

Scott Tokessy Memorial Gold Glove Tournament 2023

Tournament Rules -Rookie

Rookie Coaches and League Executives are reminded that the goal of this division, regardless of tier, is Player Development.

Section One

1.2 Eligible players are age 6, 7 and 8 as of April 30th of the current year

1.3 Roster size is capped at 18.

Section Two: The Field

2.1 The bases will be 60 feet apart.

2.2 The pitching distance will be at least 35 feet from home plate. No coach or "fielding pitcher" may be closer at the time of the pitch.

2.2a In order to assist adult pitchers, a line will be drawn at the pitcher's position, either with chalk or just in the dirt, 35 feet from home plate. The adult pitcher must have one foot on or behind the line at the time the pitch is released. If an adult pitcher is unable to adhere to the 35 foot line repeatedly, he/she must be replaced.

2.3 For the Canadian Division it is recommended that teams use a standard bag at first base and for the National Division it is recommended that teams use a safety base. However either base may be used if both coaches agree (Little League Rule 7.15).

Section Three: Equipment

3.1 A standard Rawling 65CC baseball will be used

3.3 The player designated as the pitcher will wear a helmet.

3.4 It is recommended that all players wear a jock/jill with a cup.

Section Four: Rules of Play

4.1 There can be 10 players in the defensive line-up, minimum of 8. The tenth man will be an outfield rover.

4.1b All players will share equally infield positions and outfield play except for skill and safety positions such as pitcher, catcher and first base. This does not mean that there is a 50-50 rule for infield and outfield. There are six infield and three outfield positions. All players' defensive play must be two-thirds infield and one-third outfield over the innings that they are not sitting. All players will share equally in sitting out.

4.2 Outfielders, including the rover, must be on the outfield grass when the pitch is delivered.

4.3 The Coach or adult pitcher will pitch overhand or use the manual pitching machine. 4.4 Players are allowed 5 pitches or 3 swinging strikes whichever comes first. A batter may have more than 5 pitches if his last pitch is fouled off.

4.5 There are no walks.

4.6 The on-deck batter will wear a helmet, but will not swing a bat.

4.7 A run is scored by touching home plate.

4.8 When a ball is hit into the outfield (reaching grass or first touched by an outfielder), runners may advance. Once the ball is in possession of any infielder who is in the infield, runners can only advance to the base they are going to at the time the infielder gets possession.

4.9 The runners may advance a maximum of one base on any throwing error. There may be only one per play. For example, if there was an overthrow at first base followed by an overthrow at second base, only the overthrow at first base allows runners to advance. After the second overthrow, the ball is dead, and runners do not advance further. The batter/runner will stay at second.

4.10 If a batted ball is controlled by an infielder with no throw or the ball is thrown to a base (including home plate) by an infielder and the throw is caught or blocked and controlled, then the batter and any base runners can advance at most one base from their position at the time of the pitch. For example, a runner on first base can NOT advance to third base on an infield hit (or force out at first base) with no overthrow.

4.11 Two defensive coaches may be on the field, but must remain in the outfield.

4.12 Bunting is not permitted.

4.13 Fair territory begins at the plate. There is no minimum distance for a hit to be considered fair.

4.14 The infield fly rule is not in effect.

4.15 Sliding into first base is an automatic out.

4.16 One warning shall be given if a player throws a bat. On the second offense (same game), the player is called out for that at bat. Further, the ball is dead and runners do not advance. The result of the thrown bat is equivalent to a strikeout.

4.17 There is no leading off or stealing. Runners can only leave their bases when the bat hits the ball, leaving before contact will be considered an out for the base runner.

4.18 If a batted ball touches the adult pitcher or pitching machine, the ball is dead, and it does not count as a pitch or strike. The count remains as it was before the play.

5.2 Games will be at most six innings long. If one team is up by 10 runs at the end of 4 innings, the game will end. Teams can complete the game for practice, but the 4th inning score will count.

5.4 Scoring is capped at 5 runs in innings 1 through 6. There is no unlimited scoring in the final inning.

5.5 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

5.6 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.

Section Six: Play-offs 6.1

Playoff schedule will be published on the website.

Standings 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 play 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 played)
- 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 if the game is pulled)

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