

PRESIDENTS CUP

Rules

TOURNAMENT FORMAT

- 1) Will consist of 12 teams in round robin play within 3 pools. Points for these games will be awarded as follows with ties standing
- 2) Points will be awarded as follows
 - Win - 2
 - Tie - 1
 - Loss - 0
- 3a) The team from each pool with the most points after pool play will be declared pool winner and advance to the semi-finals. Shall more than 1 team end up with the most points a pool winner will be declared using the formula as indicated in RULE #4
- 3b) A 4th (Wildcard) team will be awarded a semi-final birth using the formula as indicated in Rule 4
- 3c) The remaining 3 teams or non pool winners will be given a random game to be played on Sunday. The Director will create these Random Games on Saturday evening and inform each Manager ASAP. These games will be created to try and accomplish getting teams playing an unseen team and or playing at an unplayed park.
- 4) Ties will be broken by
 - A) Plus - Minus from all games played
 - B) Runs Allowed Ratio (runs allowed divided by half innings played on defense)
 - C) Coin Toss by Director

PLAYER ELIGIBILITY

- 1) All teams shall be composed of not more than 14 players
- 2) All teams must submit a copy of their team roster to the tournament office 45 minutes prior to their first game
- 3) Teams may pick up a maximum of 3 players. Of which can only come from within your own association and from the same tier or lower
- 4) Any pickup player must wear their own teams uniform and must be declared when submitting your rosters. Failure to do so will deem any pick-up ineligible to compete
- 5) Pick-up players may play any position
- 6) All players shall play more than they sit. No player shall sit for 2 consecutive innings. Barring injury.
- 7) Unlimited substitutions are allowed. All pitching changes must be made thru the home plate umpire
- 8) Any player or team official ejected from a game shall be suspended from their teams following game, unless further suspension is decided by the tournament director

MISCELLANEOUS INFORMATION

- 1) ALL RULES OF BC MINOR BASEBALL ASSOCIATION THAT DO NOT CONFLICT WITH THE RULES OF THIS DOCUMENT SHALL APPLY
- 2) "Mercy Rule" in effect in all divisions (10 runs as per B.C.M.B.A).
- 3) ALL teams shall report to the Tournament Director at least 45 minutes prior to the start of their first game and provide a roster of players, showing clearly their pick-up players
- 4) Home team shall be determined by Umpire or Director coin toss no less than 15 minutes prior to game at which time lineups for both teams shall be submitted to umpire
- 5) The Home Team must be the official scorekeeper (unless provide by tournament) and occupy the 3rd base dugout
- 6) Any breach of the tournament or pitching rules shall result in the forfeiture of that game and/or next game. no matter when the breach is discovered
- 7) In the case of a protest, the game shall be stopped immediately, and a decision shall be rendered by the Director, who may seek advisors
- 8) Pursuant to BCMBA rules all players shall wear helmets with straps
- 9) In case of bad weather, all teams must show up for scheduled game at which time the umpire will render a decision. Games which are not necessary for the final standings may be cancelled if necessary
- 10) If the home team is leading prior to the home teams final at bat the game shall be declared over.
- 11) No new inning may start after 2 hours in all games except in games #19, 20, 25 and 26 These games shall be played until a winner is declared with the 7th and any extra innings having no run limits
- 12) A copy of your team line-up sheet shall be given to the official scorekeeper 15 minutes prior to the game, copies to the umpire as well as opposing manager shall be given prior to the start of the game
- 13) All pitchers must sign pitching records at the end of each game
- 14) Innings will have a 4 run limit other than the 7th inning. If reached the 7th inning will be open
- 15) Pitchers will be allowed 5 warm-up pitches between innings
- 16) No inning or part inning shall not be played

PITCHING RULES

- 1) All pitches pitched Thursday will count as Friday for the Tournament
- 2) A calendar week is from 12:01 AM Monday to 12:00 PM (midnight) the following Sunday
- 3) The nights rest rule carries forward from calendar week to calendar week.
- 4) A pitcher once removed from the mound may not return at any point during the same game
- 5) If a pitcher comes in cold he or she shall be allowed 5 warm-up pitches
- 6) Pitchers in violation of any pitching rules shall be considered ineligible players subject to penalties outlined in the section on protests and penalties, Rule 22.4
- 10) It is the responsibility of the coach to review all pitching records held by the official scorekeepers before the start of any game

Rule 23: Pitching Rules

23.01 Number of Pitches and Required Rest

Pee Wee A

1-35 pitches = no rest

36-55 pitches = 2 nights rest

56-75 pitches = 3 nights rest

Note : Pitches thrown in warm-up, bullpen or thrown when ruled No Pitch due to a Balk do not count towards Pitch Count

Pitchers may not pitch on three consecutive days

23.08 Penalty for Violations

A) Maximum Pitch Count Violation

If a pitcher is about to exceed his/her maximum pitch count for the day the opposing manager and/or official

If a violation is discovered after it occurs the pitcher is simply removed from the mound and no further

23.09 Enforcement and Tracking

Managers will be responsible for both charting and reporting to the Director their teams pitch counts