

Scott Tokessy Memorial Gold Glove Tournament Tournament Rules – Major

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 6 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 4 innings completed (3½ if the home team is ahead).
 - 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 round robin games only, maximum 5 runs per inning; 6th inning is unlimited. This rule does not apply in playoff games.
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. **Bats:**

Diameter of bat must be no greater than 2¼" and the BPF rating or stamp is not required.
7. 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.
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. This rule shall not apply for playoff games.

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.
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. A mercy rule will be applied if a team has a 10 run lead after 4 complete innings (after 3½ innings if the home team is ahead).
16. The Infield fly rule is in effect at the Major level.
17. Coaches/Managers are not permitted to smoke during games.
18. 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.
19. Standings in each Division will be decided as follows:
 - a) Win = 2 points; Tie = 1 point; Loss = 0 points.
 - b) Ties in standings will be broken as follows:
 - i) Head to head
 - ii) Most wins
 - iii) Fewest runs allowed
 - iv) Runs for and against
 - v) Regression tie-breaker in head to head game
 - vi) Coin toss.
20. The playoff format for **Major "A"** is as follows:

Semi-finals:

 - a) 1st Division 1 vs. 2nd Division 2
 - b) 2nd Division 1 vs. 1st Division 2

Championship Game: Winner of (a) vs. Winner of (b)

Consolation Game: Loser of (a) vs. Loser of (b)

Please note that there is no time limit for playoff games. In the event of a tie after 6 complete innings, extra innings will be played until a winner is decided.

21. The playoff format for **Major "B"** is as follows:

- i) 1st place in each Division plays in Championship game.
- ii) 2nd place in each Division plays in Consolation game.

- **Please note that there is no time limit for playoff games. In the event of a tie after 6 complete innings, extra innings will be played until a winner is decided.**

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

23. Forfeitures:

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

Individual Diamond Rules

Scott Tokessy Field

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

Walter Baker East (WBE)

A fair ball that rolls into the long grass or on the hill shall be ruled a ground rule double.

A fair ball hit in the air to the long grass or hill shall be ruled a home run.

Walter Baker West (WBW)

A fair ball that rolls into the long grass shall be ruled a ground rule double.

A fair ball hit in the air to the long grass shall be ruled a home run.

Bridlewood Core Field – Diamonds #1 and #2

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