

Abbotsford Minor Baseball Association

Mid-Summer Classic

10U/11U Tournament Rules

General Rules

- a) *All players bat. Fair play rule strictly enforced - BC Minor Rule Book Rule 25*
- b) During a game, coaches or parents cannot position themselves on the outside of the backstop behind the umpire in order to coach the team or umpire. There will be warning and if this continues, the coach will be ejected.
- c) The BC Minor Code of Conduct applies. BC Minor updates 2024 Rules 13.6 and 13.7 applies
[Click here for the content of 13.6 and 13.7 BC Minor Rule](#)
- d) No player(s) to sit more than three defensive innings.
- e) No player(s) to sit 2 consecutive innings in a row (Fair play). With the exception of the pitcher, upon re-entering the game defensively, the player **MUST** play 1 full defensive inning comprised of 3 outs or the opposing team scoring the run maximum.
- f) Please do not take players out of an inning after 1 out.
- g) If a player cannot play defensively he/she must come out of the game.
- h) Courtesy runners will be permitted **ONLY** for the next ½ inning's catcher when 2 out. Courtesy runner must be the last "out".
- i) Tie games will stand in round robin play (1 point for a tie) but not in semi-finals or finals.
- j) Home and Away team will be pre-assigned for round robin play with 2 home and 2 away games
- k) Tie games will stand in round robin play (1 point for a tie) but not in semi-finals or finals.
- l) In semi-final games, the home team is the team with the higher standing after round robin play.
- m) In final games the home team is determined by a coin toss.
- n) Home team will not bat if they are leading in the last inning.
- o) 3 outs or 4 runs will constitute an inning (except that a team may score unlimited runs in its last at bat in the 6th inning). A 10-run mercy rule will apply after **5 innings**. If, in the top of the sixth inning (or the top of the fifth if declared open), the visiting team goes ahead by ten or more runs, the coach of the home team will have the option of declaring the game over and concede the win to the visiting team.
- p) Slide or avoid rule is in effect. No head first slides allowed when advancing to a base.



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- q) Wild pitch rule: Mosquito only: pitcher hits 2 players in an inning or hits 3 in one game - pitcher will be removed from the mound unless the umpire determines that the batter could have avoided being hit through a reasonable effort.
- r) Leadoffs are not permitted. If there is a lead off as described the ball is dead and a no pitch shall be called and the runner(s) will be declared out.
- s) When the pitcher is in contact with the pitching rubber, with the ball in their possession, preparatory to the act of pitching, all base runners shall return to their bases and cannot leave until the pitched ball crossed the plate.
- t) On a dropped third strike the batter is out and may not become a base runner.
- u) At the 10U & 11U level balks are not called except as follows: When with runners on base, the pitcher fails to deliver the pitch after beginning his pitching motion, the umpire shall call, "Time...no pitch." The umpire shall relate to the pitcher that they must deliver the ball without stopping his motion as this is a ball. No runner may advance on the call. Any subsequent failure to deliver the pitch after starting his motion, the umpire shall call, "Time, ball," and then charge the pitcher with a ball. No runners may advance on the call.
- v) There will be a 4 run limit per inning, in all games except the final inning which will have no run limits.
- w) No infield warm-up prior to games.
- x) All coaches in uniform (no shorts). If not in uniform, coaches are not allowed on the field of play. BCMBA Rule 19.06.
- y) All BC Minor Summer 10U/11U rules will be in effect, unless otherwise noted.
- z) Bat sizes and material type as per BCMBA Rule 19.04 - 32 inch, 2 3/4 inch max diameter, unlimited length/weight drop - Must have "USSSA 1.15 BPF (Bat Performance Factor)" stamp OR "USA" Stamp
- aa) Chin straps required as per BCMBA Rule 19.02.

1. Tie breaking Rules

Tie breaking format for advancement to semi-finals if teams are tied in points after round robin play:

- a) Head to head (not valid if 3 or more teams tied such as A beats B, B beats C, C beats A)
 - If team A and team B both have the same amount of points but team A defeated team B in round robin play then team A will advance to the semi-finals ahead of team B
- b) Ratio of number of runs allowed per defensive inning against tied teams (lowest ratio advances):
 - Team A had 32 runs against in 21 innings: $32/21 = 1.524$ runs per inning
 - Team B had 30 runs against in 20 innings: $30/20 = 1.5$ runs per inning
 - Team C had 30 runs against in 21 innings: $30/21 = 1.429$ runs per inning
 - Team C advances to the semi-finals because of their lower ratio



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- Statistics are calculated based on ALL games played during round robin play
- c) Ratio of number of runs scored per offensive inning against tied teams (highest ratio advances):
 - calculated in similar manner as #2
 - runs for divided by total offensive innings played
 - statistics are calculated based on ALL games played during round robin play
- d) Ratio of number of runs allowed per defensive inning during round robin (lowest ratio advances).
- e) Ratio of number of runs scored per offensive inning during round robin (highest ratio advances).
- f) Coin toss.

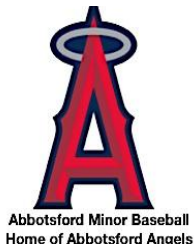
1. Awards

- a) Medals awarded to 1st, 2nd & 3rd place teams.
- b) MVP awards awarded to 1 player from each team per game.
- c) Coaches will decide which player from the opposing team will be awarded the MVP medal.
- d) It is recommended that a player may not receive more than 1 MVP award per tournament. Try to spread it around.

2. Pitching

- a) All BC Minor pitching and pitch count rules are in effect (Rule 24). Any violations result in head coach being ejected.
 - 1-25 pitches = no rest
 - 26-40 pitches = 2 nights rest
 - 41-55 pitches = 3 nights rest
 - 56-65 pitches = 4 nights rest
 - 66-75 pitches = 5 nights rest
 - 75 pitches max in a day
- b) Note: a rainout will not affect the pitching re: the 2-and-3-night rules, so any pitcher that was ineligible to pitch when the game was supposed to start shall remain ineligible when the game is played. Coaches, please ensure that your pitchers for the tournament have the required rest before your first tournament game.
- c) Thursday pitching counts as Friday.

3. Official Score Keepers and Pitching Records



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10U/11U Tournament Rules

- a) The home team's scorekeeper will be considered the official scorekeeper. The home team's pitch counter will be considered the official pitch counter.
- b) The official scorekeeper will be responsible for reporting the final score to the designated scoring official. Be sure to confirm the final score with the opposing team.
- c) The official pitch counter will also be responsible for recording the number of pitches pitched by each pitcher from both teams -- coaches must sign the pitch count record form after the game is over.
- d) The pitch count record forms will be provided in the official scorebook to be picked up and dropped off at the designated location.
- e) A team shall be awarded 2 points for a win and 1 point for a tie.

4. Inclement Weather & Time Limit

- a) Teams are to show up for their scheduled time in the event of rain unless notified of a change.
- b) Games that are not important to the final standings may be canceled if necessary.
- c) No new innings will be started after 2 hours of play in round robin. Coaches and umpires will please note the start time of the game.
- d) Semi-finals and Finals will have no time limit.
- e) In round robin games, after any complete inning, if the game is within 20 minutes of the time limit (2 hours) the umpires will declare the next inning to be an open inning. If the open inning finishes before the time limit expires, then an additional open inning shall be played. There is no guarantee of an opening inning however, if no open inning was declared and the time limit has expired, the game is over.
- f) The tournament director retains the right to reduce/adjust the time limit if necessary, but this would be declared before the start of the game.

5. Protests

- a) Protests are not allowed. PERIOD. The tournament director and/or the Umpire-In-Chief have the final say and any disputed situation must be dealt with before the game continues. If the tournament director or the Umpire-In-Chief is not available at that time then the plate umpire has final say on a disputed situation. No IF's/AND's OR BUT's. All umpire decisions are final.
- b) Should a player or coach be ejected from the game for any reason, they shall sit the remainder of the game being played plus the next game. They will remove themselves from the dugout and must sit in an area designated by the umpire. They must not disrupt the game in any manner.



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BC Minor Rule Book: [Click Here](#)