
7. Helmets must be worn by batters and base runners
8. Catchers must wear full equipment including throat protector (warm up catcher must wear helmet and mask)
9. Metal spikes are allowed at Zones and Provincials
10. Wood bats only.
11. Pitch count in effect
12. Please see MHSAA handbook for the official baseball for championship play
13. Pitching distance is 60ft. 6 inches with baseline of 90 ft.
14. Official abuse or abuse to opposing teams by any individual coach(es)/team member(s)/team management or other governing bodies of a team, may result in game suspension/zone tournament suspension and/or further disciplinary action as required.
15. Substance abuse (smoking or tobacco products, alcohol, drugs, or other suspected substances) on tournament grounds will result in game suspension/zone tournament suspension and/or further disciplinary action as required
16. Failure to field a team “on time” may result in a forfeit game.
17. Final decisions will be at the discretion of the Zone Convenor

\*\* See MHSAA handbook for further zone/provincial guidelines and uniform