

## 2016 Tournament Rules

Welcome to the 2016 Bantam Division End-of-Season Tournament. The following are the rules that will be in force during the tournament. Please make sure you are familiar with the rules.

### Innings

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.

### Run Differential

Regardless of the result, the run differential (+/-) after 4 complete innings will be used for purposes of tie-breaking.

### Playoffs

At the completion of the round robin there will be a semi-final game and a championship game. The semi-final game will be #3 at #2. The championship game will follow: winner of (#3 at #2) at #1.

### Standings/Seedings

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 points;
- 2) Over-all run differential ( the +/- after 4 innings);
- 3) Run differential in game between tied teams;
- 4) Coin toss.

### Mercy Rule

The regular 4 run per half-inning mercy rule will apply throughout the series.

### 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. 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.

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.