

Scott Tokessy Memorial Gold Glove Tournament 2023

Tournament Rules – Major

Little League Rules and Regulations apply unless otherwise stated below.

1. A completed roster must be provided prior to tournament play.
2. Team rosters may consist of 14 players, 1 manager and 2 coaches in the dugout.
3. a) Round robin games are 6 innings maximum and can end in ties. **No new inning shall begin after 1 hour 45 minutes from start of game.** All games must start at scheduled start time. An official game must have 4 innings completed (3½ if the home team is ahead). The time will take precedence over the innings. If it takes 1:46 to play 3 innings it will be a 3 inning game and it will be official.
b) If darkness, rain, etc. ends the game and the inning is incomplete, then the score reverts to the last complete inning UNLESS the home team is at bat and has tied or gone ahead during this partial inning, in which case the score at the time the game is called stands. These conditions assume that the game has met the criteria of an official game as described in item 3(a).
4. For all games excluding the Championship Finals a maximum 5 runs per inning will be allowed. In the Championship Finals the runs will be unlimited. In the championship finals if a team is up by 10 after 4 or 5 inning (3 ½ or 4 ½ for the home team) the game will be called. In the consolation final a 5 run limit will continue to be applied. In round robin if a team can no longer tie/win the game will be called.
5. **Pitching:**
 - (a) any pitcher may be used in any game. **Maximum 2 innings per game.** One pitch in an inning counts as an inning pitched. Once a pitcher has been removed from a game, he/she cannot be re-inserted as a pitcher in the same game. He/she may play any other defensive position.
 - (b) Any pitcher, who is replaced, may play the catcher position regardless of the number of pitches thrown.
 - (c) Any catcher, regardless of the number of innings caught, may be used as a pitcher.
 - (d) Coaches are encouraged to use their discretion in using pitchers and catchers taking the player's health & safety into consideration to avoid injury to the player's arm, wearing the player out, etc.

6. **Bats: For the Little League Major Baseball Division and below:**

This is a Little League Tournament. As such all bats used should have the new USA logo or be wood bats at Major and below.

Detailed info is here:

<https://www.littleleague.org/playing-rules/bat-information/>

<https://www.littleleague.org/playing-rules/bat-information/usa-baseball-bat-standard-faq/>

<https://www.littleleague.org/playing-rules/bat-rules/>

This is non negotiable and umpires will be enforcing bat rules.

It is each team's responsibility to ensure that their bats are compliant.

7. All players present at the game are to be listed in the batting order and must bat in turn. Late arriving players must be added to the bottom of the order.
8. For non-playoff games, a pinch runner must be used for the catcher if he is on base or reaches base safely if there are two outs. A pinch runner shall be the last recorded out.
9. A team may play with a minimum of 8 players. There is not an automatic out for a 9th player not present. Less than 8 players results in game forfeiture. If, during the game, an injury, illness or

ejection causes the number of available players to fall below 8, this will result in a forfeiture regardless of the point in the game or the score at the time.

10. Unlimited defensive re-entry and substitution is permitted except for the pitcher.

11. Base coaches must be registered team players. Two (2) adult base coaches are also permitted. One adult must be present at all times in the dugout.

12. The umpire's decision is final. Abuse of officials will not be tolerated and will result in ejection from the park. This applies to coaches, players and spectators.

13. The Tournament Director will handle tournament decisions and decisions are final.

14. The home and visiting teams for each game will be decided by a coin toss in the round robin. Round robin standings will determine home and visiting teams in all playoff games, where the higher ranked team in round robin will have home field advantage in the playoffs

15. In the round robin a mercy rule will be applied if a team has an 11 run lead after 4 complete innings (after 3½ innings if the home team is ahead).

16. The Infield fly rule is in effect at the Major level.

17. Coaches/Managers/spectators are not permitted to smoke during games.

18. Coaches/Managers are to wear proper attire at all times. This means a collared shirt (eg. golf shirt) and slacks (golf shorts permitted) and shoes. No jeans, cut-offs or sandals are permitted.

19. Standings in each Division will be decided as follows:

a) Win = 2 points; Tie = 1 point; Loss = 0 points.

Determination of Pool Standings

No team with a forfeit in round robin can win a tiebreaker

a) Two teams are tied:

- Most points (2 points for a win, 1 point for a tie)
- Outcome in Head to Head game (in the event of a team playing an extra game because we need to balance the schedule the head to head still applies if the game is pulled)
- Most Wins
- Lowest (Runs allowed in all games)
- Run Differential for all round robin-games
 - o **Note:** The maximum run differential that can be applied to any game is 10 runs for purposes of the tie-breakers. This will be based on the final score of the game.
- Coin Flip

b) Three teams are tied:

- Most Wins
- Record in Head to Head games (all 3 teams must have played each other) (in the event of a team playing an extra game because we need to balance the schedule the head to head still applies even if the game is pulled)
- If there is a three-way tie, and no clear victor can be determined on head-to-head competition, then: the tie breakers will be total number of runs given up. The ONE team who has given up the lowest amounts of runs advances. The second team to advance would be based on the "head-to-head" result between the two remaining teams.
- Run Differential for all round robin-games

- **Note:** The maximum run differential that can be applied to any game is 10 runs for purposes of the tie-breakers. This will be based on the final score of the game.
- Coin Flip

20. The playoff format for **Major "A" / "B" /All Star** will be published in the schedule
The published schedule format will always be considered correct

Please note that there is no time limit for the Championship game. In the event of a tie after 6 complete innings, extra innings will be played until a winner is decided.

20. The home team is responsible to keep the official score, scorekeepers from each team must confer after each complete inning and sign the official sheet.

22. Forfeitures:

- a) Player ineligibility due to age (over-age).
- b) Fewer than 8 players present at a game.

23. Playoff eligibility

For a player to be eligible for the playoffs he must have played in one round robin game.

24. Any player caught playing on two teams without consulting the tournament director will result in both of these teams forfeiting all of their games. (We are okay with a b kid playing up for a game with the A team if they are short of players but consult with us first please).

25. The tournament reserves the right to move teams from A to B and from B to A based on information that they have acquired prior to the tournament. Please remember that this is a charity baseball tournament!

Individual Diamond Rules

Scott Tokessy Field

A fair ball that rolls under the fence in the outfield shall be ruled a ground rule double.

Walter Baker East (WBE)

A fair ball that rolls into the long grass or on the hill shall be ruled a ground rule double.

A fair ball hit in the air to the long grass or hill shall be ruled a home run.

Walter Baker West (WBW)

A fair ball that rolls into the long grass shall be ruled a ground rule double.

A fair ball hit in the air to the long grass shall be ruled a home run.

Bridlewood Core Field – Diamonds #1 and #2

A fair ball that rolls under the fence in the outfield shall be ruled a ground rule double

RAINOUTS

In the event some or all games are unable to be played due to weather.

-Zero games played = full refund minus \$50 admin fee

-One game played = 50% refund minus \$50 admin fee

-Two games played = no refund

100% of the proceeds of this tournament go to charity, our fixed costs are significant.

We reserve the right to modify rules/formats etc in order to complete as many games as possible