

2023



*Tournament
Rules
Package*

Seaway Shootout '23

Tournament

SeawayShootout.com

Seaway Shootout Tournament

(Rules & Regulations)

1. Ontario Baseball Association (O.B.A.) Constitution and Official Rules shall apply, subject to exceptions as indicated in the following rules and regulations. OBA RQ2 The Approved Playing Rules of 8U/9U are the specific rules for the 9U tournament.
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 must be available in the event player eligibility is questioned.
4. Managers and coaches are responsible for the conduct of their players and anyone involved with the team, both on and off the field.
5. Line-up cards must be presented thirty (30) minutes prior to the game.
6. Games will commence promptly on time as per the schedule. Barring extenuating circumstances, any team unable to field nine (9) eligible players within thirty (30) minutes of the scheduled starting time will default the game.
7. 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.
8. Where the Tournament Host does not provide an "Official Scorekeeper" for a game the home team is to keep the official score and hand back the scoresheet to the convenor at the end of the game with signatures of both team managers.
9. The decision of the umpire(s) is final. There will be no protest of judgement calls by the umpire(s).
10. Any protest will be resolved on the field by the Tournament Convenor. All decisions of the Tournament Convenor are final.
11. In case of rain or other delays, the tournament schedule may be revised.
12. 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.
13. For 16U Division and up, only wood bats, bamboo bats and wood composite bats will be allowed. Wood composite bats include wood bats with fibreglass sheathing and wood barrelled bats with composite handles. Wood composite bats do not include any bat that has any metallic component.
14. Baseball Ontario pitching rules will be strictly enforced (where applicable).

Seaway Shootout Tournament

(Rules & Regulations cont'd)

- i) Where the Tournament Host does not provide an “Official Pitch Counter” for a game, the Official Scorekeeper will designate and inform the Home Plate umpire of the “Official Pitch Counter” for both teams prior to the start of the game.
- ii) Pitch Counts of the “Official Pitch Counter” will be the only numbers used by the Umpires during a game regardless of what numbers (Pitch Counts) any coach or spectator may have – no appeal or protest of the numbers recorded will be permitted.

Note: It is recommended that coaches check the Pitch Count of a pitcher as recorded by the “Official Pitch Counter” at the conclusion of each inning.

- iii) Coaches shall sign the Official Game Sheet immediately following the conclusion of the game acknowledging the Pitch Counts of the pitchers used during that game. In the event of a discrepancy in numbers, the Pitch Counts of the “Official Pitch Counter” shall stand. In the event a coach fails to sign the Game Sheet, the Pitch Counts recorded will be considered official and no appeal or protest of the numbers will be allowed at a later time. This Sheet overrides the Pitch Count App.

Note: It is recommended that coaches initial the pitch count of a pitcher as recorded by the “Official Pitch Counter” immediately upon a pitching change.

- iv) The Home Team is responsible for completing the pitch count on the Baseball Ontario Pitch Count app live in-game pitch-by-pitch, and must show the on-site convenor the submitted pitch count on the app within 15 minutes of the completion of the game.
- v) ***Arm Care and Pitch Counts: all rules contained in Sections RP2.10 (Pitching Rules) and RP2.11 (Arm Care Rules) of the Baseball Ontario Rep Rule Book shall apply.***

- 15. There will be no infield practice permitted before any scheduled game. Where available, batting cages will be closed during games.

Seaway Shootout Tournament

(Rules & Regulations cont'd)

16. Games will be seven innings in length. No new inning will start after two (2) hours have elapsed from the time of the first pitch of the game however, once started an inning will be completed unless the home team is batting and leading or scores the winning run when curfew is reached (see "Official Game" #18 below). 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. The determining factor is the time of the final out in the bottom of the inning.
17. In the event of a tie at the conclusion of seven (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. An eighteen (18) run mercy rule will apply after three (3) innings (2½ if the home team is ahead), fifteen (15) runs after four (4) innings (3 ½ if the home team is leading) and ten (10) runs after five innings (4½ if the home team is leading) will be in effect for all games including the Championship games.
19. Official Game: A seven (7) inning game will be considered an official game after four (4) innings of play or three-and-a-half (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.
20. Standings will be determined by the number of points earned (two (2) points for a win; one (1) point for a tie and zero (0) points for a loss).

Seaway Shootout Tournament

(Rules & Regulations cont'd)

21. In the event of a tie, the following tie-breaking formulas will be used:
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 - i) Teams with a forfeit loss are ineligible for tiebreakers.
 - ii) The head-to-head record among tied teams.
 - iii) Team with the smallest runs against ratio (runs allowed divided by the number of defensive innings played) in games among tied teams.
 - iv) Team with the smallest runs against ratio (runs allowed divided by the number of defensive innings played) in all games.
 - v) Team with the highest runs for ratio (runs scored divided by the number of offensive innings played) in games among tied teams.
 - vi) Team with the highest runs for ratio (runs scored divided by the number of offensive innings played) in all games.
 - vii) Coin toss.

When there are three (3) or more teams tied, the tiebreakers will exclude 21 (a) (ii). After the winner of that tie breaker is determined, the tiebreakers will continue, if necessary, excluding 21 (a) (ii) as long as there are 3 or more teams tied. When only 2 teams remain, the tiebreaker will start at 21 (a) (i).

Six (6) Team Division: If all teams in a Pool go 3-0 and all teams in the other Pool go 0-3, all three (3) Pool teams with the 3-0 record and one (1) team from the other Pool will advance. Otherwise the top two (2) teams from each Pool advance and the next two (2) teams with the best record.

Ten (10) Team Division: The team with the best record in each of the three (3) Pools will advance plus a wildcard team. If all teams from a Pool go 3-0 and all three (3) teams in another Pool go 0-3, then all three (3) Pool teams with the 3-0 record and the team with the next best record will advance.

Seaway Shootout Tournament

(Rules & Regulations cont'd)

22. In determining the seedings for the Playoff Round (in tournaments where applicable), the following tie-breaking formulas will be used:

THREE (3) DIVISIONS

Top three (3) seeds (Seed # 1, # 2, # 3) - top team in each division:

- i) Number of points earned.
- ii) Team with the smallest runs against ratio (Runs allowed divided by the number of defensive innings played) in all games.
- iii) Team with the highest runs for ratio (Runs scored divided by the number of offensive innings played) in all games.
- iv) Coin toss.

Next three (3) (Seed # 4, # 5, # 6) - Second place finishers from the three (3) divisions:

- i) Number of points earned.
- ii) Team with the smallest runs against ratio (Runs allowed divided by the number of defensive innings played) in all games.
- iii) Team with the highest runs for ratio (Runs scored divided by the number of offensive innings played) in all games.
- v) Coin toss.

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

FIVE (5) DIVISIONS

Top five (5) seeds (Seed # 1, # 2, # 3, # 4, # 5) - Top team in each division:

- vi) Number of points earned.
- vii) Team with the smallest runs against ratio (Runs allowed divided by the number of defensive innings played) in all games.
- viii) Team with the highest runs for ratio (Runs scored divided by the number of offensive innings played) in all games.
- ix) Coin toss.

Seaway Shootout Tournament

(Rules & Regulations cont'd)

Next three (3) (Seed # 6, # 7, # 8) - Top 3 second place finishers from the five (5) divisions:

- iii) Number of points earned.
- iv) Team with the smallest runs against ratio (Runs allowed divided by the number of defensive innings played) in all games.
- iii) Team with the highest runs for ratio (Runs scored divided by the number of offensive innings played) in all games.
- x) Coin toss.

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

23. The Seaway Surge Baseball Club Inc. and its officials accept no responsibility for the loss or damage to any equipment and/or injuries to any player, team officials or any other persons in the park during the tournament.