

2013 SFC Jared C. Monti Memorial 8U Tournament

The Monti Tournament is pool play format with all teams scheduled to play three games. The teams are divided into 3 pools: Army, Marines and Navy.

The top two teams in each pool (as determined by overall win / loss record) will advance to the next round.

In case of a tie, the following will be the tie-breakers:

1. Head to Head record.
2. Runs against.
3. Run differential. Capped at 10 runs per game for final scoring purposes.
4. Coin-flip.
 - Please note that in the event of a 3-way tie, we will use tie-breakers 2 and 3 to eliminate one team and then go back to the head to head record.

Playoffs

The 3 pool winners and 3 second place teams will be reseeded into a 6 team single elimination bracket. The top 2 pool winners will make up the 1 and 2 seeds and the remaining 4 teams will make up the 3-6 seeds based on the above tie-breakers. No 2nd place team will be ranked ahead of a 1st place team.

The winners of each quarter-final game will advance to the semi-finals. The winners of those games will advance to the tournament championship.

The Tournament Director(s) reserves the right to make any changes deemed necessary to the schedule or field at any point over the tournament, without consultation.

Game Play

- No new inning can begin after 1 hour, 50 minutes. This is adjusted for playoff games to 2 hours.
- The time of the game will start with the first pitched ball of the game. The home plate ump will keep the time.
- Four outfielders may play the outfield for each team.

Pitching Rules

- No pitcher is allowed to pitch more than 2 innings per game.
- No re-substitution. Once you remove a pitcher, he may play any position in the field but cannot return to the mound.
- A third trip by the Manager or a Coach in the same inning requires the pitcher be removed from pitching.
- A pitcher must be removed from pitching if he hits 3 batters in one inning or 4 in one game. He cannot re-enter as a pitcher until the next game.
- Pitchers will get 6 warm-up pitches between innings.
- A pitcher brought in during the middle of an inning will get 8 warm-up pitches.
- Curveballs are not allowed. The first attempt will be called a ball. A second attempt will result in the removal of the pitcher from the game. It is at the umpire's discretion if the manager shall be removed as well (if pitches are being called from the dugout).
- Balks will not be called.

Batting Rules

- Continuous batting order of all rostered players is in effect.
- Field players are permitted to have free substitution and are not limited in the number of times they can re-enter. There will be no changes to the batting order.
- Each player must play 6 defensive outs in the field unless the game is shortened due to weather or the mercy rule.
- Bunting is allowed. Slash bunting is not allowed and will result in an automatic out and the ball is dead. A slash determination is at the umpire's discretion.

Stealing

- Runners are allowed to steal 2nd or 3rd bases at their discretion and they may not do so until the ball crosses home plate.
- Runners may advance on passed balls or wild pitches at the time the ball hits the dirt. Advancing is limited to 2nd and 3rd base – runners are locked down at 3rd.
- If a catcher or pitcher attempts to throw out a runner on any base, a runner on 3rd may attempt to take home.
- An overthrow to the pitcher is defined as the ball going past the pitcher (not the pitching rubber) but not an attempt to throw out a runner.

Game Play Rules

- **Slide or Avoid** is in effect. A player must slide or avoid contact with a player attempting to make a tag. This is a judgment call by the umpire(s) and the umpire may provide a verbal warning at his discretion.
- **Head First Sliding** is not allowed. The runner will be called out and the ball is dead. A runner may dive back to a base. Sliding into first base is an out.
- **Infield Fly Rule** is not in effect.
- **Run Limits** – Teams are limited to 5 runs per inning except for the final inning or when a game goes to extra innings. Note that the final inning may not be the 6th due to previously mentioned time limits.
- **Mercy Rule** – A 10 run lead after 4 innings (3 ½ if the home team is leading).
- Players must have been 8 or younger as of April 30, 2013.
- Mounding – runners ½ way get base, general vicinity of mound = mounded. Umpires discretion as this is a judgment call.

Game Stars

- Each team will select a player from the other team for player of the game. They will present a used game ball in a cube that RYBSA will provide.

General Rules

- RYBSA will provide two game balls for each game on Field 4 and 7 and 3 game balls for each game on Field 3. Each team will be responsible for any additional balls needed
- The RYBSA complex is an alcohol and tobacco-free facility. Anyone found to be violating this policy is subject to ejection from the complex for the duration of the tournament.
- All team members, parents and spectators agree to adhere to the RYBSA Code of Conduct, available at www.RYBSA.org.

- All teams should be present 30 minutes before the start of their game and provide the other team a line-up card no less than 10 minutes before the game starts.
- Any team that forfeits a game for any reason will not be allowed to participate in the playoffs.
- The team manager is responsible for the conduct of their players and fans. Unreasonable or unsportsmanlike conduct may be cause for expulsion of the tournament at the discretion of the Tournament Director.
- Any protest of play must be resolved immediately by the Tournament Director or his designated replacement. The game may not continue until resolution takes place.
- Cheering for teams is permitted. However, excessive chanting or cheering for the sole purpose of distracting the other team is not good sportsmanship and is prohibited. Violation of this rule is solely determined by the umpire's judgment.
- Players must have appeared in at least 2 of the 3 preliminary games in order to participate in the playoffs.
- Trophies will be awarded to the champion and runner-up.
- Skills Competition – After the opening ceremonies a skills competition will take place: Fastest Pitch (4per team), Base Running (4 per team) and Home Run Derby (4 per team).
 - If you have more than 12 players they may participate in the relay or fastest pitch. No player shall participate in more than one skill.
- All teams should plan to be on the complex no later than 10:45AM on Saturday 7/27 for opening ceremonies.
- The address of the complex is 687 Pleasant St., Raynham.
- **No grills or coolers.**