



Lake Shore Youth Baseball

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Best-In-House Tournament Playing Rules

Revised July 31, 2019

1. General

- a. All Lake Shore intramural teams (except for Little Gloves and Shetland) will participate in an in-house elimination tournament at the end of the Spring season.
- b. The Scheduler and division Player Agents will create and distribute a tournament schedule no later than 48 hours prior to the start of the first game.
 - i. No team shall play more than two games in a single day.
 - ii. The Clinic and Pinto divisions will be single-elimination tournaments with consolation brackets for eliminated teams.
 - iii. The Mustang, Bronco, Pony, and Colt divisions are authorized for double-elimination tournaments.
- c. Each division shall follow the Lake Shore Gameplay Rules, except where modified herein.
- d. Teams shall not borrow players during the tournament. Any team with less than 8 players within 15 minutes of the scheduled game start time will forfeit.
- e. All managers are required to review the division Gameplay Rules and this tournament rules document to clarify any discrepancies BEFORE the tournament begins.
- f. Player Agents will place each team into their respective brackets based on the team's record at the end of the regular season.
 - i. The team with the best record will be the 1st seed, second best record will be the 2nd seed, and so on.
 - ii. Seed tie-breakers will be determined as follows: win%, head-to-head record, head-to-head run differential, season run differential, coin toss.
- g. Players from both teams in the division championship games will receive trophies.
- h. The division Player Agents will review this rule document annually.

2. Field & Equipment

- a. All fields will meet the specifications detailed in the Gameplay Rules. No modifications are permitted.
- b. The Lake Shore field maintenance crew will be responsible for preparing the fields for play.
- c. The Home Team shall select its dugout before the Visiting Team.
- d. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of



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the game.

- e. All equipment requirements listed in the Gameplay Rules still apply.

3. Game & Innings

- a. The home team will be higher-seeded team (1st seed will be home team over the 3rd seed, etc.).
- b. No new inning shall begin after 1 hour 45 minutes from the start time, unless the score is tied.
 - i. A new inning begins the moment the final out of the last inning is recorded.
 - ii. There is NO "Drop-Dead" TIME LIMIT for tournament games.
- c. Each division's mercy rule and runs per inning limits will apply. Only the final inning and extra innings may be unlimited.
- d. If the score is tied after the sixth inning or time limit, the game will continue into extra innings with each team beginning their half of the inning with a runner on second base.
 - i. The home team Manager will notify the Player Agent for any games that are going over the scheduled time limit.
 - ii. The Player Agent and Scheduler, if necessary, will modify the starting times or locations of any follow-on games.
- e. Any coach playing under protest of a rule interpretation must immediately notify the division Player Agent and Head Umpire/Junior Umpire Coordinator.
 - i. These two individuals and an additional Board Member MUST rule on the matter before the next games in the division can begin.
 - ii. Any protests raised after the next round of games have begun will not affect the tournament bracket results.

4. Batting & Base running

- a. All Batting and Base running rules will be the same as the division Gameplay Rules.

5. Pitching

- a. The same rules apply as the regular season for all divisions with the exception of pitcher rest requirements. Any pitcher that sits for a full day (midnight to midnight) resets the inning restrictions. The rules will be modified as follows:
- b. Pinto Division.
 - i. Maximum 3 innings for a single day, or 5 innings combined for back-to-back days, or 6 innings combined for 3 consecutive days.
- c. Mustang Division.
 - i. Maximum 4 innings for a single day, or 6 innings combined for back-to-back days, or 7 innings combined for 3 consecutive days.
- d. Bronco Division.



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- i. Maximum of 5 innings for a single day, or 8 innings combined for back-to-back days, or 9 innings combined for 3 consecutive days.
- e. Pony & Colt Divisions.
 - i. Maximum of 7 innings for a single day, or 10 innings combined for back-to-back days, or 11 innings combined for 3 consecutive days.

6. Fielding

- a. Each team will use the number of players in the field as specified in the Gameplay Rules from the regular season.
- b. While not required, to the maximum extent possible, all players shall play in the field equally. Each player **MUST** play a minimum of two innings in the field at any position.
 - i. No players may sit the bench in consecutive innings in the Clinic, Pinto, or Mustang divisions.
- c. Coaches are not permitted in the field to guide players in the Clinic or Pinto divisions.