

2017 SMCBL League Mid-Season Classic

June 9th – 11th

Tournament Format and Locations

- Tournament will be a pool play with 4 pools and the top 2 teams (8 teams to advance total) from each pool will complete in a single elimination bracket play, with a 3rd place game. Bracket Play will start Sunday, June 11th.
- All teams will have a three games minimum.
- Pools were created by a draw, by an independent party as to try to separate the community teams and as no standings are maintained through the regular season.
- Tournament locations:
 - King Park: 18350 Dodd Boulevard, Lakeville, MN 55044
 - Fields 4,6,7,8
- Medals will be awarded to 1st, 2nd and 3rd place teams

Tournament Rules

- The on-site Tournament Director will be the responsible to make all final rulings regarding any rules, issues, concerns or clarifications regarding tournament play.
- A coach from each team will have a pre-game meeting with the umpires to confirm the game rules. Coaches are not allowed to remove, adjust or change any rule without approval from the Tournament Director. The Tournament Director may consult with an LBA Board Member, if needed, to clarify or confirm a ruling.
- Pool play games are scheduled for 7 innings max and cannot start a new inning after 105 minutes (1 hrs. & 45 min), from the official start of the game. Coaches and umpires are required to write the start time down on their scorebook/ card at the pre-game meeting.
- Bracket play games, will not have a time limit and are scheduled for 7 innings.
- Game balls are provided, umpires will receive when they check in with the Tournament Director for each game.
- Teams are NOT permitted to use the infield before games. Teams should use the outfield and any available batting cages that may be at the fields.
- In pool play, a coin flip will determine the home. In bracket play the higher seed will be the home team
- Teams shall field a maximum of 9 players and a minimum of 7 players to start a game. Only players listed on the official roster are permitted to play. There are no player substitutions permitted from other teams or leagues, without majority approval from the SMCBL Board.
- With the exception of the catcher's positions, players are limited to a maximum of 4 innings at a defensive position, ex. 4 innings at most at Short Stop during a game. Coaches are strongly encouraged to keep players rotating among all positions, so the player can experience all the different positions.
- Pitching Restrictions:
 - Pitchers allowed no more than 3 innings per game and a maximum of 12 innings total for the entire 3 day tournament.
 - 1 pitch thrown in an inning constitutes a complete inning of pitching. A player, once removed as a pitcher, is NOT ALLOWED to pitch again in the same game, they are allowed to play another defensive position.
 - Innings pitched will be recorded by the umpires and tracked by the Tournament Director.
 - Coaches are also encouraged to track the innings pitched of both teams to ensure accuracy.
 - Coaches will receive a warning for the 1st violation for not following the innings pitched rule, for the 2nd violation, the Head Coach will be suspend from the remaining tournament games, including their current game.

- 2 dead ball balks warning per pitcher, then the balk rule will be enforced by the umpire.
- Games
 - A complete game is defined as 4 or more completed innings.
 - Maximum of 8 runs per inning. All games will end when it is mathematically impossible for a team to win. Teams do not finish out the inning.
 - The 7-up rule) is NOT in effect for the tournament.
 - There is NO 10 run rule in effect for this tournament.
 - In pool play if a game is tied at the end of 7 innings or the time limit is up, the game will end as a tie.
 - In bracket play, if a game is tied at the end of 7 innings in bracket play, teams will play extra innings, until a winner is determined.
- For evening games, in the event of darkness and therefore unsafe playing conditions, the Tournament Director and Umpires will determine to suspend play. The team that is ahead at the end of the last completed inning, as long as 4 innings have been completed, will be declared the winner. In the pool play, if the teams were tied the game is over. In the bracket play, if the teams were tied, the game would resume the next day at an earlier start time. The umpire and coaches would record the game details.
- In the event of lighting, all games are suspended immediately, players and coaches are to clear the field and seek shelter. Play will resume at the direction of the Tournament Director.
- In the event of rain during a game. Play would be suspended up to a reasonable period of time (30 minutes) and the Tournament Director would make a final determination of resuming play or ending the game. If the games are to be concluded and 4 or more complete innings have been played, the team that is ahead will be declared the winner, or.
 - In the event that the game has not been completed through 4 complete innings, the entire game will be in a “rained delay” and will resume on an agreed upon time, the Umpire will record all game details and provide to both coaches and Tournament Director. In this event, although the game was not completed, all innings pitched by a player will be recorded and count towards the maximum number of innings pitched allowed for the corresponding round of play.
 - In the event the teams are tied. Pool play games that are tied, will be declared complete. Bracket play games that are tied, the entire game will be in a “rained delay” and will resume on an agreed upon time, the Umpire will record all game details and provide to both coaches and Tournament Director. In this event, although the game was not completed, all innings pitched by a player will be recorded and count towards the maximum number of innings pitched allowed for the corresponding round of play.
 - If needed, due to the weather conditions, the Tournament Director will adjust the tournament pools and/ or brackets as needed to fit the tournament in the allotted remaining time frame. Games will resume as determined by the Tournament Director.
- Bat Size Infractions: If a player uses an illegal sized bat and at least one pitch has been thrown to that player, including if the player swings and gets a hit with that first pitch, the umpire will call the player automatically out and the player will be ejected from the game. Any players on base would need to return to their previous base. The head coach will receive a tournament warning. If another illegal bat is attempted to be used at any point during the tournament, the head coach is suspended from the team’s remaining tournament games. Umpires are instructed to look for illegal bats during the games. Coaches or Catchers can request a bat be checked while the batter is up to bat.
- With the exception of the specific rules listed above, all other rules of the South Metro Community Baseball League as noted in the League Handbook will be applied.
- Pool Play Points - Win = 2 Points, Tie = 1 Point, Loss = 0 Points
 1. Head-To-Head Results (If more than 2 teams are tied move to next tiebreaker)
 2. Fewest Runs Allowed
 3. Run Differential (Not to exceed 10)
 4. Coin Flip