



## Mankato Royals Classic Baseball Tournaments MSF, MYAS and MBT State Qualifiers in both 14AAA and 14AA

June 18-20, 2010

### Tournament Rules and Information

1. The official schedule is on the bracket board posted at the tournament headquarters at East High School Baseball Field and on the MAYBA web site at: <http://www.mayba.com/MankatoTournament14.php>. The initial schedule will also be e-mailed to each team. It is the team's responsibility to be aware of any schedule changes and to be in the right place at the right time.
2. Teams must have adult supervision at all times (on and off the field).
3. Teams should supply their own first aid kit.
4. A 10-minute grace period is allowed for a team's first game of the tournament. Game time is forfeit time for all remaining games. Posted game time is in effect unless both teams are given notice otherwise by the tournament director.
5. Home team is determined by a coin toss prior to the start of the game.
6. Game Length/Time Limit: 7 innings or 2:00. No new inning shall begin after 2 hours (5 innings, minimum). If time has not expired after 7 complete innings, continue play until the time limit is reached. If the time expires during an inning, finish the complete inning. A pool play game may end in a tie, if time has expired.
7. The 10-run rule is in effect throughout the entire tournament. Games shall end at the conclusion of 4 1/2 innings (home team) or 5 innings (visiting team) if the score differential is 10 or more runs.
8. Field Dimension: Regulation High School: Pitching distance: 60' 6", Base distance: 90'
9. Regular substitution rules as well as reentry and designated hitter rules apply.
10. Age Requirements: For the 14 and Under Tournament players must have been born on or after May 1, 1995.
11. Bat Restrictions: Bats must be 2 3/4" or smaller and the drop between length and width must be 5 or less.

12. Pitching Restrictions:       7 innings per game: 10 innings per day  
  10 innings per pool: 10 innings per bracket

Note: Tournament per day and tournament per bracket pitching restrictions are waived and do not apply for the championship and 3<sup>rd</sup> place games. THE PER GAME RULE HOWEVER STILL APPLIES.

13. Removing a pitcher. High school rules apply.
14. Courtesy Runners are allowed for the current catcher anytime. This means the catcher must be the catcher of record before and after the at bat. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners until all players have participated. If all players have participated, then the courtesy runner will be the last player that made an out. The player that is run for must catch the next inning.
15. Only players listed on the roster submitted by the coach to the tournament director are allowed to occupy the team bench. One bat person and one Scorekeeper may occupy the team bench in addition to the team coaches. The tournament director reserves the right to limit the number of coaches allowed per team.
16. Any player, coach or manager ejected from a game will be prohibited from participating in any remaining contests in the tournament. These individuals may not be within 100 feet of the team bench throughout the remainder of the tournament. If the suspended individual negatively affects the tournament again in any way, they will be asked to leave the facility and may not set foot inside the facility for the remainder of the tournament. The police may be called.
17. There shall be no smoking or consumption of alcoholic beverages on or off the field. This shall also apply to parking lots or grounds adjacent to any tournament facility.
18. Suspension of games: Suspended games are played from the exact point of suspension. However, if any portion of the tournament is unplayable due to inclement weather, the tournament director reserves the right to do whatever is necessary to complete the tournament, including but not limited to the changing of the tournament format and the shortening of games and has the final decision.
19. Forfeits: Should a forfeit occur within a pool at any time, all game results of the forfeiting team shall be cancelled. A team, which forfeits a game may not advance to the championship series, however the forfeiting team

may play the remainder of their pool play schedule as exhibition games provided their opponents agree to play. Exhibition games scores will be included when tallying the tie breaking information.

20. All rules not covered specifically by this document or by the MBT/MSF Rule Book will be governed by the National Federation rule book with addendums by the Minnesota State High School League.

### **Tie Breakers**

In the event of a 2-Team tie within a pool at the conclusion of pool play, the winner of the head-to-head game between the two tied teams shall be declared the advancing team or higher pool finisher.

In instances where the two tied teams played twice and split, use the following methods to break the tie.

In the event of a 3-team tie within a pool at the conclusion of pool play, the following tie-break procedures shall be applied in the order listed to determine advancing team(s) or higher pool finisher(s):

- A. Fewest runs allowed in total pool play games played between the tied teams.
  - 1. If a 2-team or 3 team tie still exists, tied teams go to the next tie-breaker (B).
  
- B. Best run differential in total pool play games played between the tied teams (maximum of 10 runs +/- per game).
  - 1. If a three-team tie still exists, all three teams go to the next tie-breaker (C)
  - 2. If this tie-breaker sets apart all three teams, the best point differential wins the pool, the next best point differential is second place of the pool, the third best point differential is third place of the pool
  - 3. If this tie-breaker sets apart the top team and the other two teams are still tied, the team with the top point differential wins the pool, the two remaining teams advance to tie breaker (C).
  - 4. If this tie breaker sets apart the bottom team and the other two teams are still tied, the bottom team is third place in the pool; the two remaining teams advance to tie breaker (C)
  
- C. Repeat all steps above using only the pool play games involving the tied teams.

- D. If a 2 or 3 team tie still exists, coin flip (odd-person out method if 3 team tie; regular method if 2 team tie).

If three or more teams are tied, please follow examples below;

Example #1: If no teams are tied AFTER applying the tie breaker #2, as in Team A = 8 runs allowed Team B = 10 runs allowed Team C = 11 runs allowed. Then Team A is a #1 seed in the pool, and Team B and Team C will go back to head to head.

Example #2: If two teams are still tied AFTER applying the tie breaker #2 and determining the # 1 Seed as in Team A = 8 runs allowed Team B = 12 runs allowed Team C = 12 runs allowed. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

Example #3: If two teams are still tied AFTER applying the tie breaker #2 and determining the # 3 Seed as in Team A = 11 runs allowed Team B = 10 runs allowed Team C = 10 runs allowed. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

\*\*Also note that won-loss record is always the first method to differentiating teams.