



**Mankato Royals Classic 15AA (A)
Baseball Tournament
MSF, MBT and Gopher State Tournament Qualifier**

June 12 & June 13, 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. 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 be supervised by responsible adults at all times (on and off the field).
3. 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. Pool play games may finish early or run late. Teams are expected to be ready to play 15 minutes following the conclusion of the previous game.
4. 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.
5. Field Dimension: Regulation High School: Pitching distance: 60' 6" base lengths: 90'
6. Regular substitution rules apply including the use of the designated hitter.
7. Age Requirements: For the 15 and Under Tournament players must have been born on or after May 1, 1994.
8. Pitching Restrictions: 7 innings per game
 10 innings per pool
 10 innings per bracket
 10 innings per day

The tournament per day and tournament per bracket pitching restrictions are waived and do not apply for the championship and 3rd place games. However the per game rule still applies.

9. Removing a pitcher. High school rules apply.
10. Courtesy Runners: A courtesy runner will be allowed for the current catcher anytime. 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.
11. 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.

12. Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified.
13. Any player, coach or manager ejected from a game for an unsportsmanlike act shall 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.
14. There shall be no smoking or consumption of alcoholic beverages in, near, or adjacent to any tournament facility.
15. Suspension of games: 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. The final decision shall be reached by the tournament director.
16. Tie Games: (Pool Play): If the score is tied at the end of regulation and the time limit has not expired, the game shall continue until the tie is broken. If time expires while a game is tied, complete the inning in progress. If there is still a tie at the end of a full inning, the game ends in a tie.
17. 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.
18. All rules not specifically covered by this document and the Minnesota Sports Federation Rule Book will be governed by the National Federation of High School Association rule book, including additional rules enforced by the Minnesota State High School League.

19. Tie Breakers

In the event of a 2-Team tie within a pool at the conclusion of pool play, the 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.