## Tim Horton's Classic Tournament Rules 2019

1. Tournament will follow ORSA rules with the following exceptions:
2. Unlimited Substitution, everyone bats.
3. Courtesy runner (last out) for catcher with 2 out (highly encouraged, not mandatory).
4. Runners may advance on all bases when the ball crosses home plate (Atom \& Squirt only).
5. Batters may not run on their third strike (Atom \& Squirt only).
6. A team inning is 5 runs or 3 outs except for the $7^{\text {th }}$ inning, which shall be open.
7. Mercy rule will be in effect anytime after 3 complete innings and 11 runs (Atom \& Squirt) and 5 complete innings and 11 runs (Peewee \& Bantam).
8. Game Length, 7 innings or 1 hour 15 (U10 \& U12) or 1 hour 30 (U14 \& U16) minutes whichever comes first. Please be ready to play 30 min early if games are running ahead of schedule. It is easy to get behind so let's start early when possible.
9. If the Home team is winning at the time limit, or is losing by more than 5 runs they do not receive their at bat, unless it is the $7^{\text {th }}$ inning which is open. If time has expired and the home team goes ahead in their last at bat, they will win by one run, and it will be treated as a complete inning. Runs for and against are divided by the number of offensive and defensive innings played. Please record properly in the score books.
10. Home team is decided by a coin toss for round robin. This can be done 5 minutes before the game by both coaches. In Playoff rounds, team with the higher seeding will be Home team.
11. Home team is the official scorekeeper, and is responsible for reporting the score with your scorebook to tournament headquarters.
12. Tie games will not be broken for round robin play. For Playoff Games, the international tie breaker rule will go into effect starting with the $8^{\text {th }}$ inning or at 1 hr 30 min , whichever comes first.
13. For Playoff Standings the Tie Breaker will be as follows:
$1^{\text {st }}-$ Head to Head record; $2^{\text {nd }}-$ Runs against by innings played; $3^{\text {rd }}-$ Runs for by innings played
14. No Infield Practice will be allowed, there is ample green space off diamonds for warm up.
15. Innerkip Minor Ball is dedicated to providing an atmosphere of good sportsmanship and expects our participants and guests to behave in a manner that shows good sportsmanship and ethical behaviour. Respect for the rules, members, coaches and officials is mandatory, all participants have the right to expect to be treated accordingly. Any PARTICIPANT, COACH, OR GUEST that is found to exhibit contrary behaviour will be ejected from the game and/or tournament at the Umpire(s), Supervising Umpire(s), or Tournament Convenors discretion. Have fun.
16. No Protests will be allowed, the Umpires' decision is final.
17. Organizers of this tournament are not responsible or held liable for any injuries incurred.
18. The tournament format will be determined after the entries have been received, regardless each team is guaranteed 3 games.
19. No refund if your team starts 2 games, $50 \%$ refund if only one game played due to rain.
