

2023 Supplemental Rules – Tournament Play

The following rules govern the ODGSL end-of-season tournament play. For all divisions, any rule not covered herein will follow the League Rules for the Spring 2023 Season.

Playing Rules

Before a player may participate in the end of the season tournament, they must participate in half of the seasons regularly scheduled games. The only exception to this rule is a player injury. In the event of a player injury, a doctor's note must be provided to the manager. If another team (manager) questions the eligibility of a player, the manager of the opposing team must be able to provide proof of the player's eligibility with the doctor's note for injury, or by providing the regular season's scorebook to show the player's eligibility. Not being able to provide or confirm this information will make the player in question ineligible for tournament play.

Seeding Rules for EOS tournament

1. Win percentage – Defined as number of games won (including forfeits) plus ½ of the number of games tied, divided by total number of games played (including forfeits)
2. In the event that teams are tied – a head-to-head tiebreaker will be used. Higher number of wins in games played between the tied teams wins tiebreaker. If the number of wins is the same, ties will get higher seeding than losses. If a higher seed is still not determined, the total runs scored by each team will be tallied and the higher number wins.
3. In the event that teams are still tied – average number of runs allowed per game will be determined and lower number gets the higher seed.
4. In the event teams are still tied, higher seed will be determined by coin toss

All Divisions

- All Rules are not negotiable at the plate. No Rules will be changed by coaches at the plate.
- Home team will be decided by highest seed.
- Host field will provide tournament balls. (11" for 08U & 10U, 12" for 12U & 16U)
- Host field will provide trophies or medals.
- 08U, 10U, and 12U teams must have a minimum of 8 players to play and 16U must have a minimum of 7 players.
- The 08U division will be allowed pull-overs as they have no team to pull up from. 10U, 12U and 16U teams will ONLY be allowed to have pull-overs in the event that NOT doing so would result in a team forfeit due to falling below the minimum number of players required to play. In this instance, they are only allowed to pull-over the required number of players to meet the minimum, no additional. If a pull-over is used in 10U, 12U or 16U, that player must play the ENTIRE tournament with the team to which they transferred – they are NOT allowed to play for multiple teams even if the team to which they transferred is eliminated and their original team is still remaining. All divisions other than 08U may use pull-ups, from the next lower age group.

Players pulled up or pulled over are not allowed to pitch or catch at any age level. Pull-ups/overs, must wear their own uniform. If regular players show up, once a pull-over/up has been used, the regular player will replace them in the lineup and the pull-over/ up shall be removed from the game. A team is only allowed to pull up to 9 total players. (For example is a team has 7 rostered players, they may pull up 2 additional players to equal 9.)

- Batting line-ups are required to include all players present, even benched players, pull-ups and pull-overs.
- Any team that has players arriving late will place those players at the bottom of the line-up.
- **All** teams will have free defensive substitution, except pitchers.
- **No** player may sit more than one consecutive defensive inning per game.
- Catchers are required to wear helmet, chest protector and shin guards.
- No out will be taken if a player leaves the game due to injury or illness.
- 10U Pitching Limit is 9 innings per two consecutive games; 12U is 9 innings per two consecutive games; 16U is unlimited pitching.
- In 08U, 10U and 12U, you can play 10 players in the field.
- Bunting is allowed in all divisions.
- All teams must be ready to play at least one half hour prior to their scheduled game time in the event of games that end due to the slaughter rule or by forfeit.

Pitching/Base Distances:

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|------------------------------------|---------|
| 08U Machine Pitch & 10U Fast Pitch | 35'/60' |
| 12U Fast Pitch | 40'/60' |
| 16U Fast Pitch | 43'/60' |

Game Length / Run Limit

| Age Division | Time Limit (Only inning limit applies for championship game) | Slaughter Rule |
|---------------------|---|---|
| 08U | Earlier of 75 minutes or 6 innings | 11 runs after 4 innings (3 ½ if home team up) or 6 runs after 5 innings (4 ½ if home team up) |
| 10U, 12U | Earlier of 90 minutes or 6 innings | 11 runs after 4 innings (3 ½ if home team up) or 6 runs after 5 innings (4 ½ if home team up) |
| 16U | Earlier of 90 minutes or 7 innings | 11 runs after 5 innings (4 ½ if home team up) or 6 runs after 6 innings (5 ½ if home team up) |

Games will not end in a tie. Games will be played until a winner is decided. This will be done by going complete innings with both teams having the opportunity to bat based on International Tie-Breaker rules (described below).

There is a limit of 5 runs per half inning.

Because of the run limit, once a team can no longer possibly win, the game shall be concluded by the slaughter rule. For example, if the home team is up by 6 or more runs anytime during the bottom of the 5th inning (6th inning for 16U), then the visitors are out of the game and the contest will be called.

International Tie-Breaker: During the additional innings, The International Tie-Breaker Rule will be followed. The player who batted last at the end of the previous inning will start the additional inning as a runner on second base. The next regularly scheduled batter will be up to bat.

Championship Games

Home team decided by a coin toss.

Championship game will be played to completion - 7 innings for 16U, 6 innings for all other. Slaughter rule will apply. A 2-hour time limit will be enforced at all age groups – no additional innings will begin after 2 hours of game time has elapsed. If at the end of the 2 hours and ending of final inning the teams are tied, the International Tie-Breaker Rule described above will be followed for all additional innings until a winner is declared.

Rainouts

In the event of a Saturday rain out, the commissioners and host leagues will attempt to lay out a single elimination Sunday bracket. In the event of a full weekend rainout, attempts will be made to reschedule but will be subject to team and field availability.