



Sussex All Star Tournament Rules

Game Locations: McArthur Island 1655 Island Parkway

Administration and Line-up

- Home and Visiting team to be determined by coin toss for round robin games. For Semis the higher seed will have a choice of home or away. Championship games will be determined by a Coin toss.
- The **home team will provide the official scorekeeper** for each game. Recommended to conduct coin toss between coaches prior to warm up
- A copy of your team line up is to be given to the official scorekeeper, home plate umpire, and opposing coach. The line-up **MUST** contain the player's first name, last name, and number.
- Teams are not permitted to warm up on the infield prior to the game (warming up in the outfield is permissible).
- You can run for the catcher at any time – player must be someone presently not in the game or if hitting the whole line up – then your last out.

Pitching Rules

- **Teams are responsible for their own pitch counts.** No central record of pitch counts will be kept by KMBA during the tournament.
- Pitching – **BC Minor Baseball Single/Summer Season pitch count rules in effect.** It is the responsibility of every team/coach to review and follow.

Rule 24: Pitching Rules

24.01 Number of Pitches and Required Rest

Division	Spring Season	Single or Summer Season
10U & 11U	1-25 Pitches = No Rest 26-40 Pitches = 2 Night Rest 41-55 Pitches = 3 Nights Rest 56-65 Pitches = 4 Nights Rest 66-75 Pitches = 5 Nights Rest	Same as spring numbers.
13U	1-35 pitches = no rest 36-55 pitches = 2 nights rest 56-75 pitches = 3 nights rest	1-45 pitches = no rest 46-70 pitches = 2 nights rest 71-85 pitches = 3 nights rest
15U	1-35 pitches = no rest 36-65 pitches = 2 nights rest 66-85 pitches = 3 nights rest	1-45 pitches = no rest 46-75 pitches = 2 nights rest 76-95 pitches = 3 nights rest
18U	1-45 pitches = no rest 46-65 pitches = 2 nights rest 66-100 pitches = 3 nights rest	1-50 pitches = no rest 51-75 pitches = 2 nights rest 76-115 pitches = 3 nights rest (105 for 18U AA)

Time limits, run limits, completion of games:

- Games will consist of a maximum 7 innings except **11U which will be a max. of 6 innings**
- **2 hour time limit for all divisions.** No new inning after 1hr 45min for 11U, 13U, 15U. Coaches will be warned for any 'stalling tactics'.
- No time limit for Championship games.
- 11U - 4 run max per inning until final 'open inning' is called. No max run rule per inning for 13U, 15U, 18U
- Home team will not take final at bat if ahead in final inning as run differential is not a tie breaker
- No extra innings in round robin play. A game can end in a tie
- The 10-run mercy rule is in effect after 5 innings in 11U and 13U. There is a 8 run mercy rule in effect after 5 innings for 15U and 18U. (Or 4.5 innings if the home team is leading).

KMBA reserves the right and sole discretion to cancel, modify, declare complete, or re-schedule any games due to rain-outs, delays, darkness, etc. In the case of weather or lightning, four complete innings shall be considered a complete game. If games are cancelled the priority for adjusting the schedule will be to obtain a minimum of 3 games for a team if possible, and the Final Championship Game. When there are games cancelled the KMBA tournament lead will assign standings/rankings to the best of their ability.

Tie Breaking rules

1. **Best record (2 points for win, 1 point for tie, 0 points for loss)**
2. **Head to head**
3. **To runs against in all round robin games**
4. **Coin toss**

Playoff round seeding will be determined upon completion of round robin games

No game protests of abuse of umpires or tournament officials

- Umpires decisions on the field are final. Coaches should not approach umpires unless it's to discuss a rule interpretation or time limit.
- No verbal abuse of umpires or tournament officials will be tolerated by any parent, player or coach. Any offending party will be asked to leave the park immediately for the duration of the tournament. **The tournament coordinator, umpire in chief, or any member of the Kamloops Minor Baseball Executive who observes offending conduct retains the right to pause the game, remove the offending party from the tournament, and/or declare the game in question a forfeit.**

General

- **Each team is responsible for bringing new baseballs to the tournament.** Prior to each game teams will provide the umpire with no less than 2 new balls in addition to 2 good quality used balls to each pre-game plate conference
- **Each team is responsible to retrieve and return all foul balls on their side of the field.** Coaches, please ensure that a player or spectator is responsible for retrieving all balls hit outside of the field on their respective areas
- **Dugout assignment – first come first serve as home team will be determined by coin toss.**
- **Extra inning rule: Semi final & Championship finals only:**
 - **If extra innings are required teams will start their at bats with runners on 1st and 2nd base with 1 out.** Each subsequent at bat will start this way until a winner is declared. The 2nd base runner will be the 2nd out of the prior inning, and the first base runner will be the final out of the prior inning.
- **Home team/official score keeper is responsible to report (text/email) game final scores to tournament coordinator for updating. Report division, teams, final score**
 - **Tournament coordinators/contacts**
 - **Ryan Johnson KMBA– text: 250-214-0123 e: ryanj.kmba@gmail.com**
 - **Frank Ingram KMBA– text: 250-299-7022 e: frankingram22@gmail.com**