

2011 TP Tournament Rules

Welcome to the 2011 end-of-year tournament. The following are the rules that will be in force during the tournament. Please make sure all coaches and players know that these rules will be applied and enforced.

Innings

Round Robin
5 (except 4 for mosquito games)

Quarter, Semi and Finals
6 (except 5 for mosquito)

Mercy Rule

The 4 run per half-inning mercy rule will still apply in the peewee, bantam, and midget divisions. In the mosquito division there will be a 3 run mercy rule during the round robin and quarter-final games, and a 4 run mercy rule during semi-final and final games.

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. *The only exception to this is if the next batter is on base running for the catcher with two outs and there is an on-deck batter available. In that case the next batter will go up to bat and the on-deck batter will run for the catcher.*

Run Differential

Regardless of the result, the run differential after 4 (or in the case of 4 inning games, 3) complete innings will be used for purposes of tie breaking.

Round-Robin Games

Mosquito Division: Each team will play every other team once in the round-robin, and then there will be quarter-finals, semi-finals, and a championship game. All round-robin games **must** be 4 innings. All elimination games must be 5 innings, unless the game is tied in which case there will be extra innings. The round-robin games in the mosquito division will be played under a strict time limit. If the game is still in progress two hours after the start time (7:45 pm for weekdays, various times on Saturday/Sunday), 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 standings and the quarter-final match-ups, the rest of the four innings will be completed at the earliest possible time.

Peewee, Bantam, and Midget Divisions: Each team will play every other team once in the round-robin, and then there will be quarter-finals (peewee only), semi-finals and a championship game. All round-robin games **must** be 5 innings, and playoff games will be 6 innings unless tied in which case there will be extra innings. If a round-robin 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 completed game would affect the standings and the quarter- or semi-final match-ups, the rest of the five innings will be completed at the earliest possible time.

Championship Rounds

Standings will be determined by number of points obtained during round robin. There will be 2 points awarded for a win and 1 point awarded for a tie. In the mosquito and peewee divisions, 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. Bantam and midget divisions will have 1 versus 4 and 2 versus 3 semi-final games followed by the championship game.

Tie Breaker

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
- 2) Over-all run differential
- 3) Run differential in game between tied teams
- 4) Coin toss

Pitching & Catching

Pitchers may pitch a maximum of 2 innings per game. One thrown pitch constitutes one inning. Should a player step on the rubber at the start of an inning, that player will be required to throw the first pitch of the inning. Prior to each half-inning the pitcher will be allowed 6 warm up pitches, during which the fielding players will be allowed warm up balls. When the umpire calls "balls in" warm up balls **must** be returned to the dugout. Pitchers may be changed during an inning, **but a player may not come off the bench to replace a pitcher**. A player already playing in that half-inning must take over for a pitcher that is being replaced. In these cases pitchers will be allowed 4 warm up pitches. Catchers can't catch more than 3 innings per game.

Balks, Leadoffs, Thrown Bats

No warning will be issued should a pitcher commit a balk (Peewee-Midget). No warning will be issued on leadoffs in mosquito. 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. The expectation, as it was during the regular season, is that all players will play both in the infield and outfield during the 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 2 outs or 3 runs in.

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 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; additional players out of the dugout may result in automatic outs at the umpires' discretion.

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