

Scott Tokessy Memorial Gold Glove Tournament 2026

Tournament Rules – Junior

The Kanata Baseball Association (KBA) welcomes all visiting teams to our tournaments. Our goal is to foster a competitive yet respectful environment where players, coaches, officials, and spectators can enjoy the game in a spirit of sportsmanship. To ensure a positive experience for everyone, all visiting teams are expected to adhere to the following Code of Conduct. Failure to comply may result in disciplinary action, including ejection from the tournament.

Respect for Officials

- All umpires' decisions are final. No protests or challenges will be entertained on judgment calls.
- Disputes may only be addressed respectfully by the Head Coach at the appropriate time and through the proper channels.

Sportsmanship

- Players, coaches, and fans are expected to display good sportsmanship at all times.
- Taunting, trash-talking, or inappropriate gestures or language will not be tolerated.
- Teams must shake hands (or participate in an agreed-upon post-game sportsmanship activity) at the conclusion of the game.
- Music during batter walkups is permitted provided it does not cause a delay of game. Music must not contain offensive or vulgar lyrics. The umpire has final call on music.

Facility Rules

- Please respect the fields, dugouts, and surrounding areas. Clean up all litter after games.
- Alcohol and illegal substances are strictly prohibited on all premises.
- Smoking is not permitted on any of the ball diamonds and surrounding park/visitor areas used for KBA tournaments. Smoking of any kind in parks will result in immediate expulsion.

Parental & Spectator Conduct

- Only rostered players and approved coaches are allowed in the dugout.
- Spectators are expected to remain in designated viewing areas and not approach umpires, players, or the scorer's table.
- Verbal abuse or interference will lead to removal from the facility.
- Each team is responsible for the conduct of its supporters.

Zero Tolerance Policy

- Any coach, player, or spectator found to be in violation of this Code of Conduct may be subject to removal from the tournament, pending review by KBA officials.
- Repeated or serious offenses may result in suspension from future KBA events.

By participating in our tournaments, visiting teams agree to abide by these guidelines and help maintain a safe, respectful, and enjoyable baseball experience for all.

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 to begin after 1 hour 45 minutes from start of game.
 - the start of game shall be at the very 1st pitch.
 - every effort shall be made to start at the scheduled start time.
 - there is typically no time for warmups between games
 - Each team is permitted a 5-min warmup ONLY if there is at least 15-minutes available prior to the scheduled start time.

An official game must have 4 innings completed (3½ if the home team is ahead). The time will take precedence over the innings. If it takes 1:46 to play 3 innings it will be a 3-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 in the round robin.

Round robins standings will determine home and visiting teams in all playoff games, where the higher ranked team in round robin will have home field advantage in the playoffs

15. In the round robin a mercy rule will be applied if a team has an 10 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

- **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
 - **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
- **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

Please see schedule for 2025 playoff format.

For all playoff games, in the event of a tie after 7 complete innings or after the 1:45 time limit has been reached the international tiebreaker rule will be in effect by placing the player who is scheduled to bat last in that respective half inning on second base to begin each extra inning.

20. The home team is responsible to keep the official score, scorekeepers from each team must confer after each complete inning and sign the official sheet.

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 80 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