



Tournament Rules – Majors

G22. End of Season Standings: In the event two or more teams end the season with the same number of wins and losses, the following (listed in order of importance) shall be used as a tie breaker to determine the actual standings:

1. Winner of the head-to-head meetings during the regular season. If three or more teams are tied, total head-to-head record between the tied teams will be tallied.
2. Runs scored against in the regular season head-to-head meetings
3. Total runs allowed for the regular season
4. Coin toss

G23. Tournaments: There is no ‘Drop-Dead’ time for tournament games. These games have no bearing on regular-season standings. First- and second-place teams will receive medals. Limits are as follows:

Majors

Home team is higher seed or the team coming from the winner’s bracket

Double-elimination (once a team loses two games they are out of the tournament).

No new inning after 1:30

Pitching: Remains the same as the regular season.

Age 11-12 – Pitcher shall not deliver more than 85 pitches in the same game or on the same day. Exception: If the pitcher reaches the maximum pitch count limit while facing a batter, the pitcher may continue to pitch until the batter reaches base safely or is put out. Note: No Pitcher shall appear in a game as a pitcher for more than three (3) consecutive days/ games regardless of pitch count.

Majors Pitching Rules	
Daily Max (Pitches in Day)	85
Rest Period	0 Days = 1-40; 1 Day = 41-65; 2 Days = 66+

Notes:

Reporting scores and pitchers: Enter scores in the system like you have been doing all season. Enter the pitch count and pitcher as a note in the system. Also bring the signed pitching record to each game, opposing coaches can review before the game.

Tie-breaker: If the score is tied and the time limit for a new inning has passed (Peewee, Minors, Majors, Babe Ruth) or the regulation number of innings has been reached (Machine Pitch), teams will employ the International Tie-Breaker. Visiting team puts on second base the player who precedes the player who is first to bat in the new inning. (Note: this is not the last recorded out. If a player is out on a fielder’s choice at second base to end the inning, it’s the player who hit the ball who will start the new inning at second base) The inning starts with one out, and all standard baseball rules apply until three outs are recorded. Then home team takes a turn using the same rules.

Warm-up pitches: Limit returning pitchers to 5 warm-up pitches between innings. New pitchers get 8 warm-up pitches. Limit trips to the mound to 30 seconds. Umpires will be asked to keep a close eye.



Two-out runner for the catcher: Must be employed in the tournament. Both coaches should be on the lookout to make sure the time between innings isn't slowed by catcher's putting gear on.

Dropped Third Strike (Majors & Babe Ruth)

When does it matter?

A dropped third strike only matters when first base is unoccupied OR there are two outs. If there is a runner on first base and less than two outs, then a dropped third strike doesn't matter and the batter is out.

What can the batter do?

Once a batter either looks at strike three or swings and misses at strike three and the ball is either not caught or dropped by the catcher, the batter becomes a runner and can attempt to make it to first base before either being tagged by the catcher or thrown out at first base.

What if the pitch bounces?

99.99% of the time it is not a legal catch and the catcher (even if he fields the bounced pitch cleanly) must tag out the runner or throw him out at first base. Rule 6.05 specifies that a batter is out when a third strike is **legally caught** by the catcher and goes on to state that this must occur **before the ball hits the ground**.

0.01% of the time (and no these are not official calculations) the bounced pitch that is fielded by the catcher **would be** considered a legal catch. This can happen if the hitter swings and fouls off the pitch into the catcher's glove after the pitch has bounced. It is considered a legal catch at that point and the batter is out.

What if the runner at first is stealing?

If there are less than two outs, it doesn't matter. Even on an attempted steal, first base is considered occupied and the batter is out.

What happens when there are two outs?

When there are two outs the same rule applies with the addition that first base can be occupied. In this situation a force play can be created on other bases in addition to either tagging out the batter or throwing him out at first.

Example: Bases loaded, two outs. Catcher drops the third strike. A force play has now been created at all bases as all runners must try to advance. Catcher can simply step on home plate for the force at home and third out. He doesn't have to make the out on the batter.

What if a runner crosses the plate before the batter is thrown out at first or tagged?

The run does not count. Example: Runner on third, two outs. Catcher drops the third strike, while he is picking it up and throwing to first, the runner from third crosses home plate. As long as the catcher throws out the runner at first, the run doesn't count. The force play at first is the same as if a ground ball was hit to another infielder. The run doesn't count.