



FOREST GLADE FALCONS BASEBALL LEAGUE **2022 SELECT TOURNAMENT**



June 17th, 18th & 19th 2022

Tournament To dos

Prior to Start of 1st Game

- Check in at the concession stand to:
 - Hand in team roster (see last page) with birthdates and players' numbers (if not sent by email, is also included at the end of this document). Birth certificates are not required but must be available upon request.

After Each Game:

- Submit final score and pitcher's report to concession stand – each team is responsible for their own scorekeeping.

Format: All teams guaranteed at least 3 games

Medals to be awarded to Finalists & Champions immediately after completion of FINAL game

If you have any questions prior to or during the tournament call Richard LePage at (519) 535-0508 or the concession stand at 519-735-5293.

Prohibition on the use of tobacco products, alcohol & drugs within the park

Players & coaches in uniform must refrain from using any tobacco products (cigarettes, e-cigarettes or vaping) and being under the influence of alcohol or drugs during all games as well as being in the park.

The penalty for not abiding by this rule will be immediate ejection from the tournament.



FOREST GLADE FALCONS BASEBALL LEAGUE 2022 SELECT TOURNAMENT RULES - Hardball

General Rules

<u>Division</u>	<u>Innings</u>	<u>Distances</u>	<u>Base Distance</u>	<u>Defensive Players</u>
T-Ball	5	44 Feet	60 Feet	11
Rookie	6	44 Feet	60 Feet	10
Mosquito/Minor	6	46 Feet	60 Feet	10
Pee-Wee/Major	7	50 Feet	75 Feet	9
Bantam	7	60 Feet	90 Feet	9

- **Points:** 2 for a win, 1 for a tie, 0 for a loss
- **Standings**
 - If there is a **tie at the end of the round robin** the tiebreakers will be:
 - a) Head to Head (if possible)
 - b) Run differential (maximum +/- 10 runs per game)
 - c) Runs allowed divided by the number of defensive innings played (a defensive inning is defined as having taken the field and a pitch thrown)
 - d) Runs scored divided by the number of offensive innings played (an offensive inning is defined as having been at bat for a least one pitch)

Example: Below is an example of how ties could be broken within a division

1. Head to head (If possible)
2. Run Differential (+/- 10)

For 1st place we have a 3 way tie at 6 points; as the 3 teams that were tied for first, did not all play each other, we had to break the tie based on run differential.

For 4th place there was a tie between 2 teams; as these 2 teams did play each other, the tie was broken based on the head to head game.

Below are the standings:

	Game 1	Game 2	Game 3	Game 4	Total Points	Head to Head	Differential +/-	Position
Team A	2	0	2	2	6	No	+17	3
Team B	2	0	2	2	6	No	+22	1
Team C	2	2	2	0	6	No	+19	2
Team D	0	2	2	0	4	Yes - won		4
Team E	2	0	0	2	4	Yes - Loss		
Team F	0	0	2	0	2			
Team G	0	0	0	0	0			

- Home team will not bat in the last inning if they are ahead.
- No infield practice prior to games.



- Metal cleats will be allowed at the Bantam, Midget and Junior levels
- The championship game will be played within the time curfew unless ended early due to bad weather in which case 4 innings constitute a game, 3 ½ if the home team is ahead; or a mercy
- **Mandatory Playing Rule** - All players must play at least 2 defensive innings per game, except in Semi's & Finals – (3 consecutive outs constitute an inning). There is free substitution.
- A minimum of 8 players must be fielded by 15 minutes after scheduled start time or the game will be forfeited.
- Anyone ejected from a game will also be suspended from the team's next game.
- All protests shall be presented to the tournament coordinator or tournament official for a ruling. All rulings provided will be final.

Playing Rules

Home team

All Divisions – Home team decided by a coin toss during ground rules. The team from farthest away calls the toss

Semi Finals

All Divisions (Excluding rookie) In semi-final and final games, the team with the better record will be given the choice if they would like to be the home team.

Rookie - All games will be decided by a coin toss

Time Limits / Curfew

All Divisions – The umpire will note the official starting time. In case of rain, 3 innings constitute a game, 2 ½ if the home team is ahead.

If round robin games are tied after regulation (innings or time curfew) they will remain tied.

Semi-final and final games cannot end in a tie.

All Divisions – No new inning to start after 1 hour 30 minutes (round robin games only)

Semi Final Games – Should a game remain in a tie once the 1 hour and 45-minute curfew is reached, an additional inning will be played until the tie is broken.

Championship Games – Should a game remain in a tie once the 1 hour and 45-minute curfew is reached, an additional inning will be played until the tie is broken.



T-Ball

Line Ups

- Each team's line-up must show eleven players and a minimum of three alternates.
- Each team shall have a starting line-up of eleven players but if due to unavoidable circumstances either team has less than eleven players but not less than nine, the game shall be played with an equal number of players on each team
- All players listed in the game lineup in which their team is participating must be scheduled to play in at least two innings of a five-inning game. It is compulsory that players play a complete inning when alternated and must be put in at the beginning of an inning
- **Note: A bat boy must be appointed from the members of the current game line-up. No other is permitted.

Batting

- Batter Becomes a Base Runner
 - a) He hits the ball hard enough to cross the playing line in fair territory
 - b) The catcher interferes with him while he is attempting to hit the ball. The batter is awarded first base, the ball is dead and no runners may advance, except those forced by the batter becoming a base runner. In the event that the Batter, in spite of the interference, hits the ball fairly and reaches any base safely and all other runners have advanced at least one base safely, then the interference is disregarded.
 - c) In the case of catcher interference on the last batter, while he is attempting hit the ball, the ball is dead, no runners may advance and the last batter is allowed to continue his turn at bat, with the same count.
 - d) In the event, the last batter in spite of the catcher interference, hits the ball fairly and reaches home plate safely, the ball is live and the catcher interference is disregarded.
- Batting ends when
 - a) The last batter has three strikes called
 - b) The last batter has hit the ball illegally.
 - c) The last batter's fair hit ball is returned to the catcher at home plate. Home plate must be touched by ONLY the catcher with the ball in his possession and only the pitcher is allowed to assist the catcher in the home plate area
 - The ball must be thrown over the playing line at least once on it's way to the catcher, in the event a player fields a live ball in front of the playing line he may return the ball to the catcher without having to throw it over the playing line.

Base Running

- No stealing
- No lead offs
- A Base Runner is Out when:
 - a) on a force play
 - b) when he is tagged
 - c) when running off his baseline, avoiding a tag
 - d) when the player is hit by a fair batted ball, either on or off his base, before it has touched or gone through an infielder trying to make a play on the ball, not including the Pitcher.The ball is also dead and no runner may advance unless forced to do so.

Last Batter

- All players on base when last batter is up to bat are to be treated like a last batter, and can only be forced out at home



Pitching

Pitching Machine Rules (Rookie):

- Pitching machine speed will be set at 40 mph.
- The pitching machine must be operated by an adult coach. The machine will be positioned on or directly beside the pitching rubber.
- Pitcher is considered a defensive position. The pitcher must wear a helmet with a face cage and will stand parallel to the pitching rubber.
- A batter has 5 pitches max., to put the ball in play or the batter is out.
- No bunting.
- An errant ball (at umpires' discretion) is a dead ball and does not count towards the 5 pitches.
- A foul ball on the 5th pitch is NOT an out; the batter gets a chance to hit again.
- If a hit ball hits the machine or the operator or comes to rest in the 8' circle, the ball is declared dead and the batter and any runners forced to move, will be awarded 1 base. If a thrown ball hits the machine, the ball is declared dead and the batter and runners forced to move will be awarded 1 base.
- The umpire will call all errant pitches as "No Pitch, Dead Ball".

Pitching Rules (All Divisions except Rookie)

- A player may pitch a maximum of 3 innings per game.
- 1 pitch constitutes an inning.
- If a player pitches more than 2 innings in a game, that player cannot pitch in the next game.
- No intentional walks
- Upon the coach or manager's 2nd trip to the mound in 1 inning or 3rd trip for the same pitcher in 1 game, the pitcher must be removed from the mound.
- Semi-final & Final Games: If game goes into extra innings because of a tie, pitchers may be reused.

Batting

Bat Size

All Divisions (Except Bantam) – maximum bat diameter is 2 ¾ inches. The length to weight difference must be minus 10 or less

Bantam – Bantam level minus 5 aluminum bats are allowed. Bat barrels are limited to 2 ¾ inches. No other bat restrictions are in effect.

Batting Order & Substitutions

All Divisions (not including T-ball)

- All players will bat in a continuous batting order until 3 outs are made or run cap is reached
- In case of an injury, or to replace the pitcher or catcher after 2 outs, the last batter out must be the pinch runner.

Run Cap

Rookie / Mosquito Divisions

- A maximum of 5 runs per half inning for the first 4 innings. All innings after the 4th will be open,

Pee Wee / Bantam Divisions

- maximum of 6 runs per half inning, for the first 4 innings. All innings after the 4th inning, will be open.



Base Running

Stealing

Rookie – Safety Bags will be used, No stealing,

Minor – Stealing is allowed under the following rule. Base runner CANNOT leave the base until the pitched ball crosses the plate. If the runner leaves early, it will be declared a dead ball and the runner is out. However, if the ball is intentionally thrown to any base, the ball is live and the runners may attempt to steal

Major & Bantam – lead offs and stealing are allowed.

Sliding

- No head first slides are permitted, and will result in an out, except when returning to a base.
- It is the responsibility of the runner to make a reasonable attempt to avoid contact where a play is being made. Failure to do so will result in the runner being called out.
- No blocking of bases unless the fielder has possession of ball or is in the immediate act of catching ball.

Dropped 3rd strike

Rookie & Mosquito/Minor – No dropped 3rd strike, the batter is out and the ball remains a live ball

Major & Bantam – dropped 3rd strike rule will be in effect.

Infield Fly

Rookie & Minor – No infield fly rule.

Major & Bantam – Infield fly rule is in effect.

Mercy Rule

All Divisions – Mercy rule will be in effect for ALL games, in ALL divisions. 15 runs after 4 complete innings, 10 runs after 5 complete innings.