

# **East Valley Baseball**

## **“End of Season” TOURNAMENT Rules And Regulations**

*Last Revised 8/16/17*

**After these, refer to...EVBB Rules & Regs, then  
“Triumph Books – Official Baseball Rules”  
for the current year.**

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**Tournament Umpires:**

**Rookie A & AA - will still have one umpire**

**Rookie AAA – Farm A - we will try to have two umpires/game**

- **Please meet with the umpires before your game, they will go over any rules they deem necessary. This would be a good time for you to cover any questions that have come up during the regular season. Make sure all coaches are on the same page before the game starts.**
- **The umpires may confer with each other...they won't need any coaches input! (refrain from making the call before they do)**
- **Give them your respect and make sure your assistant coaches, parents, and players give them their respect as well!**

## **SECTION 1 – End of Season Tournament Qualification.**

### **1.0 Tournament Participation and Division Standings**

**1.0.0** - The top 6 seeded teams will be invited to play in the tournament. If a team in the top 6 elects not to participate, the next place team will be extended an invitation. If a division has 6 or less teams participating, all teams will qualify for the EOS Tournament.

**1.1.0** – Seeding will be determined by the regular season (win/loss) winning percentage.

**1.2.0** – Regular season ties shall be broken in the following order: 1. Head to head record. 2. Head to head run differential. 3. Head to head runs allowed. 4. Head to head runs scored. 5. All (regular season games) runs allowed. 6. All (regular season games) runs scored. 7. Flip a coin.

**1.2.1** – Multiple teams with a tie shall be broken by Head to head records (and then by rule 1.2.0). 2. If a “circular reference” occurs in the head to head records the tie will be broken by: 1. Runs allowed between the tied teams. 2. Runs scored between the tied teams. 3. Runs allowed throughout the season. 4. Runs scored throughout the season. 5. Flip a coin. (if 3 teams are tied, all 3 will flip a coin and the odd coin wins.)

**1.3.0** – If a team wins and cannot, for whatever reason, play the next game, the losing team will advance.

## **SECTION 2 – Rosters/Players (Rookie A – Farm A)**

### **2.0 Rosters**

**2.0.0** - The tournament roster shall be the same as the regular season roster. No players may be added to the roster after half of the regular season games have been played.

**2.0.1** – The tournament roster will be the team roster that is on file with the league.

**2.0.2** – Minimum number of players to begin a tournament game:

Rookie – 6 players

All other divisions – 8 players

**2.1.0** – A player must have played in at least half of the regular season games.

**2.1.1** – Players must appear on the ‘yellow score card’ or be verified by the opposing teams score book. If a player is questioned and cannot be verified, that player will not be allowed to participate.

**2.1.2** – Players on the league roster that have not played in at least half of the regular season games may only play on the tournament team if it will keep the team from forfeiting the game. They must have played with the team during the regular season and have been added to the roster before half the games were played. This will limit their tournament team to the minimum number of players allowed to play.

## **SECTION 3 – Game Time/ Tie Breaker**

### **3.0 Game Times/Ties**

**3.0.1** - Game times shall remain the same as the regular season.

**3.0.1.1** - Farm A – Minor - The game time shall be 1 hour 45 minutes (the inning will finish out and no new inning will start after the time limit (with the run-rule in effect.)

**3.0.1.2** - Rookie AAA - The game time shall be 1 hour 45 minutes (the inning will not finish out after time has expired. The game shall “drop dead” and revert back to the previous inning score.

**3.0.1.3** - Rookie A & AA - The game time shall be 1 hour 30 minutes (the inning will not finish out after time has expired. The game shall “drop dead” and revert back to the previous inning score.

**3.0.2** - Ties

**3.0.2.1** - If the game is tied at the end of the time limit or the last inning, the game shall continue. \*(refer to rule 3.0.2.2)

**3.0.2.2** – The tie game shall continue for 20 minutes or until the tie is broken (**if there is another scheduled game following.**) If the game is still tied, the league representative shall determine another time to resume the game.

**3.0.2.3** - If it is the final game being played, the game shall continue to the end of the inning that the tie is broken or until the time of “lights out.” If the game is still tied at “lights out” the league representative shall determine a time to resume the game.

**3.0.3** - If the game is to resume at another time, all game situations from the resumed game will remain the same.

## **SECTION 4 – “Home” Team/ “Visiting” Team**

### **4.0 Home Team/Visiting Team**

**4.0** - The “Home Team” shall be determined by league play record at the end of the season.

**4.1** – Teams will be seeded based on the regular season record.

**4.1.0** – The top seed will be the home team.

## **SECTION 5 – Pitching Rules**

### **5.0 Pitching**

**5.0.1** - The regular season pitching rules will remain the same.

**5.0.1.1** Rookie/Farm **40 pitches** (foul balls included)

Farm A Division **50 pitches** (foul balls included)

**5.0.2** - If a tied game resumes on another day, it is a continuation of that same game, thus the pitch count and situations will stay the same and continue from the same number of pitches.

## **SECTION 6 – Adverse Conditions**

### **6.0 Adverse Conditions**

**6.0.0** - If a game is called by the umpire or a league representative due to rain, inclement weather, lighting limitations, lighting failures or other reasons beyond their control etc., it shall be considered complete if the game has **completed**:

- (1) Rookie - 2 of 4 innings.
- (2) Farm – 3 of 5 innings.
- (3) Minor – 4 of 6 innings.

**6.0.1** - A game will be considered complete if the home team is ahead in the middle of the minimum number of innings.

## **SECTION 7 – No-Shows**

### **7.0 No-Show**

**7.0** - A game shall be considered a forfeit if a scheduled team does not show up for a game.

**7.0.1** – A team will have 10 minutes after the scheduled start time to have a complete team on the field.

## **SECTION 8 – Awards**

### **8.0 Awards**

**8.0** - At the end of the tournament championship game, awards will be presented to the first and second place teams. After shaking hands with your opponents, all players should line up on their respective foul lines in front of their dug out to receive their awards. After receiving their awards please have them group together for a team picture to be displayed on the website.

## **SECTION 9 – Sportsmanship**

### **9.0 Sportsmanship**

**9.0** – There is an aspiration or ethos that baseball will be enjoyed for its own sake, with proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors.

**9.0.1** – Adverse behavior may result in removal from the field and/or park. This refers to everyone at the game. (Head coaches, Asst. coaches, players, parents and fans.) Extreme disruption in behavior may result in removal from participation in East Valley Baseball.

**9.0.2** – Only head coaches should be discussing rules or concerns with the umpire.

**9.0.2.1** – Treat all umpires and officials with respect. The game is being played on THEIR field. They will make unbiased decisions and calls based on their knowledge and the way they saw the situation play out.

*REMINDER: You are coaching and playing a game where wrong calls are made ALL THE TIME (at every level...) it is part of the game and always will be. Accept this fact and move on. Do NOT take this out on the umpire.*

**9.0.3** – Be courteous, helpful, and friendly... this is a YOUTH league, these games are being played with impressionable children! Show them what good sportsmanship is.

**9.0.4** – Shake hands with your opponents after the game. Show genuine thanks for their energy, effort, and time they put into getting their team prepared to play you.