

## 27<sup>th</sup> Annual Eden Prairie Baseball Tournament Rules

### May 6-8<sup>th</sup>, 2022 at Miller Park in Eden Prairie

- MBL tournament qualifying rules ([https://bz-mbl.s3.amazonaws.com/file-manager/uploads/2022\\_MBT\\_Qualifiers\\_RULEs.pdf](https://bz-mbl.s3.amazonaws.com/file-manager/uploads/2022_MBT_Qualifiers_RULEs.pdf)) will govern the tournament with the exception of tie breaker & pitch count rules which are shown below:
  - o Tie Breakers will be as follows
    - Record
    - Winning Percentage
    - Head to Head
    - Head to Head Run Differential
    - Runs Allowed
    - Run Differential
    - Coin Flip
  - o Pitch count rules from MYAS:

**9U, 10U:** A player may pitch a maximum 100 pitches total for the three day tournament, but no more than 75 in any one day.

**11U, 12U:** A player may pitch a maximum of 110 pitches total for the three day tournament, but no more than 85 in any one day.

**13U:** A player may pitch a maximum 120 pitches total for the three day tournament, but no more than 95 in any one day.

**14U, 14/15A, 15U:** A player may pitch a maximum 130 pitches total for the three day tournament, but no more than 95 in any one day.

**Note:** If a pitcher reaches their maximum number of allowed pitches during an at-bat, they may finish pitching to that batter but then must immediately be removed from the pitching position. Pitcher's pitch counts will be posted at the Tournament Headquarters.

#### **Other important notes:**

- Championship games will be played immediately following the semi-final games on Sunday; similar to state tournaments.
- The top 2 finishers in all divisions will earn MBT & Gopher state tournament bids.
- Please check-in at the HQ table at least 30 minutes before your first game to let us know your arrival, to pick-up T-shirt orders and provide proof of concussion certification for any adult that will be in the dugout. If there is a concern about the age of specific player(s), the Tournament Director will request proof of age from the appropriate team(s) at that time.

- The winning team is responsible for returning the official score sheet to the HQ table at Miller 1 building.
- Please be courteous when using batting cages and limit time to 20 minutes per team and also use a sock net for soft toss & tee hitting.
- Bat rules as follows per MBL website:

Bat restrictions: 9U-14U: All bats must have the USA or USSSA stamp (unless using a -3 BBCOR bat or wood bat). 15's can use a BBCOR bat or wood bat.

9-U, 10-U, 11-U	Bats must be 2 1/4", 2 1/2", 2 5/8" & 2 3/4" with unlimited weight differential.
12-U & 13U	2 1/4" or less with UNLIMITED weight differential or 2 1/2", 2 5/8", or 2 3/4" barrel with -10 or less differential.
14-U & 14/15A	Bats must be 2 5/8" or 2 3/4" with a -5 or less differential.
14/15A & 15-U	Bats must be 2 5/8" or 2 3/4" with a -3 differential.

The following is verbiage directly from Tourney Machine and provides additional detail of our tie break methodology.

Tie breakers within Tourney Machine never go back to the top of the tie breaker list. For example, if three teams are tied with **Head to Head** as the first tie breaker, and all three teams have a 1-1 record against each other, the **Head to Head** rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is **Run Diff** and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 beat Team 1 **Head to Head** because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.

- **Record** - This is in part based on winning percentage (see below), but also favors the team with the greatest number of Wins, or the least number of Losses. For example, if Team A is 2-4-0, Team B is 1-3-2 and Team C is 0-2-4, they have the same winning percentage, but the Record would favour Team A, then Team B, then Team C due to the Wins.
- **Winning Percentage** - This is computed as:  $(Wins + 0.5 * Ties) / (Wins + Ties + Losses)$ .
- **Points** - Some tournaments allocate points for Wins, Losses and Ties. For example, you could assign 3 points for a Win, 0 points for a Loss, and 1 point for a Tie (a common scenario in soccer). If a team goes 1-1-1 they would receive 4 points (3 for the win and 1 for the tie), then if another team goes 0-0-3 they would

receive 3 points (1 for each tie).

- **Head to Head** - This breaks ties based on the **Record** tie breaker (or **Points**, if points are used) against the tied teams. For example, 3 teams have the same overall record at 4-2 and all 3 of the teams played each other an equal number of times. If one team's record against the other two was 2-0 and another team's was 1-1 and the last was 0-2, this tie breaker would rank them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used.

It should be noted that this tie breaker is completely ignored if all of the teams tied do not play each other an equal number of times. For example if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team).

- **Head to Head Two Teams Only** - This is the same as the **Head to Head** tie breaker, except this one will only be used if only two teams are tied. If there are three or more teams tied (even if they all played each other), this tie breaker will be ignored.
- **Head to Head Run Diff** - This breaks ties based on the differential against the teams tied with. For example, if 3 teams have tied, this tie breaker calculates the differential for each team, but only using games where the teams have played each other.

It should be noted that this tie breaker is completely ignored if all of the teams tied do not play each other an equal number of times. For example if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team).

- **Run Diff** - The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential wins the tie breaker.
- **Runs Scored** - The total of a team's score. The higher total wins the tie breaker.
- **Runs Allowed** - The total of a team's opponent's score. The smallest total wins the tie breaker.