



# Four Star Baseball

## Pee Wee Tournament Information

### 2015

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#### GENERAL INFORMATION

Location: The Ballpark at Erie (401 Powers St, Erie)

Date: Saturday, 7/25 (morning/afternoon)  
Sunday, 7/26 (morning/afternoon)

Format: Single-Elimination

#### TOURNAMENT INFORMATION

Tournament brackets are available at [www.quickscores.com/fourstarbaseball](http://www.quickscores.com/fourstarbaseball) and will be updated as soon as possible following each day.

Tournament Seeding: The American and National leagues were combined and teams were seeded in each tournament bracket based first on winning percentage. In the event of a tie, the head-to-head winner from each league was seeded higher and then total runs determined the remainder of tied teams.

- a) Head-To-Head
- b) Head-To-Head Run Differential
- c) Total Runs For

#### TOURNAMENT RULES

Same as Four Star Pee Wee regular-season rules with the following exceptions/points of emphasis:

- 1) **Home Team:** The higher seed is home team throughout the tournament, including championship games.
- 2) **Game Time:** Game time is forfeit time. Teams must be ready to play when scheduled. No grace period.
- 3) **Time Limit:** The time limit for all games is 75 minutes. When approaching the time limit, if there is no chance for a team to come back and tie due to the 6-run per inning rule, the inning will not be played and the game will be considered final. There is no run-rule in championship games but there is a two-hour time limit.
- 4) **Defensive Time Limit:** Teams have one-minute to be on the field and ready to play (catcher included). The penalty for any delay is one ball called for every 15 seconds.
- 5) **Rosters:** All coaches must have a team roster with them and all players must be on the roster. Rosters that indicate age and/or date of birth are preferred but not required. If a player is on a team roster, it is assumed that he or she is the correct age.
- 6) **Tiebreakers:** Same as regular season - International Rule. The visiting team will place one runner at second base and bat until three outs. The home team will then have a turn at bat with a runner at second. If still tied after two innings, runners will be placed on second and third and the game will continue until one team wins.

## NOTES FROM THE UMPIRES

The umpire crew is excited for this event and will work hard to provide quality officiating. We want this to be a fun experience for the players, regardless of outcome. Because we are all coming from different recreation divisions where rules may have been called and applied inconsistently, the following list addresses how our umpire crew will apply rules for this tournament so we are all on the same page. Thanks for taking the time to read through these and we look forward to seeing you at the tournament!

- 1) **Head Coaches:** must identify themselves during the pre-game conference at home plate. Head coaches are the only team representative who may discuss a decision with the umpires. Head coaches are expected to behave in accordance with Four Star Baseball expectations and help control any situations that arise with any players, fans, or assistant coaches.
- 2) **Judgment Calls:** are not debatable and coaches may not argue them.
- 3) **Rule Interpretations:** If the head coach has a question regarding a play and it is not a judgment call, the coach must call time and approach the umpire who is involved to discuss the play in a reasonable, calm manner. At no time will coaches be allowed to yell comments to or about the umpires or their calls from the dugout or coaches' boxes.
- 4) **Strike Zones:** will be called in such a manner as to encourage the players to swing (larger strike zone). This is done in an effort to limit walks, increase hitting, and to move the game along.
- 5) **Base Running:** rules will be strictly enforced--runners who leave the bases early will be called out--no warnings. This results in a dead ball and the play will be repeated regardless of what happens on the "dead ball" pitch. Runners who leave after the ball crosses the plate or hesitate during the steal attempt will have to return to the previous base.
- 6) **Sliding:** Players must slide when coming home if there is even a chance of a play at the plate. It is better to slide when there is a chance of a play at the plate than to not slide and risk being called out.
- 7) **Contact:** Base runners must avoid contact with fielders on the base path and at the bases. The easiest way to do this at the bases is to slide. On the base path, runners may go around a fielder in the base path who is making a play on the ball without fear of being called out for leaving the base path. Obviously, a runner may not leave the base path to avoid a tag; that action results in the runner being called out. Any runner who collides with a fielder may be called out.

## CODE OF CONDUCT

- 1) There will be a **ZERO TOLERANCE** policy regarding conduct for coaches, players and fans that will be strictly enforced by all umpires and staff.
- 2) Reasonable and appropriate behavior and sportsmanship is expected from all players, coaches, and spectators. A violation includes, but is not limited to, poor sportsmanship, obscene language or gestures, disorderly conduct, use of drugs or alcohol, harassment, failure to cooperate with staff or officials, and any other behavior deemed offensive or inappropriate (this includes negative cheering, for example, yelling "swing" or "no batter, no batter" or "drop it.")
- 3) All fans, players, and assistant coaches are the responsibility of the head coach. If any issues arise with any of these groups, the umpires will give the head coach one opportunity (except in extreme cases) to resolve the issue. If the issue continues, then the offending person/s will be asked to leave the complex. In the case of an ejection, the ejected player, coach, or spectator has one minute to leave the complex or the team will forfeit.

## TOURNAMENT DIRECTOR

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Good luck and have fun!