

2009 - Oafa Bantam Girls - End of Season Tournament (Wrap Up)

Game #	Day	Date	Start	Park	Home Team vs Visiting Team	Notes
Game1	Fri	7-Aug-09	08:15 PM	Pierre Rocque	BG (Navy vs Red)	
Game2	Sat	8-Aug-09	09:00 AM	NDC	BG (Navy vs Grey)	
Game3	Sat	8-Aug-09	11:00 AM	NDC	BG (Grey vs Red)	
Game4	Sat	8-Aug-09	02:00 PM	NDC	BG Bronze	Position 3 vs Position 2
Game5	Sat	8-Aug-09	04:00 PM	NDC	Gold/Silver Medal Final	Winner of previous game vs Position 1

WRAP UP TOURNAMENT RULES

1. **HOME TEAM** will be determined by a coin toss in a round robin play and top position for medal games.
2. **AN OFFICIAL GAME** will be 5 innings (mites); 7 innings (Squirts & abobe); OR THE TIME LIMIT; OR THE MERCY RULE; OR RULE #5 below.
Rules #2 and #3 note in Midget/Jr games there is NO time limit.
3. **TIME LIMIT:** No new inning will start after 1hr and 30 minutes **have elapsed from the impires starting time. AN INNING STARTING AT OR AFTER THE 1 HR AND 20 MINUTE TIME WILL BE DEEMED THE LAST INNING.**
* if the last inning has been called, teams will be allowed to score the maximum # of runs as per the regular season: Mite = 6 max or run differential plus one; Squirt & abobe = 8 max or run differential plus one.
Note: AS IN THE REGULAR SEASON - if the home team is ahead before their last bat or at any time during, the game is OVER.
* if circumstances evolve and the time limit has been reached or surpassed at the end of a complete inning and the last inning (max run inning) has not been played - the game is still over.
4. **MERCY RULE:** The game will be considered a mercy if a team reaches a run differential of 12 runs or more after 4 complete innings (mite); and 15 runs or more after 5 complete innings (Squirts and above).
5. **AN OFFICIAL GAME** will be deemed, if after 3 (Mite) or 5 (Squirt and above) Complete innings the games was called by the umpires as a result of weather/darkness.
6. **CATCHERS.** Players that will be catching in the defensive inning should be ready to catch with thei shin pads on. If they will be coming to bat they can take them off. If this player makes it safely on the base, and there is 2 outs, "catcher's substitution rule" will apply.
7. **CATCHER'S SUBSTITUTION RULE:** If there are 2 outs, the last player out must substitute run for the catcher from the base he/she is safely on. Ask for "TIME" in order to do this.
8. **ROUND ROBIN GAMES** can end in a tie.
9. **MEDAL GAMES CAN NOT END IN A TIE:** After the time limit the internation tie breaking rule for each subsequent innings will be used: The last scheduled batter for that inning will start as a runner at 2nd base.

ROUND ROBIN TIE BREAKING RULES

1. If only 2 teams are tied at the end of round robin play and they have played each other, the result of head to head play will put the team that won that game in a higher place in the standings. If the two teams have not played each other go to step 2.
2. If these 2 teams are still tied, the team with the most wins will be placed higher in the standings.
3. If these 2 teams are still tied, the team that has the lowest total of runs scored against in all games will be placed higher in the standings.
4. If these 2 teams are still tied, the team that has the highest runs differential: total runs scored in all games minus the total runs against in all games, will be placed higher in the standings
5. If these 2 teams are still tied, flip a coin.
6. If 3 teams are tied at the end of round robin play the run differential formula will be used to rank all teams: the total runs scored in all games, minus the total runs scored against in all games, will be recorded.
** The teams with the highest to the lowest total will be placed highest to lowest in the standings.
** All 3 teams will be ranked using this step to break the tie. Do not go back to step #1,2,3 that involve two teams unless there are 2 teams tied in the run differential.