

The GBMSL Tournament Rules

1-Seeding- Based on season standings to date, tie breakers will be based on normal playoff tie breaker rules. Head to head will only be used when it indicates a clear overall winner when more than two teams are tied. If teams didn't play each other run spread will be used followed by least runs allowed defensively. If a cancellation affects seeding, the league reserves the right to adjust seeding if the team "not cancelling" feels it has negatively affected their seeding however this must be brought to the statistician's attention prior to the format being established. Generally use standings the week prior of the tournament weekend.

Team seeding, dates & times of games will be posted to the GBMSL tournament section of the web site only. It is the coaches & players responsibility to convey that information to their team. The tournament date has been noted on your game schedule.

2- Location-"AA" or "A"- "AA" or Championship is the higher level games for the top seeded teams while "A" or consolation is for the bottom seeded teams. Format and seeding will be determined by the league scheduler in consultation with the league statistician with the effort to- a) Make the tournaments fun & competitive b) Balance out a playable format c) Fit tournament into the locations offering to host. Locations may be changed on tournament date in the event of conflicts/weather. Any updates will be posted on the GBMSL Blog site- www.gbmsl.com/blog There will be no personal calls to coaches so you need to check the blog/web site if you have concerns

3- Game Length- All round robin Cross over/Double Elimination games are 1:15 minimum in length including Finals unless mercy rule applies (rule 4)

Tyke- An inning started prior to the 1:15 will be completed with both teams taking their full at bats. Full 3 innings with both teams batting 12 players (no exceptions). The final bat is not required if the home team is winning in the Gold/Silver game

Mite- Open inning will be called if an inning ends after 1:00 hour but not before. No new innings will start after 1:15. The open inning is not required to complete a game. If open inning is called and played but time is still left the game is considered over. Once the open inning is called it becomes the final inning of the game. Maximum 5 innings with final inning open

Squirt, Peewee, Bantam & Midget- No new innings after 1:15.

Last bat will not be taken if home team is winning in Round robin games. If you are concerned about run spread then it would be wise to consider choosing away if you win the coin toss. Run Spread means nothing in Double Elimination. Ties are allowed in Round Robin games. There cannot be ties in double elimination games as such extra innings must be played until a clear winner is announced (international tie breaker rules start with any inning after 1:15 where the game is tied)

If time limit is reached while the home team is batting, and they are winning, the game will be called at the 1:15 mark

If Home team is losing last bat will be taken but game will be called as soon as they are winning by 1 run or 3 outs occur.

Remember that a new inning starts as soon as the 3rd out is called and umpires need to check their watches at that time, not a few minutes later!

4- Mercy Rule- **Tyke-** NONE

Mite- 7 runs per inning (final is open if it happens during last 15 minutes of game)

5th inning is always open

Also in affect are 20 runs after 3, 15 after 4

Squirt-Midget- 7 runs per inning for first 3 innings

Also in effect are 20 runs after 3, 15 after 4 and 10 after 5 or 6

5- Tie Breaker for Round Robin games only- 2 points given for a win, 1 for a tie and 0 for a loss

1st tie breaker is run spread from entire round robin

2nd tie breaker is Least # of runs against for entire round robin

*Important- If run spread is important to you then you may want to consider choosing away if you win the coin toss. Choosing home may limit the # of runs you can score based on rule #3.

There will be no ties in the Crossover & Championship games. The winner will move on or receive the appropriate medals. If extra innings are required, then you will start the extra innings with your last available batter at 2nd. If it is Mite then the pitching rule starts over allowing any pitcher to pitch.

6-Awards- Mid-Season-

Mite & Squirt- Top 3 team's minimum for "AA" and "A" get medals (if double bronze in a pool then top 4 get medals)

Peewee- Top 3 teams minimum for "AA" and "A" get medals.

Bantam & Midget- Top 3 teams minimum for "AA" and "A" get medals

Playoff's for Tyke & Mite- All teams receive a medal based on how they finish.

7- MVP Caps- The Gold & Silver Medalist teams will each receive an MVP cap for their team as chosen by the league. There will generally be 4 caps per tournament- 2 for "AA" and 2 for "A". In some cases there may only be a "AA" tournament if a low # of teams in which case only 2 caps will be given out

8-# of players- You may play all tournaments with only 8 players without penalty. The 8 player rule does not apply in tournaments. Only 7 players will result in a forfeit.

9-Ejection- Follows rule 14 of GBMSL rules- **new for 2015 Tournament Ejections do carry into the regular season and can affect your ability to continue playing in the regular season.** Umpires or Tournament convenor have authority to remove a player/team from the tournament if an individual/team is not following the GBMSL code of conduct. A player ejected a second time in a tournament will be removed from the tournament. An ejected player is an automatic out when their name is reached on the line up. Tournament ejections are carried into the regular season so could affect your ability to play your next regular season game.

10-Home/Away- Coin Toss- First Coach/Captain team to arrive at the plate when called. Consider rule 5 before deciding Home/Away in Round Robin games.

11-Umpires- The umpire's decision is final and is not protestable. We would however encourage umpires to consult with the league convenor or league executive members present if unsure about the call before making their final decision.

Umpires will be hired by the community hosting the event

Tyke, Mite will be paid a minimum of \$30 per game.

Squirt, Peewee, Bantam & Midget will be paid a minimum of \$40 per game

Registered and or carded umpires must be used as per GBMSL rules of hiring umpires.

12-Forfeit or Game not played- A forfeit will result in a 7-0 score. If a game comes to a premature end due to a team resigning then the actual score or the 7-0 score will be used, whichever has the greatest spread. . If a team is unable to field a team and forfeits out of the tournament it will result in the loss of their community's \$200 bond and their tournament fee will not be refunded.

If a 4 team pool has a forfeited team the format will revert to a 3 team round robin on the day of the tournament- The first two teams to arrive will play game 1 and the balance of the format will be setup by the convenor from there.

13- Rain Date- All GBMSL tournaments have the ability to be played on Friday night, Saturday and Sunday. Prepare your teams to play on the Sunday as several tournaments in the past have been moved to the Sunday games.

In the event of rain or weather conditions making it unable to play, the convenor has the power to reschedule games later in the day or into the next day with the goal of getting the games played. It is not uncommon to have a 2 or 3 hour rain delay to wait out the weather. Remember an 8 a.m. game could get postponed to late afternoon and a team will still be expected to play if the convenor can make it happen. Of course every effort will be made to give proper notice of start up times. Contacting the coach & posting to the GBMSL web site will be considered sufficient notice. Don't leave a tournament until you know the weather reschedule plans.

14- Rule Interpretation- The tournament convenor is the final interpreter of these rules and their decision shall be final. If GBMSL executive members are on site then consolation with them is encouraged to ensure the intent of the rules are followed.

