



McMinnville Grizzly Senior American JBO Baseball Tournament

Supplemental Tournament Rules

TOURNAMENT RULES:

Official Tournament rules will be as outlined in the most current edition of the official NFHS rule book, as adopted and modified by the OSAA, as modified in the 2013 JBO rulebook (located online at http://www.juniorbaseballorg.com/images/2013/JBO_book_2013_final_print.pdf) or as otherwise REVISED and modified in the most current version of these "Supplemental Tournament Rules".

General Tournament Information:

Tournaments are a (3) three game guaranteed with Individual player awards awarded to the 1st, 2nd, and 3rd place teams in the Gold Bracket, 1st and 2nd place teams in the Silver Bracket.

Tournament Director

Kyle Hensley

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Each field will have a MacJBO official on site, they will be able to answer general informational questions, or contact the Tournament Director for additional information.

GAME CHECK IN: Teams shall check in for all scheduled Tournament games with the appropriate site specific Tournament Official at least twenty (20) minutes prior to game time. Roster and/or line-up cards must also be prepared and made available at least (20) twenty minutes before game time.

Tournament Specific Rules:

HOME/AWAY DESIGNATION: For pool and/or seeding games - the "home" & "away" team(s) will be determined by the toss of a coin, with the team physically residing the furthest from McMinnville, OR making the "call" prior to the coin being tossed. The winner of the coin toss will have the option of selecting either the "home" or "away" designation for the game. This will be done approximately (15) fifteen minutes prior to the start of each game or when appropriate.

For all championship and/or consolation bracket games – the highest seeded team playing will be allowed to choose the "home" or "away" designation prior to the start of the game (selection should be noted at the pregame or "home plate" meeting with the head umpire). In the event that both teams are seeded equally a coin flip, as described above, will be utilized to determine "home" and "away" designations.



TIME LIMITS: There will be game time limits (2:00 no new inning, 2:15 drop dead) enforced for all Tournament games except the Bracket Championship games. Any game may be terminated early, at any time, by the umpire (e.g. due to darkness, inclement weather, lightning, etc...).

TIES: Ties are allowed in Pool Play. If a game is terminated in the middle of an inning, that was tied at the start of the inning, the result will be a tie, and each team will have its runs recorded.

No Bracket game will end in a tie. In Bracket Play, in the event that an official (7 innings or more) game is terminated in the middle of an inning, the winner of the game shall be decided by a best 2-of-3 coin flip, called by the designated Home team. In the event an unofficial game is terminated in the middle of an inning, the score at the end of the previous full, untied inning will be used to determine final score.

See section "Rules modifications, pitching, and time limit regulations" below.

INFIELD / TEAM WARM-UPS: Due to time constraints, no formal infield warm-ups will be allowed throughout the duration of the tournament. All teams are encouraged to utilize open areas which do not interfere with active Tournament games, field preparation activities or fans to warm up in.

GAME CARD: The Tournament director will assign game card(s) to the "home" team's scorekeeper. Game cards must be filled out, accurately and in their entirety, and turned into the designated Tournament Official within (10) ten minutes of the last pitch of each game. The designated scorekeeper will report the Innings Pitched per player for both teams. Include pitcher(s) complete last name, first initial, uniform number, and full Innings Pitched (No partial innings recorded. Example: 3.2 Innings Pitched, equals 4 full innings recorded on the official game card).

INNINGS PITCHED: Any player who takes the mound at the beginning of, or during the course of an inning, and throws a warm-up pitch shall be charged with (1) one full Inning Pitched. No partial or "thirds" of innings will be tracked. Example: 3.2 Innings Pitched, equals 4 full innings recorded).

Any pitching protest(s) and/or discrepancies must be brought forth immediately to the Tournament Director or Tournament Official (not the umpire) for immediate review, consideration and ruling. The Tournament Director's records ONLY will be viewed as "official" and any subsequent ruling will be made based solely on these documents and the Director's interpretation only. The Tournament Director and/or Official's ruling will be final.

MERCY RULE: JBO Rule VII, Paragraph D (page 10) is in effect for the duration of the Tournament. This rule will apply to ALL pool and bracket games.

SEEDING: Seeding will be determined by overall winning percentage. In the event of a tie, ties will be decided in the following order of precedence:

1. Head-to-head result (if applicable)
2. Total Runs Allowed
3. Total Runs Scored
4. Coin toss



COACH/PLAYER EJECTION: If a coach or player is ejected from a game at any time during the course of the Tournament the following penalties shall apply;

- **COACH:** The ejected coach must leave the legal boundaries of the Tournament facility for the remainder of the Tournament and have no direct or indirect contact with his or her team for the remainder of the Tournament.
- **PLAYER:** The ejected player must sit out the remainder of the ejected game and (1) one full additional Tournament game. The ejected player must serve both of these Tournament penalties in full uniform, on the bench of their respective team. This penalty will not be considered fulfilled if the ejected player is not in attendance as described above.
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PROTESTS: The JBO Umpire-in-Chief, Tournament Official, Tournament Director, or MJBO Board member in attendance will field and rule on any Tournament protests immediately. This ruling will be final. Game delays resulting from a formal protest will be no more than (10) ten minutes and will not count against the overall game duration and/or “hard stop” time limits.

Rule(s) modifications, pitching, and time limit regulations:

Pitching Restriction(s):

- A youth must not pitch more than twelve (12) total innings over the duration of the entire tournament.
- A youth must not pitch more than seven (7) total innings per consecutive games.
- A youth must not pitch more than five (5) total innings in a single game.
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Time Limit(s):

- An official game will be a total of (7) seven innings, except:
- No new inning may start after two (2:00) hours.
- All games (except Bracket championships) are subject to a two hour fifteen minute (2:15) “hard stop” time.

MJBO Tournament Facility Rules:

Please convey these rules to your families so they can convey them also to their guests joining them at the ball fields throughout the duration of the Tournament.

- There will be **NO SUNFLOWER SEEDS, SHELLED PEANUTS, OR GUM PERMITTED ON THE PLAYING SURFACE OR IN THE DUGOUT**. This is the only warning. If a violation is observed, the player or coach involved will be immediately removed from the tournament for the duration.
- Metal cleats are allowed on the turf fields.
- Park only in designated areas at any of the designated MJBO facilities. The facilities are located on Linfield College or McMinnville School District property with local police patrol issuing citations for ANY illegally parked vehicles.
- No pets, alcohol, tobacco products or firearms are permitted at ANY Tournament facility.



TOURNAMENT PARTICIPANT(S) CODE OF CONDUCT

We, in the McMinnville Junior Baseball Organization, Inc. (MJBO), believe that athletic competition should be fun. We believe that those who coach athletes are, first and foremost, teachers who have a duty to assure that their sports programs promote important life skills and the development of good character. We believe that the essential elements of character-building are embodied in the concept of sportsmanship and six core ethical values: trustworthiness, respect, responsibility, fairness, caring, and good citizenship. We believe, further, that the highest potential of sports is achieved when coaches consciously Teach, Enforce, Advocate and Model (T.E.A.M.) these values and are committed to the ideal of pursuing victory with honor. Finally, we believe that sincere and good-faith efforts to honor the words and spirit of this Code will improve the quality of our programs and the well-being of our children. This Code of Conduct applies to all involved in the Junior Baseball of Oregon, Inc. program, including, but not limited to, administrators, coaches, assistants, parents and players. I understand that as a representative of Junior Baseball of Oregon, Inc. I must act in accord with the following code:

CODE OF CONDUCT

1. First and foremost...Be positive and have fun!
2. Coaches have ultimate responsibility for their conduct, the conduct of their assistants, players, and spectators.
3. Accept the decisions of officials without exhibiting inappropriate behavior.
4. Place the emotional and physical well being of your players ahead of any personal desire to win. Want to win and strive to win, but don't "win at all costs". Seek to achieve excellence.
5. Ensure that you are knowledgeable in the rules of the sport that you coach, and teach these rules to your players. Develop the total individual not just the athlete.
6. Treat each player, coach, official, and parent with respect and dignity.
7. Treat each player as an individual; remember the large spread of emotional and physical development for the same age group.
8. Lead by example, in demonstrating fair play and sportsmanship to all players. Remember that the team is a direct reflection of the coach.
9. Respect the game. Do not violate any laws of society or otherwise compromise the integrity of the game.
10. Do your best to provide a safe playing situation for your players.
11. Be aware of the basic first aid principles needed to treat injuries of your players.
12. Provide a sports environment for your team that is free of drugs, tobacco, and alcohol, and you will refrain from their use at all youth sports events.
13. Remember that you are a role-model for children and the game is for them and not adults.
14. Be positive and have fun!