

# GCLS TOURNAMENT RULES

## All Regular Season Game rules apply except for the ones listed below for tournaments only

- 1 Game start times will be indicated in the Tournament Schedule
- 2 Home team will be decided by a flip of the coin by the umpire **except** during the final games, when the team that has the most points during the tournament will have Home field advantage. In the case of a tie, a coin toss will decide home team.
- 3 All round robin games will be six (6) full innings, there will be no time limit. Regardless of the score, the bottom of the 6th inning must be played to completion.
  - When 2 teams are tied after 6 complete innings, extra innings must be played until a winner is determined.
  - The game will end immediately should the home team score the go-ahead run. In all cases, the score will be reflected by a 1 run differential (**i.e.** Score is tied 4-4 at the end of regular time. Should the visiting team score 6 runs in their half of the inning and the home team does not score enough to win the game, the final score will be shown as 5-4 for the visitors).
  - **For cancelled games, refer to regular season GCLS Rule # 5**
- 4 All final games will be seven (7) innings. For a tie game, regular season rules apply
- 5 Standings will be determined as follows:
  - a) Most wins
  - b) If two teams or more are tied with the same win/loss record and they played each other during the tournament, their positions will be determined by whoever won the game between them. If two or more teams were tied and did not play each other, their positions will be determined as per Rule "c".
  - c) If two or more teams are tied with the same win/loss record, their positions will be determined as follows:
    - o Best total net score (total runs for, less total runs against) 7 point spread
    - o Least runs scored against
    - o Flip of a coin
- 6 Winning Captains are to put all score sheets in the "Suggestion Box" at the Kanata Sports Club as soon as possible after each game or remit to a member of the tournament sub-committee
- 7 No scorekeepers will be provided for the tournament games **except for the finals**
- 8 A team may use the same spare more than once but captains are strongly encouraged to use different spares during the tournament.
- 9 **Tiebreaker:** Starting the top of the 7<sup>th</sup> inning for 3 tournament games & 8<sup>th</sup> inning for the final games and each half inning thereafter, the offensive team shall begin its turn at bat, with the player who was the last at bat from the previous inning, being placed on second base. In the case where the last at bat is an injured player, runner will be the 2nd last better.
- 10 All tournament committee decisions are final