

WA County District/County Tournament Rules

Junior Baseball of Oregon Rules will be used in addition to the following:

Team Eligibility: The 2nd Place through the Places specified for each level in the District/County League will be expected to play. If a team cannot play for any reason then they are required to contact the Tournament Director or Host ASAP.

Note: If a team elects not to play then their association is still required to pay the entry fee.

There will be a coaches meeting with required attendance from each coach or designee where rosters and player eligibility will be approved and/or verified. If a roster, team and/or player eligibility is to be questioned it must be done so at this meeting. If brought up at any time after this meeting it will be dismissed.

Each team entering will present an official roster (same as supplied to state) to the Tournament Director or Host prior to their first game. It is up to the coach to turn them in it is not the responsibility of the Host to ask for them.

Each team entering must complete all scheduled games or they will forfeit any remaining games.

Any protest will be ruled on by the Tournament Director or Host with partnership from the umpires. Protest on a Judgment call will not be allowed.

Helmets will be worn at all times by offensive players entering the field during a game. Failure to do so will result in the offending team being given an out.

Tiebreaker: No game will end in a tie. To determine winner, score will revert back the end of the previous inning. If still tied, then the score from the previous inning, if still tied back to the first inning a coin flip will determine the winner.

Pitching: Pitching will be the same as for the state tournament.

- a) Midget Division: A youth must not pitch more than six (6) total innings per consecutive games. In addition, a National level youth is limited to three (3) innings per game. Example: National Level, 3-3-3; American & Federal Level, 4-2-4, 5-1-5.
- b) Junior Division: A youth must not pitch more than seven (7) total innings per consecutive games. In addition, a National level youth is limited to four (4) innings per game. Example: National Level, 4-3-4; American & Federal Level, 5-2-5, 6-1-6.
- c) Senior & Cubs Division: A youth must not pitch more than eight (8) total innings per consecutive games. In addition, a National level youth is limited to four (4) innings per game. Example: National Level, 4-4-4; Cubs, American & Federal Levels, 5-3-5, 6-2-6, 7-1-7.

Midget Nat will not be allowed to steal home.

Each team shall provide a scorekeeper. The home team scorebook will be the official book for that game and the home team must report the final score and pitching results to the Tournament Director or Host immediately after the completion of the game.

If a team drops out of the Single Elimination Tournament then the opposing team will receive a bye. If a team drops out of the Double Elimination Tournament (prior to the start of the Tournament) then the next highest seed will be moved up out of the Single Elimination Bracket, if after the Tournament has started then that spot becomes a bye.

Single Elimination Games will be played on the following days:

Midget Nat – July TBD	Midget Am – TBD
Jr Nat – July TBD	Sr Nat – July TBD
Jr Am – July TBD	Sr Am – July TBD

Double Elimination Tournament Host Sites and Dates:

Midget Nat – Host: TBD July TBD	Mid Am – Host: TBD July TBD
Jr Nat – Host: TBD July TBD	Jr Am – Host: TBD July TBD
Sr Nat – Host: TBD July TBD	Sr Am – Host: TBD July TBD

League Championship – To determine the Top State Tournament Birth/Seed

The League Championship –

With One Division - The First Place Team Gets the State Tournament Top Birth/Seed.

With Two Divisions - The First Place Teams from each Division have a one game Playoff with the winner receiving the State Tournament Top Birth/Seed. The Losing Team receives the “Top” seed in the Double Elimination Tournament. *This game will be played on a neutral site with home team being determined by the flip of a coin.*

Tie-Breaker – If two or more teams are tied for first place (based on winning percentage) then the top team will be determined by; 1) Head to Head games(s), 2) Runs Scored Against, 3) Runs Scored.

Time Limit Per Game: No time limit (except Darkness & acts of Mother Nature).

Fees – Each team/association is to split the cost of the umpires. There are no other fees

Double Elimination Tournament – To determine the “Remaining” State Tournament Birth/Seed(s)

This will be a 6-team double elimination format with the 2nd thru 3rd or 2nd thru 5th (depending on bracket for that level and based on total number of teams at that level) place teams receiving automatic births in the tournament with the 2nd and 3rd place teams receiving first round byes. The remaining two or four births in the tournament are determined by a Single Elimination game format. **Time Limit Per Game: No Time Limits will be invoked, winning team will be determined on the field.** *Home team being determined by the flip of a coin.*

Tournament Fees: Each team will pay

Mid Nat - \$TBD/Team
Mid Am - \$TBD/Team
Jr. Nat - \$TBD/Team
Jr. Am - \$TBD/Team
Sr. Nat - \$TBD/Team
Sr. Am - \$TBD/Team

Awards: Each player will receive a medal.

Single Elimination Play – To determine the last two or four teams for the Double Elimination Tournament

The number of games in the single Elimination Round will depend on the Number of teams in your Skill Level. Teams will be paired according to winning percentage, High vs. Low with the game being played on the higher seeds home field and with the higher seed being home team. Depending on the number of teams some higher seeds may get first round byes (see brackets for exact pairings). For Tiebreaker see above. Time Limits are the same as league play.

Fees – Each team/association is to split the cost of the umpires. There are no other fees