

# MICHELIN TOURNAMENT RULES 2008

## TOURNAMENT RULES

- i) Before each game a coin flip will determine the Home and Away teams
- ii) All round-robin games will be a maximum of 2hrs long. No new inning will begin after 1hr and 50 minutes. The maximum number of innings is 7 (except Semi-Finals & Finals).
- iii) Pitchers - Round Robin: 2 innings maximum. Semi-Final & Final: 4 innings maximum. A Pitcher who pitches 4 innings in the Semi-Final will not be able to pitch in the Final. Pitch Count Rules will not apply for this tournament.
- iv) Substitution and Mandatory Play Rules will follow Little League Tournament rules. (Note: Mandatory Play Rules will only be applicable during semi-final and the final games.

## Little League Rules Used During Michelin Tournament

### 1. Mandatory Play Rule (Semi-Final and Final Games ONLY)

Every player on a team roster shall participate in each game for a minimum of three (3) consecutive defensive outs and bat at least one (1) time unless shorten due to time constraint or any other reason.

NOTE: A game is not considered shortened if the home team does not complete the offensive half of the seventh inning (or any extra inning) due to winning the game.

### 2. Substitutions and Re-Entry

- Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order.
- A SUBSTITUTE entering the game for the first time may not be removed prior to completion of her/his mandatory play requirements (See 1 above).
- A starter and her/his substitute must not be in the line-up at the same time
- Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.
- Rule 7.14, Special Pinch Runner, will apply during tournament.
- A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

#### **7.14 Special Pinch Runner**

Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed one time during a game for a special pinch-runner. The player for whom the pinch-runner runs is not subject to removal from the line-up. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a special pinch runner while in the batting order. However, if removed for another substitute that player or any player not in the line up, that player is again eligible to be used as a special pinch runner.

#### **Rules Used to Determining the Top Four Teams During the Tournament**

Teams will be rewarded 2 points for a win and 1 point for a tie. A tie would take place if a game was tied and after seven innings of regulation play or if the game was stopped due to a time limit.

After the round robin is completed, if a team is tied with another team or teams, the following rules will be used to determine placement.

#### **WHAT IF TWO TEAMS ARE TIED AFTER THE ROUND-ROBIN**

- a) The team who had won during head-to-head competition will have the higher placement.
- b) If no head-to-head competition took place, or they tied, the team with the least number of runs allowed will determine the higher placement.
- c) If b) does not determine a higher placement, the team with the higher number of runs scored will determine the higher placement.
- d) if c) does not determine the higher placement, teams will draw from a hat as to which team has the higher placement.

#### **WHAT IF THREE OR MORE TEAMS ARE TIED AFTER THE ROUND-ROBIN**

- a) The team who had won each of their games against the other teams will have the higher placement.
- b) If a) does not determine the higher placement, the team with the least number of runs allowed will determine the higher placement.
- c) If b) does not determine a higher placement, the team with the higher number of runs scored will determine the higher placement.
- d) if c) does not determine the higher placement, teams will draw from a hat as to which team has the higher placement.