



Tournament Information & General Rules

Almost all rules and eventualities are covered by our Border Town “house” rules, but should something come up that is not, we default to official SPO rules which are also known to our umpires. Matters of interpretation relative to all league rules will be the responsibility of the Executive.

Full details of our format and Day 2 play structure will also be available at the Beer Tent/Command Central.

BT SPL Tournament Administration

Tournament Director

The Tournament Director is Richard Wojcik. He will be assisted by Ava Wojcik, Commissioner and Adonis Lopez, League Executive. The Tournament Directors will administer all aspects of the tournament and appoint others, as needed, to ensure the orderly conduct of the tournament. The Tournament Director can also resolve protests or disputes arising from the application or interpretation of rules, if not resolved with the Umpire on the field.

Tournament Directors Contact Information:

Richard Wojcik Cell: 416.618.4008	BT SPL Commissioner: Ava Wojcik Cell: 416.803.2788	BT SPL League Executive: Adonis Lopez Cell: 647.282.6423
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TOURNAMENT WILL BE HELD RAIN OR SHINE! 2011 will be SHINE!

Field Setup - BT SPL will strive to have fields ready, but requests that teams assist when needed, particularly when multiple games are played back-to-back on the same field. Please rake; flatten the batters boxes and areas around each base. Chalk will be available at each field.

All bases, home plate and tournament baseballs will be supplied by League Executive. Bat Rules remain the same as regular season.

Captains: Please bring along with you your team’s used balls in the event a good used ball is required.

SCHEDULE – Schedule is based on seedings - - League standings are determined from regular season standings (wins, ties losses, runs for and runs against that were tallied each and every week). Teams ranked from 1 to 23.

POOL PLAY: Day 1 (**Super Saturday ONLY**), if a game is tied after 7-innings, the tie will stand.

ELIMINATION PLAY: Day 2 (**Championship Day**) is elimination day = NO ties. If a game is tied after 7-innings (or possibly 6-innings, in the event a game runs late) we switch to the “International Rule” until a winner is determined.

New for 2011: “International Rule” (SPO) basically begins an inning (both sides), with a runner placed on 2nd base, no outs. At BTSPL, we observe same with the only exception being 1 out. To state again, we begin an inning (both sides), with a runner placed on 2nd base, **1 out**. The runner must be the last batter (NOT the last out) who appeared in the preceding inning. A courtesy runner may only be used (any base) if a team has not used their maximum of 3 per game.

Day 1: All teams will play 3 games on Day 1 (Super Saturday).

Day 2: Championship Sunday as always is single elimination. Lose, cry and go home but we so hope you’ll stay to support and cheer on your friends and finalists!

Game Duration: Game times will remain @ 75 minutes. Captains are responsible for ensuring that teams are on time and ensuring players hustle on and off the field during game time. If it is not possible to complete the 7th inning within the prescribed time, the score will revert to the 6th inning.

Scorekeeping & score reporting - Captains and Co-Captains are responsible to report scores to Command Central (also known as our Beer Tent) immediately following their game (both “home and “visitor”).

The “Plus” Rule – BTSPL League (as voted at our 2011 Captain’s meeting) & League Executive decided to use +12 - - meaning that if a team won a game by 12 runs or more, a maximum of + 12 will count for them in terms of Run Differential Tie-Breaking. We trust this will clear up some log-jam as a few teams maxed out at + 36 in previous years.

New for 2011: DAY 1 (Super Saturday) – ONCE A WINNER IS DETERMINED THE GAME IS OVER. We will not play the bottom of the last inning. If the Home Team has won the game (opponents have had their last at-bats), the bottom of the 7th inning or declared last inning, WILL NOT BE PLAYED OUT.

New for 2011: DAY 1 (Super Saturday) – Home and Away – each and every game on DAY 1 will be decided by a coin flip.

DAY 2 (Championship & Elimination Day) – As with Super Saturday, if the Home Team has won the game (opponents have had their last at-bats), the bottom of the 7th inning or declared last inning, WILL NOT be played.

Run Differential still counts and is important - so score early, score often, but when a game is won and over, it is over!

New for 2011:

Teams after DAY 1 will be re-seeded 1 through 23. The Top 12 will move on to the Championship Group to be called Group A. A1 will be top seed, and A12 lowest in the group. The bottom 11 teams will play for the Consolation Group, to be called group B, and be seeded B1 through B11.

Group A (featured in red): The top 4 teams in Group A automatically go through to the Quarterfinals. The other 8 teams will play for the remaining 4 spots in 4 early games (labelled RR (for Round Robin). The 8 Quarterfinalists will then play down, of course, to the final 2, and the losing semi-finalists will play for 3rd place. Note: Group A will get to play on Diamonds 3 and 4.

Group B (in blue): The top 5 (B1 to B5) will advance to the Consolation QFs, the remaining six teams (B6 to B11) will play for the final 3 spots games (labelled RR (for Round Robin). The 8 Quarterfinalists will play down to the Consolation Final.

The +2 homerun rule is in effect. Diamond 1 (Dunton) will be the only exception. Any ball clearing the fence in the air will be a homerun. No home run rule on D1 only, as it is larger than Diamonds 2, 3 & 4.

Special Note: ANY hitter with a documented over-the-fence home run at Diamond 1 will be awarded a beverage of their choice (courtesy of League Executive).

Blow-outs - Our blow-out rule applies when one team has a lead of 15 runs or more and the losing side has had 5 turns at bat. The umpire will call the game and the winning team will receive their full +12. This rule applies to all games in the tournament.

Defaults - Defaults put tournaments into disarray and give highly unfair advantages to teams who receive automatic rollover wins. Defaulting teams who without adequate reason, grounds or exceptional explanation, concede games, will face harsh penalties and possible expulsion from the league.

New for 2011: No tagging at home.

Umpires – Our 5 umpires will face a long and arduous tournament (5-7 games in a row Day 1 in some circumstances), please show them respect. **Any abuse or harassment of the umpires will NOT be tolerated.**

Protests - Any protest of the misapplication of a rule **shall be resolved at the time of the incident and before any additional play.**

- i. There shall be no protests of judgment calls by an umpire; their on-field decisions are final.
- ii. Disputes that arise from the perceived misapplication of a rule will be discussed with the umpires on the field (Captain & Co-Captain ONLY). If no resolution is reached, the Commissioner, Tournament Director, the Crew Chief or other appointed League official will be called in to make a ruling. **The ruling of the Commissioner shall be final.**
- iii. If and only if a tournament official/League Executive cannot be reached, the decision of the umpire shall be final.

Ejection of player - Any player who is ejected from a game by the umpire for any reason shall have no further participation in that game, shall leave the field immediately and may be ineligible to play in the next tournament game. If ejected a second time, that player is permanently suspended from tournament play. League Executive must be notified of ANY expulsion.

Batting order

- i. Tournament play will employ a continuous batting order in which all rostered players on a team take at-bats in their assigned position in the batting order.
- ii. Players must be in the batting order to play in the game. Players cannot be added to the line-up once it has gone thru top-to-bottom.
- iii. Any player that leaves the game for any reason may not return to the game. Exception: A player, who has left the game under the blood rule, may return - his/her place in the batting order is simply missed and there is no penalty).
- iv. The use of a substitute or replacement player is not permitted.
- v. Players in the line-up/roster are not required to field. However, NO player can play the field and NOT be in the line-up.
- vi. During a game, all defensive players can be moved from position to position at random and into and out of any defensive position providing they are in the batting order.

Eligibility Rule

- i. Any registered player that has met the mandatory minimum play requirements of 7 games this 2010 season is eligible to play. For extenuating circumstances, special exemptions can be made and must be requested to League Executive.
- ii. Players can play for only one team in the Play-offs - the team to whom he/she is registered. The use of ineligible player is a protestable condition.
 - i. Captains/League Executive may initiate player eligibility or roster verification checks of opposing teams before or during, but not after a game.
 - ii. If there is a dispute about the eligibility of a player, this shall be resolved by the field umpire first, and if not resolved - then by the Commissioner (roster/records review) before continuing with the game, the decision of the Commissioner is final.

- iii. If the protest is made before the start of the game (before the first pitch) and the player is determined to be ineligible, that player must be removed from the team roster and the game shall begin normally and no penalties imposed.
- iv. If a protested player is ruled ineligible he/she will be removed from the game and immediately eliminated from the playoffs.
- v. A team which is discovered to be participating with an ineligible player (all eligibility-related sections in all principles) during any tournament play may face forfeiture and immediate elimination from the playoffs.

Suspended Games

If a game is halted by darkness, rain, or other uncontrollable condition before becoming an official game, the game must be resumed at a later time at precisely the point it was suspended.

News & Notes

After Day 1 (Super Saturday) every team (1 thru 23) will be ranked – higher ranks will be home team on **Day 2 Championship Day**.

Super Saturday - We hope you remain the entire day to support your league, but if unable, League Executive will contact Team Captains at the conclusion of Day 1 either by direct dial and/or text to determine where you play on Day 2 Championship Day.

Lunch Breaks

As a result of our bigger league, Day 1 (Super Saturday) is longer and more jam-packed than ever before! As NO team will be required to play their 3 games consecutively, there are more than ample break opportunities throughout the day for everyone for your lunch break.

Special Note: Umpires are working straight through the Tournament with only small breaks. Please allow them to the front-of-the-line food and drink lines.

Food & Drink

All alcohol drinking must be done only in the beer tent perimeter. The permit holder (League Executive) is responsible for the safety and sobriety of all players at our event as well as the compliance with Special Occasion Permit Acts and Regulations. Drinking of alcohol is strictly prohibited beyond the confines of the designated Beer Tent (permit location) of which will be partitioned, not in the parking lot or by the fields.

Beverage & Food Service Times

Day 1 (Super Saturday)	11:30 AM – 6 PM +	Alcohol	11:00 AM – 11 PM
Day 2 (Championship Sunday)	12 – 6 PM +	Alcohol	12 – 9 PM

Great Food! All those in previous years can attest! Due to League budgetary constraints, all food can no longer be offered at below cost, but will be offered at very reasonable tournament pricing. **LOWEST PRICES OF ANY TOURNAMENT - ONLY a \$3.50 per burger/hot dog/sausage.**

Please simply give your \$ to the bartender who will issue you a ticket, take your ticket to the BBQ vendor and drop in the piggy-bank located at the BBQ

Beer, coolers, soda and water very reasonably priced. Cheapest around! **Our very low priced beer and beverages for sale subsidize ALL food/vendor/rental costs. Please help us, help you! Our not-for-profit league has suffered financial losses, year by year - - eat well, be merry and enjoy in support your/our league!**