# Ajax Rep Tournaments 2018

# 5 August 3-5

# **General Information:**

Tournament Headquarters will be located at:	
Ajax SportsPlex # 1 May 26-27	Ajax SportsPlex
2001 Audley Road, Ajax	
Convenor & Contact Information:	

Scott MansonEmail:scottkmanson@gmail.comWebsite: www.ajaxbaseball.comTel:416-831-4727

- 1. In the event of schedule changes please check the website first. Your team will be notified by text message later. A hard copy will be available at the tournament headquarters. A mobile phone contact from each team is required a minimum of 2 days before the tournament start.
- 2. Payment of the entry fee will apply as an appearance bond and will not be refunded.
- 3. A team roster *approved* by the Baseball Ontario Affiliate Registrar prior to July 1 or the OBA after July 1 must be available in the event player eligibility is questioned. If a team is using call-ups then the coach must have a copy of the call-up team's roster with him.
- 4. Tournament awards are set at 14 per team.

## **Sanctioned Tournament Rules:**

 Only the Official Baseball rules and the Playing Rules of Baseball Ontario shall apply. Series specific rules can be found at the following link: <u>http://www.baseballontario.com/Umpires/news/rules.aspx</u>

Rule changes for 2018 to note:

1) Official Game: P7.3 m) A 7-inning game will be considered a complete game after 4 innings of play or 3 1/2 innings if the home team is ahead. (see rule #13 below)

- 2. Home field will be determined prior to the start of **all** games (including the Playoff Round) by the flip of a coin 15 minutes before the scheduled start time with the team travelling the farthest making the call in all games.
- 3. There will be no pre-game warm up on the infield or on the infield sidelines before any scheduled game. Where bullpens or other areas are available please follow grounds crew instructions.
- 4. Courtesy runners for the catcher or any other players are prohibited.
- 5. In case of rain and/or other unforeseen delays the tournament schedule and details such as time limits/curfews, may be revised at the Convenor's discretion.
- 6. Only rule interpretation protests shall be permitted. Protests will be decided by the Tournament Convenor and/or the Tournament Protest Committee whose decision shall be final. A protest fee of \$80 cash is required at the time of the protest, this fee is refundable only if the protest is upheld. Only one representative shall be permitted to speak on behalf of the protestor.

- 7. Ejection from any tournament game will result in an automatic one game suspension. Suspensions may be increased at the sole discretion of the Tournament Convenor, depending on the severity of the infraction. Teams are responsible to see the Tournament Convenor in person approximately 30 minutes after the game has completed to verify suspension length. (Convenor needs to speak privately with umpires before a decision will be made).
- 8. All games will be 7 innings in length except as follows:
- 9. No time limit will apply in: the Championship Game only.
- 10. Time limits apply in all other games as follows:

Round Robin / Draw Play:No new inning (curfew) will start after 1 hour and 45 minutesSemi-Finals:No new inning (curfew) will start after 2 hourshave elapsed from the time of the first pitch of the game however, once started an inning will be<br/>completed unless the home team is batting and leading or scores the winning run when curfew is<br/>reached.

- 11. Standard OBA Mercy Rules apply.
- 12. The umpire (or designate) shall be the official time keeper of the game and shall announce the time of the first pitch to both teams.
- 13. Official Game: A 7-inning game will be considered an official game after 4 innings of play or 3 1/2 innings if the home team is ahead. If a game is stopped for weather, light failure, or park curfew after becoming an official game, it is over. If a game is stopped for weather, light failure, or park curfew prior to becoming an official game then it is suspended and will be resumed from the point of suspension.
- 14. In the event of a tie at the conclusion of regulation play in the Championship Game or Semi-final games, the game will continue until such time as a winner is determined. The game will continue with complete innings being played.
- 15. A score of one run per inning will be recorded for a forfeited game and the winning team will be credited with a complete game.

# **Tournament Formats:**

1. Rookie (8 Teams) May 26-27

Two (2) divisions of 4 teams each. Teams will play all 3 other teams in their division for seeding.  $1^{st} \& 2^{nd}$  seeded teams in each division will play off for semi-finals, with the winners advancing to the finals.

2. Mosquito, Peewee, Bantam & Midget (12 Teams in each series) August 3-5

Three (3) divisions of 4 teams each.

Teams will play all 3 other teams in their division for seeding

Top team in each division will advance to semi-finals (3 teams)

4<sup>th</sup> team will be decided by seeding all remaining teams in one group based on OBA tiebreaker rules (below) with the top team being the 4<sup>th</sup> team for semi-finals

These 4 teams will play in semi-finals, avoiding prior matchups, winners of semi-finals advancing to the finals.

All remaining teams will play a 4<sup>th</sup> game, against a similarly seeded team from another division. These match-ups will avoid prior games this weekend & may require changes from template schedule to accommodate this and comply with OBA time rules.

These 4<sup>th</sup> games are not optional

## Division/Pool/Draw Play:

- 1. Tie games will be allowed to stand in all division pool play except quarter-finals, semi-finals or finals.
- 2. Standings will be determined by the number of points earned: 2 pts win; 1 pts tie & 0 pts loss.
- 3. In the event of a tie in standings, OBA tie-breaking formula will apply to break the tie.

### From OBA P7.3

*v*) In tournaments where tie breaking rules are required, the following tie breaking rules will be used for each placement independently:

- *i. head to head record among tied teams;*
- *ii.* team with the smallest runs against ratio (runs allowed / number of defensive innings played) in games among tied teams;
- *iii.* team with the smallest runs against ratio (runs allowed / number of defensive innings played) in all games;
- *iv.* team with the highest runs for ratio (runs scored / number of offensive innings played) in games among tied teams;
- v. team with the highest runs for ratio (runs scored / number of offensive innings played) in all games;
- vi. coin toss

w) When there are 3 or more teams tied, the tiebreakers will commence at 7.3(v)(ii). After the winner of that tie breaker is determined, the tiebreakers will continue, if necessary, at 7.3(v)(ii) as long as there are 3 or more teams tied. When only 2 teams remain, the tiebreaker will start at 7.3(v)(i).

### Link for most recent OBA Rep Rules & Updates:

http://www.baseballontario.com