

## **JUNIOR LEAGUE TOURNAMENT RULES – SINGLE ELIMINATION**

TOURNAMENT SEEDS BASED ON REGULAR SEASON FINISH; HIGHER SEED IS HOME TEAM

SEEDING TIEBREAKERS:

- 1) Head-to-Head
- 2) Fewest runs allowed against tied teams
- 3) Most runs scored against tied teams
- 4) Coin toss (if 3-way toss odd is winner)

AT ANY POINT WHERE SEEDING TIE IS BROKEN, REMAINING TIED TEAMS REVERT BACK TO STEP 1 HEAD-TO-HEAD

HOME TEAM OCCUPIES 1<sup>ST</sup> BASE DUGOUT

TIME LIMIT – **1 HR 45 MIN (NO TIME LIMIT ON CHAMPIONSHIP GAME)**

**NO RAIN SHORTENED GAMES** IN TOURNAMENT PLAY; GAMES SUSPENDED BY WEATHER ARE CONTINUED FROM THE POINT OF SUSPENSION

12 RUN RULE IN EFFECT AFTER 3 1/2 INNINGS WITH HOME TEAM AHEAD OR 4 INNINGS WITH VISITING TEAM AHEAD

10 RUN RULE IN EFFECT AFTER 4 1/2 INNINGS WITH HOME TEAM AHEAD OR 5 INNINGS WITH VISITING TEAM AHEAD

8 RUN RULE IN EFFECT AFTER 5 1/2 INNINGS WITH HOME TEAM AHEAD OR 6 INNINGS WITH VISITING TEAM AHEAD

**TOURNAMENT PITCH COUNT RULES DIFFER FROM REGULAR SEASON:**

### **TOURNAMENT RULES**

Max Daily Pitches -- 95 (may finish batter)  
76 or more -- 2 Calendar days rest  
46 to 75 -- 1 Calendar days rest  
1 to 45 -- No Calendar day of rest required

75 or more pitches -- cannot catch

**SPORTSMANSHIP – Coaches are responsible for the behavior of themselves, their players, assistant coaches, AND FANS. Threatening behavior and/or foul language WILL NOT be tolerated. Offenders will immediately be asked to leave the premises and will not be allowed back for the remainder of the tournament.**

**Any player who is ejected from the game for throwing a helmet or bat, or for illegal contact must also sit out his team's next game. Any player ejected for threatening behavior and/or foul language will not be allowed back for the remainder of the tournament. The decisions of the umpires are FINAL.**