

# Kentwood Baseball & Softball League Tournament Rules

## SECTION I – GENERAL RULES

Rule 1 Boys Divisions A, B, and C, and Girls Divisions A, B and C will play in the tournament.  
Rule 2 All KBSL rules will apply except as noted in these Tournament rules.  
Rule 3 The tournament brackets will be determined based on the regular season standings at the end of week 5.  
Rule 4 Trophies will be awarded to the winner and the runner up in each division.  
Rule 5 In all Tournament games, the better seed will be the home team.

## SECTION II – TIME LIMITS

Rule 1 If only one game is scheduled for a field, no inning will start after 2-1/2 hours of play from the scheduled start time of the game. The 7<sup>th</sup> inning will be Open Inning; no inning prior to the 7<sup>th</sup> inning will be declared Open Inning. If there is no winner at the completion of play, the tie break procedures will be used.  
Rule 2 If two games are scheduled for the same field the games will be scheduled to start at 5:30 and 7:30.  
Rule 3 If two games are scheduled for a field, KBSL Rules, Section IV, Rule 7 will apply to determine the when no inning can start. If the losing team has not completed their turn at bat in the current inning when play is stopped, the score will revert to the last completed inning. If the home team is at bat and has tied or gone ahead when the game is stopped, the inning will be considered completed. If the game is tied, tie break procedures will begin.  
Rule 4 If a game is tied at the completion of 7 innings, the tie break procedures will be used.

## SECTION III – PITCHING

Rule 1 In Girls A, B & C, a pitcher may only pitch 4 innings per game, including any innings pitched during the tie breaker innings.  
Rule 2 In Girls A, B & C, if an inning does not count due to the game being stopped as a result of a time limit, the inning does not count as an inning pitched by any pitcher who pitched during that inning.  
Rule 3 Each team will be allowed up to two pitching changes during the tie breaker innings.

## SECTION IV – TIE BREAK PROCEDURES

Rule 1 At the beginning of each half inning, the offensive team shall place a runner on 2<sup>nd</sup> and 3<sup>rd</sup> bases. The runner on 2<sup>nd</sup> base shall be the last player to have completed an at bat in the previous inning. The runner on 3<sup>rd</sup> base shall be next to last player to have completed an at bat in the previous inning. There will be no run limit during the tie break procedures. This procedure will continue until time runs out, 9:00pm if one game is scheduled or 2 hours 5 minutes after the scheduled start time if two games are scheduled. If the losing team has not completed their turn at bat in the current inning when play is stopped, the score will revert to the last completed inning. If the home team is at bat and has tied or gone ahead when the game is stopped, the inning will be considered completed.  
Rule 2 If Rule 1 does not result in a winner, the following methods will be used to determine a winner in the order listed.

- The winner of the head to head series during the regular season.
- If the teams tied in the regular season series against one another, the team that allowed the fewest runs in the head to head series.
- The team which allowed the fewest runs during the regular season.
- The winner will be declared by a coin toss. The home team will make the call. The winner of the coin toss will be declared the winner of the game.