

Scott Tokessy Memorial Gold Glove Tournament 2023

Tournament Rules – Junior

Little League Rules and Regulations apply unless otherwise stated below.

1. A completed roster must be provided prior to tournament play.
2. Team rosters may consist of 14 players, 1 manager and 2 coaches in the dugout.
3. a) Round robin games are 7 innings maximum and can end in ties. **No new inning shall begin after 1 hour 45 minutes from start of game.** All games must start at scheduled start time. An official game must have 5 innings completed (4½ if the home team is ahead). The time will take precedence over the innings. If it takes 1:46 to play 4 innings it will be a 4 inning game and it will be official.
b) If darkness, rain, etc. ends the game and the inning is incomplete, then the score reverts to the last complete inning UNLESS the home team is at bat and has tied or gone ahead during this partial inning, in which case the score at the time the game is called stands. These conditions assume that the game has met the criteria of an official game as described in item 3(a).
4. For all games excluding the Championship Final a maximum of 5 runs per inning will be allowed. In the Championship Final runs will be unlimited. In the Championship Finals if a team is up by 10 after 5 or 6 (4 ½ or 5 ½ for the home team) the game will be called. In round robin if a team can no longer tie/win the game will be called. The Consolation Final (if played) will have a 5 run limit per inning.
5. **Pitching:**
 - (a) any pitcher may be used in any game. **Maximum 2 innings per game.** One pitch in an inning counts as an inning pitched. Once a pitcher has been removed from a game, he/she cannot be re-inserted as a pitcher in the same game. He/she may play any other defensive position.
 - (b) Any pitcher, who is replaced, may play the catcher position regardless of the number of pitches thrown.
 - (c) Any catcher, regardless of the number of innings caught, may be used as a pitcher.
 - (d) Coaches are encouraged to use their discretion in using pitchers and catchers taking the player's health & safety into consideration to avoid injury to the player's arm, wearing the player out, etc.
6. All players present at the game are to be listed in the batting order and must bat in turn. Late arriving players must be added to the bottom of the order.
7. **Bats:** This is a Little League Tournament.
Junior bats must be USA Bat Standard or BBCOR bats or wood.
Detailed info is here:
<https://www.littleleague.org/playing-rules/bat-information/>
<https://www.littleleague.org/playing-rules/bat-information/usa-baseball-bat-standard-faq/>
<https://www.littleleague.org/playing-rules/bat-rules/>
This is non negotiable and umpires will be enforcing bat rules.
8. For non-playoff games, a pinch runner must be used for the catcher if he is on base or reaches base safely if there are two outs. A pinch runner shall be the last recorded out.
9. A team may play with a minimum of 8 players. There is not an automatic out for a 9th player not present. Less than 8 players results in game forfeiture. If, during the game, an injury, illness or ejection causes the number of available players to fall below 8, this will result in a forfeiture regardless of the point in the game or the score at the time.
10. Unlimited defensive re-entry and substitution is permitted except for the pitcher.
11. Base coaches must be registered team players. Two (2) adult base coaches are also permitted. An adult must be in the dugout at all times.
12. The umpire's decision is final. Abuse of officials will not be tolerated and will result in ejection from the park. This applies to coaches, players and spectators.

13. The Tournament Director will handle tournament decisions and decisions are final.

14. The home and visiting teams for each game will be decided by a coin toss.

15. In the round robin a mercy rule will be applied if a team has a 11 run lead after 5 complete innings (after 4½ innings if the home team is ahead).

16. Coaches/Managers/spectators are not permitted to smoke during games.

17. Coaches/Managers are to wear proper attire at all times. This means a collared shirt (eg. golf shirt) and slacks (golf shorts permitted) and shoes. No jeans, cut-offs or sandals are permitted.

18. Standings will be decided as follows:

a) Win = 2 points; Tie = 1 point; Loss = 0 points.

Determination of Pool Standings

a) Two teams are tied:

- Most points (2 points for a win, 1 point for a tie)
- Outcome in Head-to-Head game (in the event of a team playing an extra game because we need to balance the schedule the head-to-head still applies if the game is pulled)
- Most Wins
- Lowest (runs allowed in all games played)
- Run Differential for all round robin-games
 - o **Note:** The maximum run differential that can be applied to any game is 10 runs for purposes of the tie-breakers. This will be based on the final score of the game.
- Coin Flip

b) Three teams are tied:

- Most Wins
- Record in Head-to-Head games (all 3 teams must have played each other) (in the event of a team playing an extra game because we need to balance the schedule the head to head still applies if the game is pulled)

If there is a three-way tie, and no clear victor can be determined on head-to-head competition, then: The tie breakers will be total number of runs given up. The ONE team who has given up the lowest amounts of runs advances. The second team to advance would be based on the "head-to-head" result between the two remaining teams.

No team with a forfeit in round robin play can win a tiebreaker.

19. The playoff format for Junior A and B is as follows

The top two teams in A and B advance to the finals on Sunday

If 3 teams in are tied with a 3-0 record we reserve the right to schedule a semi-final game on Sunday prior to the championship

The published schedule will always be considered correct

Please note that there is no time limit for the Championship game. In the event of a tie after 7 complete innings, extra innings will be played until a winner is decided.

20. If no Official Scorer is provided, scorekeepers from each team must confer after each complete inning.

21. Forfeitures:

- a) Player ineligibility due to age (over-age).
- b) Fewer than 8 players present at a game.

22. Playoff Eligibility

For a player to be eligible for the playoffs he must have played one round robin game.

23. Any player caught playing on two teams without consulting the tournament director will result in both of these teams forfeiting all of their games. (We are okay with a b kid playing up for a game with the A team if they are short of players but consult with us first please).

24. The tournament reserves the right to move teams from A to B and from B to A (or All Star if applicable) based on information that they have acquired prior to the tournament. Please remember that this is a charity baseball tournament!

Individual Diamond Rules

Kinsmen #1 (Upper) (Junior A)

Bases are 90 feet apart.

Pitcher's mound is 60 feet.

A fair ball that rolls under the fence in the outfield shall be ruled a ground rule double.

Kinsmen (lower) (Junior B)

Bases are 90 feet apart.

Pitcher's mound is 54 feet.

The tournament reserves the right to schedule a Junior B game on Upper Kinsmen since it has lights.

RAINOUTS

In the event some or all games are unable to be played due to weather.

-Zero games played = full refund minus \$50 admin fee

-One game played = 50% refund minus \$50 admin fee

-Two games played = no refund

100% of the proceeds of this tournament go to charity, our fixed costs are significant.

We reserve the right to modify rules/formats etc in order to complete as many games as possible