

ORILLIA LEGION MINOR BASEBALL

2010 OBA TOURNAMENT RULES

1. All Baseball Ontario rules will be adhered to, unless stated otherwise.
2. All players must sign the approved OBA tournament signature form prior to playing any games at the tournament. The completed sign-in form will be forwarded to Baseball Ontario at the conclusion of the tournament. Any player arriving late to the tournament must sign in before being allowed to play.

As of 2007, Baseball Ontario is not requiring teams to hand in copies of Rosters at tournaments. To make up for this teams are required to enter the number assigned to them by Baseball Ontario on the new sign in sheet which has a space designated for this "Team Number".

While rosters do not have to be handed in, teams still need to have an approved (by their Affiliate Registrar) OBA roster with them in the event they are challenged on a player's eligibility.
3. **USE OF TOBACCO, ALCOHOL AND DRUGS**
 - a) Players, coaches and umpires in uniform must refrain from using ANY tobacco products during all games.
 - b) Players, coaches and umpires in uniform must not be under the influence of alcohol or drugs.
 - c) The penalty for (a) or (b) will be immediate ejection for players and coaches and may result in loss of accreditation for umpires.
3. **TEAM SIGN-IN**

All teams must register and sign into the tournament, at least one (1) hour prior to the start time of your first game. When you register your team, please inform the tournament chairperson of a telephone number where you can be reached on the weekend.
4. **GAME LENGTHS**
 - a) All tournament games will be seven (7) innings in length
 - PEEWEE:** No new inning will start after one hour & forty-five minutes
 - BANTAM:** No new innings to start after two hours
 - MIDGET:** No new innings to start after two hours
 - b) The championship games will be seven (7) innings, with no time limit.
 - c) **An 18 run mercy rule will apply after 3 innings (2 ½ if the home team is ahead) and a 10 run mercy rule will apply after 5 innings (4 ½ if the home team is ahead).**
5. **COACHES AND MANAGERS**
 - a) Managers and coaches will be responsible for the conduct of their players both on and off the field until departure from the park. Failure to control their players may result in the suspension of the manager and/or coach for the next scheduled tournament game or to further suspension depending on the severity of the incident.
 - b) All coaches and managers come under the jurisdiction of the umpires during games and are subject to penalties. The umpires shall be responsible for ensuring that the rules governing managers and coaches are strictly enforced.
 - c) As per the "Official Rules of Baseball", in Bantam and above, any team member in uniform may act as a base coach
6. **HOME TEAM / OFFICIAL SCOREKEEPER**
 - a) The home team will be decided by a coin toss prior to the game.
 - b) The home team will be responsible for providing an official scorekeeper and someone to be responsible for the official pitch count for the game.
 - c) **A coach or manager, from each team, MUST sign the official score sheet and verify the pitching record at the end of each game.**
7. **UNIFORMS / EQUIPMENT:**
 - a) All team personnel on the bench must be in complete baseball uniform. This includes sweater, hat, and pants
 - b) The on deck batter, batter, and all base runners must wear a prescribed protective helmet with flaps, covering both ears. In the Peewee division, chin straps are mandatory and will be worn as designed by the manufacturer.
 - c) Shoes with metal cleats are prohibited in the Peewee division.
 - d) Anyone associated with the team serving as a catcher to warm-up a pitcher must wear a mask with throat protector attached.
 - e) For the Midget division, only wood bats (including composite wood bats) shall be permitted. Metal wood bats are not considered wood bats.
 - f) In the Bantam division, both wood and metal bats shall be permitted provide they do not exceed 2 ¾" in diameter, and do not have a weight to length differential of greater than five ounces.
 - g) In the Peewee division, both wood and metal bats shall be permitted provided the bats meet the dimensional requirements, specified in rule 1:10 of the "Official Rules of Baseball".
 - h) There is no visible jewellery allowed.

8. LINE-UP RULES

- a) Each manager will see that the official scorer is provided with a batting order card listing the batting order of his/her players for the commencement of the game. This card shall list (i.e., print legibly) each player's first and last name, his/her uniform number and position. It shall also list the substitute players, coaches and manager including their uniform number.
- b) In Peewee and Bantam, teams may opt to utilize 10 batters in the starting line-up. The additional batter shall be deemed as the extra player (EP). The following rules for the EP shall apply:
 - i) The option to use the EP must be declared when handing in the line-up card prior to the start of the game.
 - ii) The EP may bat in any place in the batting order.
 - iii) The EP will be considered a defensive position and eligible for re-entry.
 - iv) If a team using the EP has any players ejected or injured and it results in the team having less than 10 players in the line-up the game shall continue with 9 players. The batting order will be shifted up to fill the void but otherwise remains the same.

Note: If the player starting in the EP is moved into a defensive position his place in the batting order does not change. The new EP will bat in the place of the player they replaced.
- c) A designated hitter may be used for a pitcher from Minor Midget to Senior as per the Official Rules of Baseball 6:10(b).

9. SUBSTITUTIONS

- a) In all divisions any starting player may be substituted for and returned to the game, one time only. He/she must return to his/her original place in the batting order. Any further substitutions do not jeopardize the right of re-entry for the original/starting player. Any starting player returned to the game may pitch if he/she has not previously assumed that position. **A pinch runner may be inserted for a pitcher, who was listed in the starting batting order, and the pitcher may return to pitch under this re-entry rule only if the player is re-entered immediately as a pitcher when his/her team takes the field defensively.**
- b) In the event that all players have entered the game and an injury(s) occurs, the opposing manager shall have the right of selecting any remaining player(s) as the replacement. **Note: This rule does not apply to ejections from a game.**
- c) If a player re-enters or enters the game illegally: offensively, this shall be considered as a batter hitting out of order; defensively, the proper player shall replace him.

10. PITCHING RULES

- d) Any player advancing to play in a higher series shall be restricted to the pitching rule of the series in which he/she is registered.

- e) In Peewee games, a third trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position.
- f) In Bantam and Midget, a second trip by a manager/coach to the same pitcher in the same inning shall result in the pitcher's automatic removal from the pitching position.
- g) 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.

h) Pitch Count Limitations

- i. A pitcher may not pitch more than the following limits in a calendar day. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.

Peewee	-	80 pitches
Bantam	-	90 pitches
Midget	-	100 pitches
- ii. If a pitcher throws more than the following limits in a calendar day he/she cannot pitch the next day – the player must have 2 nights rest.

Peewee	-	55 pitches
Bantam	-	65 pitches
Midget	-	75 pitches
- iii. If a balk is called but the pitcher throws the ball it will count as a pitch thrown, even if it is not counted as a pitch for ball/strike purposes.
- iv. The official scorekeeper shall designate the official pitch count recorder.
- v. The official pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or the umpire.
- vi. The official pitch count recorder should inform the home plate umpire when a pitcher has delivered his/her limit of pitches for the game. The home plate umpire will then notify the pitcher's manager that the pitcher must be removed. **Note:** It is the responsibility of the manager to remove a pitcher when that pitcher is no longer eligible, even if the pitch count recorder and/or the umpire fail to notify the manager.
- vii. If a team has no remaining players eligible to pitch in a game, the opposing coach may designate a player who has yet to pitch in the game. This pitcher may not throw more than 30 pitches.
- viii. **Illegal pitching penalty:** Where a player throws more pitches than is permitted, the player's team shall forfeit the game. A second violation by a team will result in the manager/head coach's indefinite suspension.
- ix. **A pitcher may not pitch on 3 consecutive days.**
- x. **At peewee level, a player may not be a pitcher and catcher in the same game.**

11. BASE RUNNING RULES – Malicious Contact

- a) Malicious contact is to be penalized whether committed by an offensive or defensive player. Contact shall be considered malicious if:
 - i. The contact is the result of intentional excessive force
 - ii. There is intent to injure.
- b) The umpire shall determine whether contact was avoidable or unavoidable. If the fielder blocks the base path, the runner may make contact, slide into or collide with the fielder as long as the runner is making a legitimate attempt to reach the base/plate.
- c) Runners are instructed to slide or attempt to avoid making contact with a fielder. A player who maliciously runs into another player is to be declared out (unless he/she has scored prior to committing the infraction) and is to be automatically ejected (whether or not declared out).
- d) If the defensive player blocked the base path clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball is called.

12. PROTESTS

- a) Protests based on umpires' judgment decisions will not be permitted.
- b) A protest based on an umpire's interpretation of the rules must be lodged with the umpire before the game resumes, and the opposing team must also be advised by the umpire before the game resumes.
- c) All protests will be handled through the tournament chairperson and will be handled immediately.
- d) To be entertained, the protest must be accompanied with a \$50.00 cash protest fee.
- e) The protest fee will be returned if the protest is upheld.

13. EJECTIONS

In case of ejection, the player, coach or manager MUST automatically sit out the next scheduled game, with further discipline, if deemed necessary by the tournament chairperson.

14. FORFEITS:

In the event of a forfeit, the non-offending team will be given a winning score of 7-0 (1 run for each inning). If the non-offending team is leading the game at the time of the forfeit than the score of the game will stand. If the offending team is leading the game at the time of the forfeit than a score of 1 – 0 will be recorded on the official schedule however; for the purpose of tie-breaking calculations the actual score and length of game at the time of the forfeit will be used.

15. The tournament chairperson reserves the right to adjust game times, game lengths, or shorten the schedule, to allow for the completion of the tournament.

16. GENERAL RULES

- a) No infield practice is allowed at any time during the tournament.
- b) There will be a maximum of sixteen (16) awards per team.
- c) **If the HOME team is leading, going into the home half of the last inning or once curfew has been reached, THE HOME TEAM WILL NOT BAT (this may affect your team's +/-)**

17. In the round-robin portion, tied games will stand. Points will be awarded on the following basis:
WIN = 2 POINTS / TIE = 1 POINT / LOSS = 0 POINTS

18. TIE BREAKER RULES

IN THE EVENT OF A TIE AFTER THE ROUND-ROBIN, THE FOLLOWING WILL BE USED AS TIE BREAKING FORMULAS:

- a) Winner of the head to head game will advance.
- b) Team with smallest 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) A coin toss

