



RICHMOND HILL PHOENIX TOURNAMENTS 2017

HOUSE LEAGUE MOSQUITO ALL-STAR



TOURNAMENT LOCAL RULES

GENERAL

1. The playing rules for all scheduled games shall be the "Official Rules of Baseball" - Except as detailed below.
2. All teams should register with the site Convenor at least **ONE HOUR** prior to their first game.
3. At the beginning of each game, the home and visiting team designation will be decided by a coin toss. The team coming the greater distance will make the call.
4. The **home team** will supply the official scorekeeper & **official pitch count recorder**. Prior to the start of each game, a player line-up with sweater numbers and surnames listed **must** be provided to the scorekeeper and exchanged with the other team.
5. The official scorekeeper supplied by the "**home team**", must turn in the **game score sheet** (white copy) & the **pitching count sheet** to the convener at the end of the game, both must be signed by both teams.
6. In case of inclement weather, the tournament schedule will be revised at the Tournament Convenor's discretion.
7. Jerseys should be individually numbered. Absolutely no shorts will be allowed.
8. Two umpires will be used in all games. Abuse of umpires will not be tolerated. Major abuses will be reported to the Associations concerned.
9. Coaches, umpires and spectators shall refrain from using any tobacco products, alcohol or drugs during the tournament.
10. No infield warm-up will be allowed. All pre-game warm-ups may take place on the outfield grass (if available) or at other safe and appropriate locations.
11. *All* catchers are required to wear full catcher's equipment and catcher's mitt during the game and warm-ups.
12. A batter is out on a dropped third strike.
13. The Infield Fly rule does not apply.
14. Balks are not called.



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15. Bunting is permitted.
16. A player may be pitcher and catcher in the same game.
17. Leadoffs are not allowed. A base runner will not leave a base until the ball is hit. Teams will be given 1 warning if an infraction occurs. After which, the runner will be called out and ball is dead.
18. Substitutions are only allowed at the end of an inning except for an injured player or pitching change.
19. Any player arriving late may be added to the bottom of the batting order provided their team has not completed one rotation through the batting order or the game has completed two innings.
20. All eligible players present at the game shall be listed on the team's line-up sheet/card as presented to the umpire and must play a minimum of two innings in a defensive position within the first four innings, unless injured during that game.
21. No player will be listed on the game line-up if that player is unable to play a defensive position. All players listed on the line-up sheet will bat.
22. Any player leaving the field due to an injury **must** remain out of the game for at least a complete defensive inning, before re-entering the game in a defensive position. A player unable to take their turn at bat, after having been removed from the field due to an injury, will be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of a turn).
23. A batter or runner may not have a pinch runner unless injured during their turn as a batter or runner. The designated pinch runner will be the last recorded out. If this occurs before any outs then it will be the last player in the line-up.
24. Rookie division aged players (2008 and 2009) cannot pitch.
25. The number of trips to the mound by manager/coach shall not be limited except where the umpire rules that the purpose of the trip is to delay the game.
26. A pitcher once removed from pitching, regardless of the number of trips to the mound by the manager/coach, may continue in the game at another position, but shall not be permitted to return to pitch in that game.
27. Score:
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss
28. In case of a forfeited game, the score will be recorded as 7-0 in 6 innings.



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29. 5 runs maximum per inning. The Championship game has no run maximum rule per inning.
30. In case of ties in standings, the following tie breaker rules will be used:
- (A) Winner of head to head game.
 - (B) Team with the lowest runs against ratio (runs allowed / number of **defensive innings** played)
 - (C) Team with the highest runs for ratio (runs scored / number of **offensive innings** played)
 - (D) Coin toss, team furthest away calls it.
 - When there are 3 or more teams tied, the tiebreakers will commence at (B). After the winner of that tie breaker is determined, the tiebreakers will continue, if necessary, at (B) as long as there are 3 or more teams tied. When only 2 teams remain, the tiebreaker will start at (A).

PITCH COUNT LIMITATIONS

31. Maximum 70 pitches per day (may go over to finish the batter).
32. Over 45 pitches per day, cannot pitch the next day.
33. Over 45 pitches in a game, cannot pitch again that day.
34. A pitcher cannot pitch on 3 consecutive days.
Examples:
- I. 65 pitches Friday...cannot pitch Saturday, may pitch Sunday
 - II. 40 pitches Friday...can pitch Saturday
 - III. 40 pitches Saturday in game 1, may pitch up to 30 pitches in game 2 Saturday.

CURFEW

35. The number of innings in a complete game will be six.
36. No new inning will start after one and three quarters (1-3/4) hours from the first pitch.

MERCY RULE

37. 10 or more runs after 4 innings (3-1/2 if home team is ahead).