**2025 HHMBA Weekend of Champs Tournament Rules**

**15U-18U**

**August 7, 2025**

Welcome to the annual Halton Hills Eagles Weekend of Champs. For 15U and 18U, the rules noted below apply for the full tournament. Please review these rules and address any questions to the division conveners or the Directors of House League.

# Tournament Format

* The tournament format will be Round Robin type format
* During the Round Robin, Home Team is decided by higher seed during regular season play.
* During Round Robin play, teams will be awarded points as follows:
* 2 points for a win, 1 point for a tie, 0 for a loss
* Forfeits: If a team forfeits a game it will be scored 7-0, with 5 defensive innings played
* After the Round Robin is completed, the top teams will be seeded for the next round based on points earned and/or tie breaker rules (see “Tie Breaker” below) as follows:
	+ 15U, the top 4 teams will advance to the Semi-final Round
	+ 18U, the top 2 teams will advance to the Final Round

## Tie Breaker

The following tie breaking rules will be used to seed and advance teams beyond the Round Robin:

1. Head-to-head record among tied teams -- only if 2 teams are tied
2. Team with the smallest runs against ratio (runs allowed / number of defensive innings played) in Round Robin games among tied teams
3. Team with the smallest runs against ratio (runs allowed / number of defensive innings played) in all Round Robin games
4. Coin toss

# **Tournament Procedures**

* Coaches will collect Scoresheets and 2 game balls in the bin at each Diamond. If our volunteer crew has not completed the diamond set-up, coaches are encouraged to help with this.
* Managers and coaches are responsible for the conduct of anyone involved with their team during the tournament. **UMPIRE ABUSE WILL NOT BE TOLERATED – THE COACH WILL BE REMOVED FROM THE ENTIRE TOURNAMENT SHOULD THIS OCCUR.**
* Immediately following each game, the Scoresheet must be signed by both coaches, and the **Home coach must send a photo of the score sheet to 905-703-0179 immediately**. The Score Sheet must include (please print clearly):
	+ Date, time and diamond
	+ Division (15U or 18U), team names, and head coach’s names
	+ Each team’s score
	+ Each team’s defensive innings completed
	+ For all pitchers: full name, jersey number, and innings pitched. (Note: throwing 1 live game pitch counts as an inning pitched.)
	+ For all catchers: full name and jersey number. (Note: receiving one live game pitch in the catcher position counts as a catcher for that game.)

Please ensure the Scoresheet is signed by **BOTH** teams and the team names, scores, and division are printed clearly.

# **Tournament Rules**

* Higher seed is Home.
* A minimum of eight 8 players will constitute a team. If a team does not have enough players 15 minutes after the scheduled start time that team will forfeit that game.
	+ Ordinarily, the time at which no new inning and dead ball occur shall be based on the scheduled start time. Delays of a game’s start time shall not normally affect this.
	+ The convenor shall have the discretion to add “delay time” for e.g., weather delays.
* Mercy rules apply to Round Robin, Semi Final and Final/Championship games as follows:
	+ 3 runs per inning for the first 2 innings
	+ 5 runs per inning for innings 3, 4 and 5
	+ Innings 6 and 7 are open innings
* All games are scheduled for 7 innings:
	+ For **Round Robin** games, no new inning shall start 2:00 hours after the scheduled start time. Dead-ball shall occur at 2:15 hours after the scheduled start time.
	+ For **Semi-final** games, no new inning shall start 2:00 hours after the scheduled start time. Any inning that starts must be completed (no dead ball).
	+ All **Final / Championship** games shall be played for 7 full innings with no time limit.
	+ For the purpose of determining no new inning and dead ball, the umpire’s determination of time shall be final.
* End of all games:
	+ For **15U:** A game shall be considered complete if 3 innings have been completed.
	+ For **18U**: A game shall be considered complete if 4 innings have been completed.
	+ During the final inning (i.e., the 7th inning, or the inning that would end after “No New Inning” is reached):
		- If the Home team pulls ahead the game ends at that instant.
		- If the Home team scores 1 or more runs in that final inning to pull to a tie prior to the game being called (e.g., due to dead ball) the game shall end with that tied score.
		- Otherwise, if the game is called during an uncomplete inning the game ends at the end of the last completed inning.
* No rainout date has been set:
	+ In the case that rain occurs causing scheduling problems, the tournament committee reserves the right to alter the tournament and playoff format.
	+ Any game stopped before being completed (e.g., thunder) will be resumed from the point of suspension and delay time will be added subject to playing and safety conditions.

## Pitching Regulations

* Innings pitched will be recorded on the game sheet, which is signed by both teams.
* A live pitch thrown will constitute an inning pitched.
* No pitcher may catch in the same game. No catcher may pitch in the same game. There is no limit on innings played as catcher.
* A pitcher who hits 3 batters in a single game will be removed as a pitcher in that game.
* Once a pitcher is removed from the pitching position they may not return to pitch in that game. A pitcher is considered removed when another player on their team throws 1 live game pitch.
* Failure to comply with Tournament Pitching Regulations will result in a forfeit of that game.

### 15U Pitching Regulations

* A pitcher may pitch a maximum of **3** innings in a game.
* No pitcher shall pitch more than **6** innings in a calendar day and no more than **11** innings during all Tournament games combined.
* A pitcher who pitches **5** or more innings in a day must have 2 night’s rest – i.e., cannot pitch the following day.
* 1 balk warning per pitcher per game.

### 18U Pitching Regulations

* A pitcher may pitch a maximum of **4** innings in a game.
* No pitcher shall pitch more than **8** innings in a calendar day and no more than **11** innings during all Tournament games combined.
* A pitcher who pitches **7** or more innings in a day must have 2 night’s rest – i.e., cannot pitch the following day.
* No balk warnings.

# Other general rules

* All players must bat whether they are scheduled to play in the field, or not.
* Metal-cleated shoes are prohibited.
* Anybody warming up a pitcher must wear a facemask.
* **NO** infield practice before any games. Please use the grass outfield or the foul territory area of the infield by your team’s batter box, or another safe area if time permits.
* With 2 outs and the catcher on base, he/she may be replaced by the last player out .
* The dropped third strike rule does apply — i.e., a batter may run on an uncaught 3rd strike.
* The infield fly rule is in effect
* Bat regulation in effect bats over drop –5 are not allowed and if used the batter is out – repeated use will be a player/ and or coach ejection
* Coaches are permitted 2 mound visits per pitcher per inning. The pitcher must be removed on a second mound visit that inning.
* All players will sit out in fair rotation:
	+ No player more than one (1), unless all have sat once.
	+ No player three (3), unless all players have sat two (2).
	+ VIOLATION: FORFEIT OF GAME

### General 15U rules

* Based distance: 75’
* Pitching rubber: 54’
* Bat regulation: Drop 8 on metal bats. No limits on wooden.

### General 18U rules

* Based distance: 90’ (127’ 3” diagonal)
* Pitching rubber: 60’ 6”
* Bat regulation: Drop 5 on metal bats. No limits on wooden.