

Date: Victoria Day May Long-Weekend
Location: Annieville Park, 9150112 Street, North Delta
Format: 8 teams, split into 2 pools of 4. Each team is guaranteed a min of 3 games.

## General:

- Teams must be comprised of 9 and 10 year old players (ages as of Jan $1^{\text {st }}$ ).
- All teams must be regular season teams.
- Team roster must not exceed 14 players.
- B.C.M.B.A rules shall apply unless superseded by tournament rules.
- A maximum of 2 players may be called up from 9 U (Tadpole). Call ups are ineligible to pitch and must wear their regular team uniform.
- Proof of age may be requested. The team manager should have in his possession a copy of the team roster on a BC Minor Baseball registration form and signed by their league's President.
- Team rosters must be submitted to the tournament director by the Monday prior to the tournament start date. The roster must include any call ups.
- The home team will responsible for the official scorekeeping and pitch counting. The scorekeeper will use the tournament scorebook. The tournament scorebook and pitch count sheets will be available at the concession. It is suggested that both teams keep score and pitch counts however the tournament's scorebook will be considered official.
- Each team will pick a MVP from the opposing team.
- First place in Pool A will cross over and play $2^{\text {nd }}$ place in Pool B. As well first place in Pool B will cross over and play $2^{\text {nd }}$ place in Pool A.
- The winners of the 2 playoff games will move on to play in the Championship Final game

Ties in the standings shall be broken using the rules as follows:

1. Head to head record (tied teams).
2. Total runs against divided by defensive innings played (all 3 round robin games).
3. Total runs for divided by offensive innings played (all 3 round robin games).
4. Run differential (plus/minus).

## Tournament Rules:



- A team must field at least 8 players no later than 15 minutes after the scheduled game time or forfeit the game.
- All players must play one inning in the Outfield prior to the open inning.
- No player may sit out more than one inning consecutively. The exception will be for reasons of injury. The umpire and opposing coach must be made aware of the exception.
- The home team will occupy the $3^{\text {rd }}$ base dugout.
- A complete game is 6 innings. A rained out game is complete after 4 innings ( $31 / 2$ if the home team is leading).
- In the event of a tie, an additional inning will be played (time permitting, see below). If still tied, each team will be awarded 1 point. ( 2 points are awarded for a win, 0 for a loss)
- All games will have a time limit of $21 / 2$ hours. No new inning may begin after the 2 -hour limit.(umpires discretion)
- Semi- final and final games will have a time limit. No new innings may begin after $21 / 2$ hours unless the game is tied and then extra innings will be played to determine the winner.
- A maximum of 2 runs per innings, for the first two innings with a maximum of 4 runs per inning thereafter. The last inning is an open inning.
- All players on the roster will bat and the batting order remains the same throughout the game.
- All batters must wear helmets with chinstraps.
- The 10 run mercy rule will apply after 5 complete innings or $4 \frac{1}{2}$ innings if the home team is in the lead.
- The batter may not run on a dropped $3^{\text {rd }}$ strike.
- Headfirst slides (when advancing) will result in the runner being called out.
- Slide or avoid rule is in effect. Intent to injure by either the defence or offence player will result in immediate ejection from the tournament for the offending player.
- Lead offs are not permitted until the ball crosses the plate.
- All calls made by an umpire are final. Please no protests. (Please Review rule 13.11)


## Pitching Rules:

- Each Manager must use a first year player, defined as a player who did not play in the Mosquito Division in a previous year, and who is eligible to play one more year in the Mosquito Division.
- Each team should keep their own pitch count, but the Official Scorekeeper's tally will be final.
- The Jeff Francis Tournament and North Delta Baseball will be utilizing the pitch count rules as outlined in the BC Minor Baseball Rulebook - Rule 24 Pitching Rules. The following is a summary:

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1-25 Pitches = No Rest
26-40 Pitches = 2 Night Rest
41-55 Pitches = 3 Nights Rest
56-65 Pitches = 4 Nights Rest
66-75 Pitches = 5 Nights Rest
75 Pitches Maximum in a Day
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- A player can only pitch on a third consecutive day if their pitch count from the previous 2 days does not exceed the 'No Rest' limit, i.e. 25 pitches. Refer to the BC Minor Rule book - 'Pitching on Consecutive Days' for more details.
- All coaches must sign the pitch count sheet at the end of each game, indicating the number of pitches thrown.
- Runners can steal home on a wild pitch, pass balls or an errant throw back to the pitcher in all innings.
- A maximum of two runs will be allowed for each of those two innings.
- No "Balk Balls" except where a pitcher deliberately fails to deliver the ball when the batter squares to bunt. A warning will be issued by the umpire and a ball called.
- In the unlikely event a team has no available 9 year-old pitchers their opponent will be granted the max run limit for that inning.


## Umpires

- Directive - Umpires will have a large 'liberal' strike zone with the mindset 'interpretation' that the pitch is a strike until it's a ball, not a ball until it's a strike.
- As per BCMBA's rule 13.11 Non-Confrontation or Verbal Abuse between Coaches, Players and Umpires (All Divisions)


### 13.11.2 FOR 13U AND YOUNGER

Before, during or after a game coaches or players may not approach an umpire for any reason except that they may:
(A) attend the plate meeting;
(B) request the Umpire to call "Time";
(C) raise a safety concern;
(D) approach the Umpire to make a substitution on defense or offence;
(E) request the plate umpire to ask their partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The plate Umpire will consult with the other umpire for a determination which will be final;
(F) approach the Umpire to protest a game based on an interpretation of the Rule of Baseball on terms as set out in this Rulebook. (No protests are allowed at 11U and younger divisions.)
(G) shake the Umpires hands post game;
$(H)$ thank the umpires and or offer words of encouragement;
(I) Coaches and/or Players at any time may NOT:
(i) Argue any Umpire's decision which involves judgment, such as, but not limited

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to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. The umpire shall immediately eject any manager, coach, player or team representative that continues to approach an umpire after his/her decision has been made;
(ii) harass or verbally abuse any official on the field of play before, during or after any game. Contravention will result will be the person being ejected from the game subject to further possible discipline by BCBA.
(iii) on a half swing, if the manager comes out to argue with first or third base umpire he can be ejected as he is now arguing over a called ball or strike.

## Pre-game

- 20 minutes before game - home team takes infield for 10 minutes.
- 10 minutes before game - visiting team takes infield for 10 minutes.

Good Luck to all participants \& remember to PLAY FAIR AND HAVE FUN.

