



Lake Shore Youth Baseball

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Best In House Tournament Rules

Revised May 2023

General

All Lake Shore intramural teams (except for Little Gloves and Shetland) will participate in an in-house elimination tournament at the end of the Spring season. Normal in season rules will apply except where noted differently in the tournament rules below.

1. The Scheduler and division Player Agents will create and distribute a tournament schedule no later than 48 hours prior to the start of the first game.
 - 1.1. A divisions will have single-elimination tournaments with consolation brackets for eliminated teams.
2. Each division shall follow the Lake Shore Gameplay Rules, except where modified herein.
3. Teams shall not borrow players during the tournament. Any team will less than 8 players within 15 minutes of the scheduled game start time will forfeit.
4. All managers are required to review the division Gameplay Rules and this tournament rules document to clarify any discrepancies BEFORE the tournament begins.
5. Player Agents will place each team into their respective brackets based on the team's record at the end of the regular season.

Clinic, Pinto, Mustang, Bronco, Pony and Colt

- 5.1. Single Elimination tournament
- 5.2. The team with the best record will be the 1st seed, second best record will be the 2nd seed, and so on.
- 5.3. Season seeding tie-breakers will be determined as follows: (1) Win%, (2) head-to- head record (two way tie only), (3) total runs against, (4) coin toss.
- 5.4. No re-seeding throughout tournament, higher seed receives choice of home/away.
6. Players from both teams in the division championship games will receive awards.

2. Field & Equipment

1. All fields will meet the specifications detailed in the Gameplay Rules. No modifications are permitted.



Lake Shore Youth Baseball

www.lakeshorebaseball.org

2. The Lake Shore field maintenance crew will be responsible for preparing the fields for play.
3. The Home Team shall select its dugout before the Visiting Team.
4. The Visiting Team is entitled to use the infield for practice beginning 30 minutes before the scheduled start of the game. The Visiting Team must yield the infield to the home team 15 minutes before the scheduled start of the game.
5. All equipment requirements listed in the Gameplay Rules still apply.

3. Game & Innings

1. The higher-seeded team will receive the choice of home or away.
2. No new inning shall begin after 1 hour 45 minutes from the start time, unless the score is tied.
 - 2.1. A new inning begins the moment the final out of the last inning is recorded.
 - 2.2. There is NO "Drop-Dead" TIME LIMIT for tournament games.
3. Each division's mercy rule and runs per inning limits will apply. Only the final inning and extra innings may be unlimited.
4. If the score is tied after the sixth inning or time limit, international tie breaker rules will apply with each team beginning their half of the inning with a runner (last batted out) on second base.
 - 4.1. The home team Manager will notify the Player Agent for any games that are going over the scheduled time limit.
 - 4.2. The Player Agent and Scheduler, if necessary, will modify the starting times or locations of any follow-on games.
5. Any coach playing under protest of a rule interpretation must immediately notify the division Player Agent and Head Umpire/Junior Umpire Coordinator.
 - 5.1. These two individuals and an additional Board Member MUST rule on the matter before the next games in the division can begin.
 - 5.2. Any protests raised after the next round of games have begun will not affect the tournament bracket results.

4. Batting & Base running

1. All Batting and Base running rules will be the same as the division Gameplay Rules.

5. Pitching Restrictions

1. Coaches are encouraged follow MLB Smart pitch (included below) to the best of their ability **BUT this is not a requirement.**
2. Teams are required to maintain innings per pitcher for both teams, any discrepancies will be resolved prior to leaving the field. Home teams count will be used in the event of differences.



Lake Shore Youth Baseball

www.lakeshorebaseball.org

3. Innings pitched by pitcher are to be sent to the league player agent at the conclusion of the game.
4. A single pitch thrown counts as an inning.
5. A pitcher who hits two (2) batters in the same inning or three (3) total in a single game shall be removed and cannot re-enter as a pitcher.
6. A pitcher once removed from the mound cannot return as a pitcher.
7. Any team found in violation of the pitching guidelines will be given a loss for the game in which the violated the rules. If the violation occurs during an elimination game the losing team will move on in the tournament.



AGE	DAILY MAX PITCHES	REQUIRED REST (PITCHES)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+
13-14	95	1-20	21-35	36-50	51-65	66+
15-16	95	1-20	31-45	46-60	61-75	76+
17-18	105	1-20	31-45	46-60	61-75	

8. Below are the tournament maximum pitching innings for each division:

Division	Total innings allowed per tournament per pitcher
Pinto	5 innings
Mustang	5 innings
Bronco	5 innings
Pony/Colt	6 innings

8.1. A single pitch thrown counts as a full inning.

8.2. Maximum innings listed above are for the entire tournament regardless of the rest between games, innings may be broken up



Lake Shore Youth Baseball

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any way (i.e. Johnny can pitch 5 innings the first game and then no more would be allowed, or 4 then 1, or 2 then 3, etc.)

6. Fielding

1. Each team will use the number of players in the field as specified in the
2. Gameplay Rules from the regular season.
3. While not required, to the maximum extent possible, all players shall play in the field equally. Each player **MUST** play a minimum of two innings in the field at any position.
 - 3.1. No players may sit the bench in consecutive innings in the Clinic, Pinto, or Mustang divisions.
4. Coaches are not permitted in the field to guide defensive players.