



## **2023 Kingston Colts Minor Tournament Rules**

### **Game Play**

#### **Pool Play (Friday and Saturday games)**

Home team determined by coin flip for Friday and Saturday Games.

Maximum 5 innings

No new inning after 1 hour 30 minutes

Maximum 5 runs each inning

Maximum run rule in place of 10 runs after 4 innings is an official game innings met for pool play games.

Friday and Saturday games may end in a tie

### **Semi Final Play**

Higher seeded team is the home team.

Maximum 5 innings

No new inning after 1 hour 30 minutes

Maximum 5 runs every inning

If a game is tied after the time limit is reached or 5th inning is played, one extra inning is played with a runner placed on 2nd base. The runner placed on second base at the start of each half-inning shall be the player in the batting order immediately preceding that half-inning's leadoff hitter.

If the game remains tied after one extra inning, the higher seeded team is awarded the win.

### **Final Games**

Higher seeded team is the home team.

Maximum 5 innings

No new inning after 1 hour 30 minutes except for Championship Games in which all 5 innings will be played regardless of time. Exception: If a team is winning by 12 runs after 4 innings, the game is called in the winning team's favour.

Maximum 5 runs for innings 1 through 4. No run limit in 5th inning.

If a game is tied after the time limit is reached or 5th inning is played, one extra inning is played with a runner placed on 2nd base. The runner placed on second base at the start of each half-inning shall be the player in the batting order immediately preceding that half-inning's leadoff hitter.

If the game remains tied after one extra inning, the higher seeded team is awarded the win in the 3rd place games, but the Championship Games will continue until a winner is determined.

## **Pool Standings**

1. Teams are awarded 2 points for win, 1 point for tie, 0 points for loss.
2. If there is a tie in pool standings, the team that won the head to head matchup will place higher in the standings.
3. If the tie persists, the team with the most wins will place higher in the standings.
4. If the tie persists, the placement of teams will be dictated by the ratio of number of runs allowed per defensive inning. A defensive inning is defined as having taken the field and a pitch thrown.
5. If the tie persists, the placement of teams will be dictated by the ratio of runs scored per offensive inning. An offensive inning is defined as having been at bat for at least one pitch.
6. If the tie persists, standings will be determined by the drawing of straws.

## **Pitching / Player Substitution**

Maximum of 2 innings pitched per player in a game.

If a pitcher throws a pitch in an inning, it counts as an inning pitched.

Coach's discretion on pitch count. No rule.

Only one mound visits by coach per player for the full game - unless to pull the pitcher or to attend to an injured pitcher.

Coach's discretion on players catching and pitching in the same game. No rule.

Unlimited position substitution.

## **Batting and Baserunning**

14 players max. All players bat in succession. If a player is injured, they are skipped in the line-up with no penalty.

Little League bat rules must be observed, USA Bats only.

With 2 out, catcher should be replaced with courtesy runner being the most recent out.

Stealing is permitted once pitch reaches the plate.

Ball is live on throws back to the pitcher. Once the pitcher has the ball on the pitcher's rubber, runners return to base.

## **Umpiring**

Youth umpiring is as much about development as youth baseball, so please show respect to our umpires. If you wish to discuss a call, calmly request time and speak to the umpire, do not shout across the diamond. Abuse of umpires will not be tolerated and may lead to ejection of coaches and/or team from tournament.