

FIRST OIBA CLASSIC



ONTARIO INTERNATIONAL BASEBALL ACADEMY TOURNAMENT RULES & REGULATIONS

1. It will be a Round Robin Tournament divided in two (2) Groups (three games guarantee if weather permit). The first two team of each group advanced to the play-off series. First place vs. Second on Semis and the winners go to the final.
2. The cost of the tournament is as follow: 14U \$ 500 + Dozen of Quality baseballs, 16U/18U \$ 650 + Dozen of Quality Baseballs. The Baseballs must be submitted to the convener before the first game.
3. Managers and coaches are responsible for the conduct of their players and anyone involved with the team, both on and off the field.
4. Line-up cards must be presented prior to the game.
5. Games will commence promptly on time as per the schedule. Any team unable to field nine (9) eligible players at the scheduled game time will default the game.
6. Home field will be determined prior to the start of **all** games by the flip of a coin with the team travelling the farthest making the call in all games.
7. No more than ten (10) hitters will be presented in the official Line-up card
8. Absolutely NOT RE-ENTER rule in the entire tournament
9. Courtesy Runner: Only for the Catcher with two (2) outs. It must be a player out of the Line-up, if the team only has nine (9) players, then the Catcher has to run.
10. The home team will keep the official score and hand back the score sheet to the convenor at the end of the game with signatures of both team managers.
11. The decision of the umpire(s) is the final. There will be no protest of judgments calls by the umpire(s).
12. Any protest will be resolved on the field by the Tournament Convenor. All decisions of the Tournament Convenor are final.
13. ***In case of rain or other delays, the tournament schedule may be revised. In case of the Tournament Cancellation due to the weather conditions a 50 % of the Payment Fee will be refunded if the Team did not play any game. One or more game played by the team none Payment will be refunded.***
14. Ejection from any tournament game will result in an automatic suspension from the next scheduled game and/or the balance of the tournament depending on the circumstances.
15. There will be no infield practice permitted before any scheduled game.
16. Games will be two hours or seven innings in length. No new inning will start after two hours have elapsed from the time of the first pitch of the game however, once started an inning will be completed. **No time limit will apply in the Championship Games.** The official scorekeeper will record the time of the first pitch and the umpire will announce the time to both teams.

17. In the event of a tie at **the conclusion of 7 innings and/or upon expiration of the time limit** in any **Quarter-Final, Semi-Final or Championship Game**, the game will continue until such time as a winner is determined. The game will continue with complete innings being played.
18. A ten (10) run mercy rule will apply after five innings (4 ½ if the home team is leading)
19. **Official Game:** A game shall be official if curfew is reached and the home team is leading after 3 ½ innings or the visitors are leading after 4 complete innings. In the event that the game is suspended prior to curfew and prior to 4 innings being completed then the game shall be resumed from the point of suspension. The defensive team must resume their exact positions on the field. The count, if any, on the batter will be unchanged and the batting order must be the same upon resumption of the suspended game. If the home team is batting and leading or scores the winning run when curfew is reached, the game will end immediately and be considered official at that point and the score and offensive and defensive innings recorded at that time (full innings will be assigned to the offensive and defensive teams).
20. Standings will be determined by **the number of points earned** (2 points for a win; 1 point for a tie & 0 points for a loss).
21. **In the event of a tie**, the following tie- breaking formulas will be used:
 - a) In the event of a tie **within the division**, the following tie- breaking formulas will be used:
 - i) The winner of the head to head game between the two (2) teams will advance.
 - ii) Team with the **smallest runs against** ratio (Runs allowed **divided** by the number of defensive innings played).
 - iii) Team with the **highest runs for** ratio (Runs scored **divided** by the number of offensive innings played).
 - b) **In all other circumstances (3 or more)**, the following will be utilized:
 - i) Team with the **smallest runs against** ratio (Runs allowed **divided** by the number of defensive innings played).
 - ii) Team with the **highest runs for** ratio (Runs scored **divided** by the number of offensive innings played).

Note: *In the event of a forfeit during the Round Robin, a score of "7-0" will be recorded with 1 run being awarded per inning to the winning team (e.g. 4 runs after 4 innings).*