

2018 Peewee Division Tournament Rules

Welcome to the 2018 end-of-season houseleague tournament. The following are the rules that will be in force during the tournament. All coaches must take time to become familiar with the rules.

We'll start with an important friendly reminder....even though these are the "playoffs", as coaches you need to refrain from challenging umpires on judgement calls such as balls/strikes and safe/out....if there is a situation in which you think an umpire missed seeing something, then in an appropriate manner you can ask the umpire to check with their umpiring partner to see if they saw something the first ump may have missed. If you feel an umpire has mis-interpreted a rule, then again in an appropriate manner you can inform them of that. Field supervisors will be on hand at each diamond to provide you with further clarification if you need it.

Let's keep everything on a friendly basis....you won't necessarily agree with every call the ump makes but you need to respect the call and move on. It is also important that as a coach you do what you can to ensure that the parents of your players aren't getting on the umps....there should be NO communication between the parents and the umps regarding calls on the field. If a parent really needs to make a point they can make it to you or the field supervisor.

Keep the Games Moving

In terms of keeping the games moving, which we need to do because of darkness and second games happening on the diamond, there are three very important steps you can take as coaches to help.

- i) Please get your catcher ready once there are two outs...this is by far the single most important step that can speed up the games. If your next catcher is on base, ask the ump for time and send your last out to pinch run for them. Also tell your other players what position they'll be playing during your team's at bat to save time.;
- ii) Please refrain from asking for time to go out and talk to your pitchers (or any other players). And if you absolutely feel the need to go out and say something to them rather than telling them from the dugout then DO NOT have the other players come to the mound to join you....keep it short and to the point.
- iii) Please don't have your base runners do the dancing routine part way down the third base line to try to draw an errant throw....this wastes an enormous amount of time. If there is a passed ball and you want to send your runner home or to the next base then by all means do so....but let's refrain from the dancing.

Again, it is **very important** that games start on time and keep moving once they have started. Having a coach at the diamond 30 minutes before game time, and players at the diamond as close to 30 minutes before game time as possible will be important steps towards being able to start right on time.

Innings/Mercy

In the peewee division there will be a 4-run mercy rule in effect for all games. For the last inning, if the visitors (who bat in the top of the inning) are ahead in the game or tied, they can only score four runs (a regular mercy). If the visitors are behind they can score enough runs to go ahead by four. In other words, if they are losing by two, they can score six...if they're losing by four they can score eight, etc. In the bottom of the last inning the home team can score as many runs as they need to win the game.

Throughout all innings, however, the three out rule is also in effect.

In terms of how many innings will be played in the round robin games, we want to strike a balance between completing the games in a timely fashion and providing as many opportunities as we can for all players to play as many innings as possible and get as many at bats as possible. **We will therefore try to play 5 innings games, but 4 inning games will be sufficient if necessary.** If the points made previously regarding speeding up the game are followed and players hustle on and off the field, I'm confident that we can play five innings most if not all games. No new inning will be started after one hour and thirty minutes from first pitch.

However, there will be a firm "stop" point for the game, which will be two hours after first pitch. At that time the game will end, and if the fifth inning wasn't completed the final score will be the score at the end of the fourth inning. We realize that this may create a situation in which one or both teams were not allowed to score as many runs in the last inning of the game as they could have if it had been called "last inning", but since no teams are eliminated based upon round robin standings we feel that this is an appropriate chance to take in order to provide more playing time opportunities for more players. If we said that we were playing strictly four innings and the bottom of the fourth didn't need to be played then if the visiting team had fourteen or fifteen players at the game (which we're hoping for) then some players would only play **ONCE** in the field and possibly only bat **ONCE**. We want to avoid those situations as much as possible.

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 player on base running for the catcher 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 the last completed full inning which had the mercy rule in effect will be used for purposes of tie-breaking.

Standings/Seedings

In the peewee division, standings will be determined by the number of points obtained during the round-robin games. There will be 3 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 (the +/- after last completed full inning);
- 3) Total runs against (lower is better);
- 4) Coin toss.

Playoffs

At the completion of the round robin the teams will be seeded 1 through 10. There will be a 7th vs 10th seed elimination game and an 8th vs 9th seed elimination game.

After those games there will be 8 teams remaining. There will then be quarter final games, semi-final games and then the championship game. The higher seed will always be the home team.

The 7 versus 10, 8 versus 9, and quarter-final elimination games will be five innings in length, unless tied in which case extra innings will be played. The semi-final and final games will be 6 innings in length, unless tied in which case extra innings will be played.

Pitching & Catching

Pitchers may pitch a maximum of 2 innings per game....***they do not need to be consecutive***...they can be any 2 innings. 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....again they don't need to be consecutive innings.

Balks

No warning will be issued on balks in peewee.

Player Rotation/Positions

Prior to the start of each game, a player line-up with sweater numbers and names listed must be provided by the coach 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.

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.

General

All players must wear their houseleague jersey and hat in order to play. No metal spikes allowed on cleats. No jewelry shall be visible. Exception: Medical Bracelets.

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.***

Players should remain in the dugout while their teams are batting and during defensive innings that they are not playing...this is an important aspect of playing a team sport....cheering on your team throughout the entire game.

The league representatives/field supervisors at each diamond have the final authority relating to any matter that requires a ruling or clarification.