



MVGS MID / END OF SEASON TOURNAMENT RULES



April 27, 2010

HOME TEAM

- Home team for each game will be determined by a coin toss at the plate prior to the start of the game.
- The team listed second in the brackets in pool play and the bottom bracket in elimination play shall take the third base dugout (for example, 1 vs. 2, team 2 is in 3rd base dugout).
- "Squatters Rights" – A team may remain in a particular dugout if the team has 2 games in a row on the same field (regardless of the team being listed first or second in the brackets).
- **Both Teams are responsible for field prep.** Teams should plan to have one volunteer available for each game.

INFIELD PRACTICE

Not allowed.

TIME LIMIT

Pool Play – no new inning after **1 hour, 20 minutes. No Drop Dead.**

Elimination Games – no new inning after **1 hour, 30 minutes. No Drop Dead.**

Championship Games – no time limit. 10U/12U/14U championship games are 7 innings unless mercy rule applied. 8U championship games are 6 innings unless mercy rule applied.

TIE GAMES

Pool play games do not require a winner and may end in a tie. Elimination games, which require a winner, shall use the ASA International Tie-Breaker to determine a winner. International Tie-Breaker shall begin at the end of seven (7) innings or at the beginning of a new inning after the time limit has expired, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base).

In those pool games where a winner is required (usually the first game of a 4-team pool), the **winner** of a coin toss will decide whether to play their 2nd pool game as the "winner" or "loser". In either case, both teams will record a tie for pool play standings.

POOL TIES

Pool seeding will be determined by pool play record, with 2 pts for a win and 1pt for a tie. Should there be teams tied after pool play is complete, the following shall be used in determining a winner.

- Head to head competition between tied teams
- Runs allowed
- Runs scored
- Coin toss

PITCHING WEEK DEFINED (does not apply to 14U)

- Pool Play begins a new "week".
- Two pool games comprise a week.
- The quarter-finals begin a new "week". Quarter and Semi-Final games are collectively one week.
- *No pitcher will start two games within the same week.* The starting pitcher must complete the first inning (exception for "blood" rule).
- Elimination games prior to the quarter finals will be considered one game "weeks".

PITCHING LIMITS

- **21 outs** is the limit per each pitcher per “week” for **10U & 12U**.
- **15 outs** is the limit per each pitcher per “week” for **8U**.
- There is no pitching minimum.
- Outs are based on actual outs made. If the run limit is reached during an inning, the pitcher will be charged with fewer than three outs.
- There are **no pitching limits** for **14U**.
- **There are no pitching limits in championship games.**
- Coaches should check with the opposing team’s scorebook before the start of the game to confirm innings pitched. The penalty for non-compliance will be a forfeit.
- Any pitcher may come out of the game for normal player rotation and return once to pitch later in the same game.
- Special Note: Should a game continue into International Tie-Breaker during elimination or pool play, **those innings played under the Tie-Breaker DO NOT count against the outs limits described above.** This means:
 - If a 10U pitcher throws for three innings (9 outs) during the first game of a “week” and then pitches two innings under the Tie-Breaker (6 outs), they still have 12 outs available for the next game.
 - If a 12U pitcher has already pitched seven innings (21 outs), she may still pitch unlimited innings played under the Tie-Breaker.
 - **However** – if a pitcher has already been removed twice during the game, they may not come back to pitch during **that game** for any purpose, including Tie-Breaker innings.

PLAYER ROTATION

- As defined in the current MVGS rule adoptions.
- For championship games only (that complete 7 innings) - all players must play a minimum of four complete innings of defense. For 8U,10U,12U – at least one (of the four) complete inning of infield.
 - EXCEPTION: Once Tie-Breaker(ITB) inning begins, player rotation rules are **NOT** in effect

COURTESY RUNNERS

- Runners will be permitted **only for the pitcher or catcher of record, or an injured player.** If an injured player returns to bat, a second courtesy runner will not be allowed. An out will be taken if the runner can not complete their base running responsibility.

RUN LIMIT AND CATCH-UP RULE

- For **12U & 14U**, there is a limit of **6 runs** in any one inning that can be scored by a team for the first **three** innings.
- For **10U**, there is a limit of **4 runs** in any one inning that can be scored by a team for the first **three** innings.
- For **8U**, there is a limit of **4 runs** in any one inning that can be scored by a team for the first **four** innings.
- There is **no “Catch-up Rule”**.
- Mercy rule (ASA Run Ahead Rule) in effect throughout pool play and elimination games (15 after 3, 12 after 4, 8 after 5).

SHORT HANDED RULE

THERE IS **NO** PENALTY FOR A TEAM THAT PLAYS WITH LESS THAN NINE (9) PLAYERS.
Should a team drop to 6 players, the game is forfeit.

SCOREKEEPING

The home team (as determined by a coin toss) will be the official scorebook. After each game, the opposing coaches should verify the other team’s score and innings pitched (per pitcher) and sign the book.

PROTESTS (Umpire rulings)

None allowed. *Umpires decision will be final in ALL CASES.*

LEAGUE RULE ADOPTIONS

All current MVGS rule adoptions are in effect unless superceded in this document.

PENALTIES

In the event of a protest, in regards to MVGS tournament rules (which should be called immediately upon observation): The umpire will name the infraction, stopping the clock and the game. The President or Vice President and (1) non-conflicting Board member will verify the names infraction and if verified, the penalty is as follows:

- Violation of the rules covering player rotation and/or player 'sitting' rule will result in the ejection of the Head Coach. Ejection will be for the game in protest and the following game. If the team is eliminated from the tournament prior to the 2nd game, the ejection will be served at the next regular season game.
- Violation of the pitching limit rules will result in the following:
 - Ejection of the Head Coach. Ejection will be for the game in protest and the following game. If the team is eliminated from the tournament prior to the 2nd game, the ejection will be served at the next regular season game
 - Removal of the pitcher from the pitching position. Any outs recorded above the limit will be removed and the batters will be awarded first base. If the inning that the infraction occurred has ended, the next inning will begin.