

2014 Tournament Rules

Welcome to the 2014 end-of-season houseleague tournament. The following are the rules that will be in force during the tournament. Please make sure all coaches and players know the rules.

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. We need to do this because with no lights on diamond 3 we run out of daylight earlier and with second games scheduled on diamond 2 each night we need to start the first game on time to end on time. 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 four other teams 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. 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 Division: Each team will play four games in the round-robin...one each against two of the other teams and a "home-and-home" series against the third team. There will then be semi-finals and a championship game. All round-robin games must be 5 innings. All elimination games must be 6 innings, unless the game is 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 semi-final match-ups, the rest of the five innings will be completed at the earliest possible time.

Bantam Division: Each team will play four games in the round-robin...two against both of the other teams. 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 semi-final match-ups, the rest of the five innings will be completed as soon as possible.

Suspended Games: If it turns out that a suspended game in the mosquito, peewee, or bantam division will affect the match ups for the first elimination round (quarter-finals in mosquito, semi-finals in peewee and bantam), the remainder of the four (mosquito) or five (peewee/bantam) innings will need to be completed on Saturday in order to wrap up the round-robin portion of the tournament. This will likely prove to be quite inconvenient, as teams may have to return to the park for the sake of playing one inning. This is why it is **very important** that games start on time and keep moving once they have started. Arriving at the park at least fifteen minutes before game time is essential so that the coaches can have their line ups organized.

Midget Division: The midget playoffs will be a best-of-seven series. Games will be five innings, unless a game is tied in which case there will be extra innings. Any game which could potentially end the season (that is, once one team has 3 wins) will be six innings in length, unless it is tied in which case there will be extra innings.

Championship Rounds

In the mosquito, peewee, and bantam divisions, standings will be determined by the number of points obtained during the round-robin games. There will be 2 points awarded for a win and 1 point awarded for a tie. 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 (if they played each other);
- 2) Over-all run differential (after 4 innings in peewee/bantam, 3 innings in mosquito);
- 3) Run differential in game between tied teams;
- 4) Coin toss.

In the mosquito division, the quarter final games will be 1 vs. 8, 2 vs. 7, 3 vs. 6 and 4 vs. 5. Semi-finals between the remaining four teams (highest remaining seed vs. lowest remaining seed and second highest remaining seed vs. second lowest remaining seed) will be followed by the championship game. The peewee division will have 1 versus 4 and 2 versus 3 semi-final games followed by the championship game. The bantam division will have a 2 versus 3 semi-final game with the winner playing the number 1 team in the championship game.

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 at least 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 official scorekeeper, who will not be a coach from either team. 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 each game...we don't want to have the same player at first base or shortstop inning after inning. 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.