

2025 Bantam and Varsity Divisions Tournament Rules

Welcome to the 2025 end-of-season house league tournament. The following rules will be in force during the tournament. **Coaches should also be familiar with the “Coach 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 the diamond have final authority relating to matters requiring 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. It is also important that coaches/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 6 bantam teams and all 4 varsity teams will play four round robin games from Wednesday September 3rd to Thursday September 11th. All round robin games have been added to your team schedule in TeamSnap.
- After the completion of the round robin games there will be elimination games taking place beginning Saturday Sept. 13th. We will be updating teams as early as possible regarding the date and time of their elimination game. Teams in bantam will be seeded 1 to 6 and teams in varsity will be seeded 1 to 4 based on the results of the Round Robin games.

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 it arises that 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 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 go up to bat and the on-deck batter will run for the catcher.
- In 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.

Innings/Mercy:

- Round robin games – no new inning after 1.5 hours (**maximum 4 innings**) with a 4-run mercy.
- First round elimination games and semi-final games – **must be 5 innings* with a 4-run mercy.**
- Championship games – **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;
 - 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 pitch a maximum of 2 innings per game...they do not need to be consecutive innings. One thrown pitch constitutes one inning. Prior to each half-inning the pitcher will be allowed **6** warm-up pitches, during which the fielding players will be allowed warm up balls. When the umpire calls "balls in" warm up balls must be returned to the dugout. **Pitchers may be changed during an inning, but a player may not come off the bench to replace a pitcher. A player already playing in that half-inning must take over for a pitcher that is being replaced. The player who had been pitching must, unless injured, take over the defensive position of the player coming in to pitch.** When that happens, pitchers will get **4** warm-up pitches.
- Catchers cannot catch more than 3 innings per game.

Balks:

- No warning will be issued on balks in bantam and varsity.

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 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. 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, shall be removed from the line-up and further play in the game (this is not an out nor is it considered batting out of turn). 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.