

2025 Peewee Division Tournament Rules

Welcome to the 2025 end-of-season house league tournament. The following are the rules/procedures that will be in force during the tournament. ***All coaches should also take time to become familiar with the "Coaches' Checklist for the 2025 HL Tournament".***

Reminders:

- ***Field Supervisors will be on hand at each diamond to ensure games are starting on time, moving at an appropriate pace, and to enforce/clarify rules as needed.*** The Field Supervisor and/or other TP league official at each diamond have the final authority relating to any matter that requires a ruling or clarification.
- Even though these are the "playoffs", as coaches and parents you need to refrain from challenging umpires on calls. If you think an umpire missed seeing something, then a coach (not a spectator) can ask the umpire in an appropriate manner to check with their umpiring partner. ***There should be NO communication between parents/spectators and umps regarding calls on the field...***parents/spectators can talk to the coach or Field Supervisor if they wish. It is also important that coaches and parents ensure that players are not getting on the umps.
- Players need to wear their house league jersey and black TP hat to tournament games.
- Players should remain in the dugout while their teams are batting and when they are not playing during defensive innings...an important aspect of playing a team sport is cheering for your team throughout the game.

Tournament Format:

- All 12 peewee teams will play four round robin games...two during the weekdays of Tuesday September 2nd to Friday September 5th, and two on Saturday September 6th. All of the round robin games have been added to your team schedule in TeamSnap.
- There are two "groups" of peewee teams, and during the regular season teams did not play any games against teams from the other group. During the tournament teams will play games against teams from their division that they did not play during the season.
- After the completion of the round robin games there will be elimination games taking place on Sun. Sept. 7th and into the week of Mon. Sept. 8th. Teams will be seeded for the elimination games from 1 to 12 based on the results of the Round Robin games. We will be updating teams as early as possible on Saturday regarding their game on Sunday.

Game Format:

- It is ***very important*** that ***games start on time and keep moving once they have started***. Players should arrive as close as possible to 30 minutes before game time. Games will begin at the start time listed on the schedule regardless of how many players are present.
- Should a team not be able to field a complete team at the scheduled start time, they will field all available players (up to nine fielders). Batting teams will bat available players. Automatic outs will not be called, but if the next batter listed on the batting order is on base, the half-inning will immediately end and the opposing team will go up to bat. The only exception to this is if the next batter is on base running for the catcher with two outs and there is an on-deck batter available. In that case the player on base running for the catcher will bat and the on-deck batter will run for the catcher.
- For the last inning, if the visitors (who bat in the top of the inning) are ahead in the game or tied, they can only score the "mercy" number of runs. If the visitors are behind, they can score enough runs to go ahead by the "mercy" number of runs. In the bottom of the last inning the home team can score as many runs as they need to win the game.

Balks:

- No warning will be issued on balks in peewee.

Innings/Mercy:

- Round robin games – no new inning after 1.5 hours (**maximum 4 innings**) with a **4-run mercy**.
- "Round of 12", 2nd Round elimination games, and Semi-Final game – must be **5 innings* with a 4-run mercy**.
- Championship game – must be **6 innings* with a 4-run mercy**.

*Any elimination games tied after the prescribed number of innings will go into extra innings.

Standings/Seedings:

- Standings will be determined by the number of points obtained during the round-robin games. There will be 3 points awarded for a win and 1 point awarded for a tie. If two or more teams are tied after the round-robin portion of the tournament, the following tie breaking sequence will be used:
 - 1) Head-to-Head (if they played each other);
 - 2) Over-all run differential;
 - 3) Total runs against (lower is better);
 - 4) Coin toss.
- Run Differential: The run differential **after the last completed full inning with the regular mercy rule in place for both teams** will be used for purposes of tie-breaking.

Pitching & Catching:

- Pitchers may only pitch one inning per game during round robin games.
- For the 5-inning "Round of 12", Second Round elimination games, and Semi-Final game, teams may designate **two pitchers** who can each pitch **one** second inning **if the game goes to extra innings (but only two pitchers regardless of the number of extra innings)**. The first five innings must have five different pitchers.
- For the 6-inning championship games, teams may designate **one pitcher** who can pitch a second inning during the game, but the second inning pitched must be the sixth inning. The first five innings must have five different pitchers. Teams can also **designate a second (different) pitcher** who can pitch a second inning **if the game goes to extra innings (but only one pitcher may do so regardless of the number of extra innings)**. Coaches must tell the Field Supervisor the names of the designated pitchers prior to first pitch.
- Catchers cannot catch more than 3 innings per game...they do not need to be consecutive innings.

Player Rotation/Positions:

- Prior to the start of each game, a player line-up with jersey numbers and names listed must be provided by the coach to the Field Supervisor, who will be the official scorekeeper. All players will bat in the order listed on the line-up.
- In five- and six-inning elimination games all players must play both in the infield and outfield during the game, but ***no player should play a second inning in the outfield until all players have played one inning in the outfield (Player A's second inning playing in the outfield and Player B's first inning playing in the outfield can happen at the same time)***. Also, in four-inning round robin games when there are twelve or fewer players present, all players must play both in the infield and outfield during the game. In a four-inning round robin game, if a team has more than twelve players present at the game, then they can't all play an inning in the outfield. ***However, no player can play more than one inning in the outfield in those situations.***
- We do not want to have the same player playing the same position inning after inning.*** Field Supervisors will be monitoring this during all games.
- No player will sit out a second defensive inning until everyone else has sat out at least one (Player A's second inning sitting and Player B's first inning sitting can happen at the same time), and no player should sit out two consecutive defensive innings unless injured during that game. A batter or runner may not have a pinch runner unless injured during their turn as a batter or runner. Exception: catcher on base with 2 outs.