

2010 TP Tournament Rules

Welcome to the 2010 end-of-year tournament. The TP tournament will be played using all rules used during the season. The following is a set of rules specific to the tournament. Please make sure all your coaches and players know that these rules will be applied and enforced.

Innings

Round Robin
5

Quarter, Semi and Finals
6 (except 5 for Mosquito and *see below for Midget)

Mercy Rule

The four run per half-inning mercy rule still applies (**except in the Mosquito Division where a three run per half-inning mercy rule will apply ONLY for the round robin portion of the tournament**).

Start Time

Games will begin at the start time listed on the schedule regardless of how many players are present. Should a team not be able to field a complete team at the scheduled start time, they will field all available players. Batting teams will bat available players. Automatic outs will not be called, but if a situation arises in which the next batter listed on the batting order is on base, the half-inning will immediately end and the opposing team will go up to bat.

Run Differential (Plus/Minus)

Regardless of the final game result, the run differential after four complete innings of play will be used for the purposes of one of the tie breaking formulas in the round robin portion of the tournament.

Championship Rounds

Standings will be determined by number of points obtained during round robin. There will be 2 points awarded for a win; 1 point awarded for a tie and 0 point for a loss.

In the Mosquito Division, all teams will play each team once in a round robin series to determine rankings for the championship round. The top two teams will earn byes into the semi-finals, while the other four teams will play 3 versus 6 and 4 versus 5 quarter-final games. Semi-finals between the remaining four teams will be followed by the championship game.

In the Peewee and Bantam Divisions, all teams will play four games (against two teams once and one team twice) in the round robin portion to determine rankings for the championship round. This will be followed with a semi-finals and a championship game.

The Midget Division will play a best three out of five game championship series. *Any game that is the potentially the championship clinching game will be six innings in length. Non-clinching games will be five innings in length unless five innings have been completed before one hour and forty-five minutes of play, in which case a sixth inning will be played.

Time Limit/Suspended Game

If a game is still in progress two hours after the start time, the inning being played will be completed and the rest of the game will be suspended. However, if the outcome of that game would affect the round robin standings and the quarter-final matchups, the remaining innings of the suspended game will be completed at the earliest possible time.

Rained Out Games

If some tournament games on a specific day are rained out, **the tournament schedule will continue as printed**. The rained out games are postponed and will be added into the schedule later in the tournament.

Tie Breaker Formula

If two or more teams are tied after the round-robin portion of the tournament, the following tie breaking sequence will be used:

- 1) Head-to-Head—the result of the game(s) between the two teams
- 2) Total plus/minus after four innings of play—each team's run differential after four innings in each game will be recorded and totalled during the tournament.
- 3) Plus/Minus after four innings of game(s) between the two teams.
- 4) Coin Toss

Pitching & Catching

All pitchers may pitch a maximum of two innings per game. One thrown pitch constitutes one thrown inning. Should a player set onto the rubber at the start of an inning, that player will be required to throw the first pitch of the said inning. Pitchers may be changed during an inning at the coach's discretion, but a player may not come off the bench to replace a pitcher. A player already playing in that defensive half inning must take over for a pitcher that is being replaced. Catchers may catch a maximum of three innings per game.

Balks, Leadoffs, Thrown Bats

No warning will be issued should a pitcher commit a balk (Peewee/Bantam/Midget). No warning will be issued on leadoffs in the Mosquito Division. In all divisions, the batter shall be called out for throwing the bat. No warning will be issued.

General

All players must be in full uniform (shirt, pants, and hat) in order to play. No metal spikes allowed on cleats. No jewelry shall be visible. Exception: Medical Bracelets.

Prior to the start of each game, a player line-up with sweater numbers and names listed must be provided to the scorekeeper. All players will bat in the order as presented to the official scorekeeper prior to the start of each game.

All eligible players present at the game shall be listed on the team's line-up sheet. No player will sit out a second defensive inning until everyone else has sat out at least one (Player A's second inning sitting and Player B's first inning sitting can happen at the same time), and no player should sit out two consecutive defensive innings unless injured during that game. No player will be listed on the game line-up if he is unable to play a defensive position. All players listed on the line-up sheet will bat. Scorekeepers will be monitoring this during all games.

Clarification of "Injured during that game". Any player leaving the field due to an injury **must** remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. A player unable to take their turn at bat, after having been removed from the field due to an injury, shall be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of turn). A batter or runner may not have a pinch runner unless injured during his turn as a batter or runner. Exception: catcher on base with two outs or three runs in.

No infield warm-ups will be allowed during the game. All pre-game warm-ups may take place on the outfield grass (if available) or at other safe and appropriate locations. Coaches or players warming up pitchers either on the field between innings or in the "bullpen" must wear a protective mask.

The batter shall wear a protective batting helmet while on deck, at bat or running the bases. The helmet may not be removed until the batter is retired, has crossed home plate or the half inning has been completed. Should the batter/runner remove the helmet while the ball is in play, he/she will be declared out.

There shall be only one on-deck batter at any time. The continued presence of additional players outside of their team dugout may result in automatic outs based on the umpires' judgment.

The tournament conveners have the ultimate authority relating to any matter that requires a ruling or clarification.