



Sno-King Youth Club

2nd & 3rd Grade Boys Baseball

2009 Coaches Manual & Rules

<http://www.skyc.net>

SNOKING BASEBALL MISSION STATEMENT

Sno-King Baseball intends to provide an environment where players learn skills, sportsmanship, and fair play as they participate in healthy, enjoyable recreation. Our success in achieving this goal is measured by how the children feel about their contribution to the game when they leave the field.

Everyone Gets to Play & Everyone Has Fun

PURPOSE OF THIS MANUAL

Sno-King Youth Club is the sole governing organization overseeing the rules and regulations for the club's baseball leagues. This manual is intended to inform coaches, players, and umpires of the current set of instructions and rules that exist for their participation in Sno-King Youth Club baseball/softball. It contains the current version of the rules that have been established by the Sno-King Youth Club Board and coaches to implement the league's philosophy.

This manual is also intended to be the focus for modification, addition, or deletion to the current Sno-King rules. If you believe that inaccurate interpretations, omissions, or mistakes exist in this document please submit written change requests to the Sno-King office so they will be considered for inclusion in future versions of this manual.

ORGANIZATION OF THIS MANUAL

This manual is organized so that coaches, players, and umpires may easily learn and reference the Sno-King rules and responsibilities. The sections are listed and described below.

- ? Coaches' Guide – explains requirements and rules including team formation, reserving practice times and fields, team equipment, player eligibility, important season events, and conduct rules.
- ? Players Guide – includes instructions for player sign-up, eligibility, and personal conduct.
- ? Player Eligibility – Sno-King's standards on who may play that assure safety and fair play.
- ? Umpires – states league expectations for umpires' qualifications and attendance.
- ? Supporting Sno-King - suggestions for ways that you and the community can support our non-profit organization.
- ? Playing Rules – exceptions and modifications to the Major League Baseball rules that allow for the age and safety of the players.
- ? Tournament Rules – rules that are specific to games played during the post-season tournament.

COACHES' GUIDE

Team formation

Each team must complete and submit a Sno-King team roster form, which includes a minimum of twelve players. In addition to the players listed on the team's roster, each team is required to accept all players assigned by Sno-King up to a maximum of fourteen. A coach may be assigned up to 16 players at the discretion of the board. When your team has the maximum number of players, refer players who ask to join the team to the Sno-King Youth Club office for assignment to another team.

Players are assigned according to their neighborhood public school when possible. Teams can also be formed for, or based on students attending the same private school when enough children are available from the school to form a team. If there is no room on a child's school team, then he will be assigned on a first come basis to the nearest available team.

If additional players join the team after the original roster was submitted, it is the team coach's responsibility to provide an updated roster to the Sno-King Youth Club office prior to the added players' participation.

If a player drops from your team, please call the Sno-King Youth Club office so children waiting for an opening can be assigned.

Transfer policy

Any player requesting a transfer from one team to another or one league to another may not turn out with either team until a decision has been made regarding the transfer. Transfers that are intended only to improve the playing strength of a team's roster are strictly forbidden. This practice is in direct opposition to the league's mission.

A fully completed league transfer form must be submitted to the Sno-King Youth Club office before the playing season has begun. If the transfer decision has been made during the playing season, the player will be considered ineligible for his new team's first two games after the decision.

If any information on the transfer form is found to be intentionally false, the transfer is automatically denied.

Field assignments

Field assignments will be issued to the head coach, by written and verbal communication from the Sno-King Youth Club Program Director.

All fields used by Sno-King Youth Club are the property of other agencies. It is **MANDATORY** that all fields be treated with care and consideration so we may continue to enjoy the use of these fields. Teams are asked to police the grounds after practices and games. Leave the fields cleaner than when you arrived!

Equipment

Bats, balls, bases, tees, batting helmets, and catcher's gear are issued after submission of the team roster and registration fees. Equipment must be signed out by coach, assistant coach or team parent.

Each coach is responsible for maintaining the condition of all equipment and informing his or her players about the equipment's safety requirements.

All equipment must be turned in at the end of the season.

Uniforms

Choices of uniforms are issued on a first come basis after submission of the team roster and registration fees.

The Sno-King Youth Club Board of Directors has voted that all teams participating in Youth Club games **MUST WEAR THE UNIFORMS ISSUED BY THIS ORGANIZATION**, to include hats or visors. NO team is allowed to participate wearing any kind of special or different uniforms.

Practice rules

Adult supervision is mandatory at all times. It is not advisable for you to allow kids other than your own players on your practice field. You, as the coach, and Sno-King Youth Club can be held liable for injuries to spectators. You, the coach, should be the last person from your team to leave the field – after all of your players have been picked up by their parents!

Practice only during the time assigned by the league. As stated in the mission statement, the league is intended to provide a fun environment for teaching skills, sportsmanship, and fair play. Additional practice provides a team with an unfair advantage and is unsportsmanlike. A team found in violation of the practice time limit must forfeit league games.

Be on time for practices and end them properly on schedule. That is, do not arrive more than ten minutes before your practice begins and leave immediately so that you do not affect other teams' practice or games.

Always carry your field permit to each practice so you may easily resolve conflicts over who has field rights.

Unauthorized off-season practice is prohibited!

Game Changes

To change the date or time of a scheduled game, you must submit a written change request at least 2 weeks prior to the originally scheduled date. The reason for the change must be stated in the request.

Picture day

The Sno-King Youth Club encourages all coaches and players to participate in team picture day. The pictures help build team spirit and will provide lasting memories for players, coaches, and parents.

Team pictures will be taken on a specified day prior to your game. There will be a picture make up day for teams who missed the first session. Please call the league office to arrange a makeup appointment if your team must miss the original sitting. The pictures will be distributed in by end of season.

Team parent

Each team is asked to provide the name and phone number of a team parent on its roster. Team parents assist the coach by acting as a source of information for team members, and assist the Sno-King Youth Club, as they are an additional point of contact when we are unable to reach the coach.

Coaches' Conduct

One of the most important functions of a coach is to set an example for the children on their team, as well as for the parents of those children. Coaches are expected to behave in a positive and supportive manner toward their own and all other players – AT ALL TIMES. Coaches are also expected to participate in the handshake between teams at each game's conclusion. Children should be taught to be both good winners and good losers.

All coaches ARE REQUIRED to treat our officials with patience and respect. One of the biggest obstacles we face each year is persuading officials to return due to the poor treatment they receive from coaches and parents. All of our officials receive high quality training throughout the season. If you take care to emphasize specific rules at your plate conference, you will be assured the umpire understands your concerns.

Remember that you as a coach can be brought before the Sno-King Board if it is determined that your conduct, or that of your players', or their families is physically or verbally abusive.

Disciplinary Action

The following has been adopted by the league as a guide for the handling of player or adult disciplinary problems...

- A. The Sno-King board has the authority to suspend, discharge, or otherwise discipline any player, manager, coach, umpire, or other person whose conduct is in violation, or noncompliance of the rules and regulations of Sno-King Youth Club baseball and / or is considered detrimental to the best interests of the league.
 - ? Persons subject to such discipline actions shall have the right to a written appeal within 72 hours before the Sno-King board makes a disciplinary sentence.
 - ? In the event of disciplinary procedures involving a player or other person under the age of eighteen, that person's parents shall be invited to attend the hearing with the person concerned.

- B. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested. Sno-King board may impose the one, which in their opinion, appears to match the severity of the offense.
 - ? Warning – the offending person is to be advised, verbally, of the offense, and further advised that repetition of the offense will result in a more severe penalty.
 - ? Suspension – the offending person is to be advised, in writing, that he or she has been suspended from all league activity for a specific number of games or days.
 - ? Dismissal – the offending person is to be advised, in writing, that he or she has been dismissed from the league for the remainder of the current year.
 - ? Barred – the offending person is to be advised, in writing, that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

PLAYERS' GUIDE

Registration

A completely filled out registration form and an appropriate registration fee must be submitted to the Sno-King office. Separate checks or money orders for each child should be made payable to Sno-King Youth Club.

The registration fee is set each year by the Sno-King Board of Directors and covers the costs of insurance, uniforms, facilities, officials, and administrative costs. A family plan is available for those who have three or more children participating in the same sport in the same season. The fee structure requires the first and second oldest children to pay full fees. The third child pays a discounted fee, and any additional younger children play for free.

Scholarships are available for individual players who are in financial need. Please contact the Director if you are aware of players who may need assistance. A scholarship request form must be completed by the player's parent or guardian and submitted to the Sno-King Youth Club office before the player can be officially considered on the team's roster.

Refund policy:

The Sno-King Youth Club Board of Directors accepted the following refund policy on June 26, 1992:

- ? All refund requests must be in writing and received by the Youth Club office within two weeks after the last practice attended by the child.
- ? A refund, minus \$10.00 for administration, will be paid to any participant provided he or she has not received a uniform or played in any game.
- ? The coach must be notified and provide confirmation for the request before it can be approved.

Only Partial Refunds will be issued after the first league game has been played.

PLAYER ELIGIBILITY

All players on a team must attend the same grade level. Any parent or coach who wishes to add a player to a team whose age is not consistent with the team's grade level must submit a transfer request for the player to the Sno-King board. The player may not participate with any team until after the transfer request has been approved. There will be no guarantee that the player for whom the transfer is requested will retain his place on his original team's roster if the transfer is denied.

There are NO Sno-King co-ed baseball teams. Girls play softball and boys play baseball.

If it is determined that an ineligible player has been playing in games, the Sno-King board will review those games to determine whether or not they will be forfeited. The intention of this review is not to punish players, but to encourage the coaches to learn all pertinent information about the players on their teams, and provide Sno-King with accurate roster information. The coach is considered responsible and accountable for any rules his team violates.

Ineligible Players

A player is ineligible if any of the following are true:

- ? The player has not registered and paid his registration fee.
- The player is not listed as a member of his team's roster.
- The player is participating on a team not consistent with his grade in school.
- The player is female on a male team
- The player is male on a female team.
- The player has transferred from one Sno-King Youth Club team to another without an approved transfer.

Any coach who knowingly allows an ineligible player to participate in any game will forfeit all games in which the ineligible player participated.

SUPPORTING SNO-KING

Sno-King is a non-profit youth sports organization that does not receive funding from United Way or any other city, state, or federal agencies. All sponsorship donations are tax-deductible.

Team Sponsors

Sno-King Youth Club offers an individual team sponsorship for all sports. This is a single-tiered program offered to teams and companies at \$1200 per season/per sport. This program goes into affect for Fall 2007 sports and unlike our previous sponsorship program, does not include field priority for teams.

\$1200 Sponsorship Program:

Sponsors receive:

- ? Company name (or team name) on the back of team jerseys
- ? Company & team name on game schedule (Soccer--Youth Club teams ONLY, U4-U10)
- ? Sponsor Plaque with team photo
- ? Company name &/or website link on SKYC web site
- ? Company & Team Name Banner teams can take and display at their games
- ? Tax write-off for giving to a non-profit !

Scholarships

A person or business may pay the registration fee for an individual player who is in financial need. Please contact the Sno-King Director if you or someone you know is, interested in supporting the participation of one of these youngsters.

We solicit donations from community minded businesses and individuals who want to help us provide a quality service to the children in the are-2633a. If you know anyone who would like to donate, please have him or her contact the Sno-King Youth Club office at (425) 775



PLAYING RULES

Sno-King Youth Club's third grade playing rules are based on the Major League Baseball Rule Book. This chapter of this manual is divided into two sections, the first of which lists Sno-King *additions* to Major League Baseball rules that have no corresponding entry in the Major League Baseball Rule Book. These rule additions are numbered with a leading zero.

The second section includes *modifications and replacements* to the Major League Baseball rules that have been deemed necessary to scale the game to 3rd grade players. The rules given in this second section are numbered so that the same number in both the Sno-King and Major League Baseball rulebooks references the subject.

Section 0 (Sno-King Additions to Major League Baseball Rules)

SK 0.0 Each player on the team must have participated in at least two practices and have their registration fees paid to the office prior to their participation in any game.

SK 0.1 **THE PLAYING RULE:** Each player on the team roster must play at least two complete innings in the field each game. A player must start at the beginning of an inning and cannot be substituted until the end of his second inning.

SK 0.2 Violations of the playing rule requirements is cause for protest and forfeiture of the game.

SK 0.3 **EXCEPTION TO THE PLAYING RULE:** If a player violates your requirements for practice (unexcused absences, lateness, misbehavior) you have the option of benching that player. This player is to be listed in the scorebook along with the reason he is not playing. As a coach, you must be sure your players understand your expectations and their responsibilities.

SK 0.4 Any players listed as ineligible at the beginning of the game MAY NOT play in that game.

SK 0.5 Late arrivals who cannot fulfill the two complete inning requirement will NOT BE ALLOWED TO PLAY OR BAT.

SK 0.6 Late arrivals will be added at the bottom of the entire original batting order.

SK 0.7 No new innings are to begin after two hours of game time have elapsed. The maximum game length is two hours and fifteen minutes. If it is the last game of the night, the time limit will still be in effect.

After time has expired:

2nd & 3rd grade time expiration: If in the top of an inning the time limit expires, the score will revert to the last completed inning.

If in the bottom of the inning the time limit expires, and the home team is ahead, the home team will be declared the winner.

If at the bottom of an inning and the home team is behind, they will be given the opportunity to continue their half of the inning until they have three outs or have taken the lead. If the game is tied after the home team completes the inning the game will be declared a tie.

SK 0.8 The on-deck batter must be in the designated on-deck circle, with a helmet on, ready to take his turn at bat.

SK 0.9 Each half inning ends after either three outs have been made or the five run has crossed the plate - whichever occurs first. The sixth inning is an unlimited run inning. That is, runs may continue to score until three outs are called.

SK 0.10 Pre-game warm-ups will not be allowed on the playing field due to tight scheduling requirements. Teams wishing to warm up before a game are asked to go to an unused corner of a field.

SK 0.11 No more than three players shall "huddle" on the playing field at any time during the game. Coaches should discourage such gatherings, as they tend to delay the game.

SK 0.12 Adult pitchers are used. Coaches pitch overhand to their own players. A coach-pitcher must make an attempt to get out of the way of a batted ball and completely off the field when the ball is hit into the field of play. Any batted ball hitting the pitching coach is a dead ball. The coach-pitcher must not coach or advise runners from the mound. Each batter is allowed three strikes in six pitches. After six pitches with no hits the batter is out, unless the last pitch is a foul.

SK 0.13 When the ball is in the possession of an infielder and, in the coach's judgment, all play on the runner or runners has ceased; the coach shall call "Time". The ball is dead and shall be returned to the mound. Following the play, an appeal may be made before the pitcher begins his pitching motion. When an appeal is requested after the ball has been returned to the coach-pitcher the umpire shall retrieve the ball and give it to the child player-pitcher on the mound. The player-pitcher then may proceed with the appeal.

SK 1.0 COACHES:

One of the most important functions of a coach, besides teaching skills, rules, and teamwork, is setting an example for players and their parents. Coaches are expected to behave in a positive and supportive manner towards their own and opposing players at all times. We ask also that you display the best possible sportsmanship towards the coaches, many of whom are volunteers, and all of whom are an integral part of the program.

SK 1.1 Adult coaches may be used in either or both the first and third base coaching boxes. Only verbal instruction can be given. Coaches cannot touch a runner or provide any physical assistance.
PENALTY: Runner can be called out.

SK 1.2 A coach or coaches shall not switch coaching boxes during an inning.

SK 1.3 Players are not allowed to coach from the baseline.

SK 1.4 A league president shall not manage or coach a team in league play.

SK 1.5 Coaches or players whose actions result in unsafe playing conditions for their own, or the opposing team's players may be ejected and subject to disciplinary action.

SK 1.6 PENALTIES:

A team failing to field at least nine uniformed players at the scheduled starting time of a game, or at any time during the game, shall forfeit the game. This applies to both offensive and defensive teams.

Penalty for use of illegal players shall be forfeiture of games in which illegal players participated.

Section 2 Objectives

SK 2.0 To begin a game, each team must have at least nine eligible players. If nine players are not available the game will be forfeited.

SK 2.1 The Sno-King second and second & third grade baseball diamond is a 50-foot square. The distance between bases is 50 feet. The distance between the point of home plate to the center of second base is 70 feet.

SK 2.2 The use of bases with safety features, such as those with tapered sides, those that release upon sufficient impact have been approved for league play.

SK 2.3 The distance between the front of the pitcher's plate and the rear point of home base is 38 feet.

SK 2.4 Second & Third graders play with an Incredi-ball.

SK 2.5 Metal, graphite, or ceramic bats, manufactured specifically for baseball play are acceptable. wooden bats are not allowed

SK 2.6 Players are required to wear the uniform issued by the league whenever participating in a league game. The 2nd & 3rd grade uniform includes a baseball cap and T-shirt.

SK 2.7 It is recommended that rubber soled athletic shoes be used to avoid expense to the participants. Rubber cleats are acceptable. **Metal cleats are NOT ALLOWED.**

SK 2.8 Batters, players in the on-deck batting area, base runners and players coaching in the baseline

coaching boxes are required to wear protective headgear which gives protection to the top of the head, temples, ears, and base of the skull. Headgear shall be NOCSAE approved. Use of facemasks or protective headgear is O.K. Adults are not required to wear protective helmets. If a player removes their batting helmet while on the field of play, and in the judgment of the umpire it is deemed dangerous, the player shall be called out.

SK 2.9 Catchers are required to wear a mask with throat guard, chest protector, cup type athletic supporter, shin guards, and protective headgear which gives protection to the top of the head when catching behind the plate.

- 1 Any person serving as a catcher to warm up a pitcher shall wear a mask, whether the pitcher is warming up from the mound, in the bullpen, or elsewhere.
- 2 Catchers who are not physically catching the pitched ball may wear a fielder's glove.

SK 3.0 Dugouts: Players, managers, and coaches shall remain in the dugouts, on the benches, or in the prescribed areas throughout the game when they are not directly involved in game play.

Section 3 In-Field Fly Rule

The Infield Fly Rule will be in effect.

Definition: A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder that stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an infield fly, the umpire shall declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines the umpire shall declare, "Infield Fly if fair". The ball is alive and runners may advance at the risk of the ball being caught, or re-touch in advance after the ball is touched, the same as with any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an Infield Fly. On the Infield Fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder - not by some arbitrary limitation such as the grass or the baselines.

Section 4 The Game

SK 3.0 Rain-out Policy

Weekday games: By 4:00 p.m. the Youth Club will make a determination whether to call games. Coaches will be called immediately. Please do not call the Youth Club before 4:00 p.m. Please instruct parents to NOT call our office. Tell them you will notify everyone as soon as you are notified.

Weekend games: Games will be called at the fields by the coaches.

Unless you are otherwise notified, your team must appear at the field of play as scheduled. It shall be the coach's decision to call a game due to weather or field conditions.

SK 3.1 After playing the required two innings, any player may re-enter the game defensively on a free substitution basis.

SK 3.2 Non-participating adults and children (spectators) must remain at a safe distance beyond the baselines, behind the fences, or in bleachers where available. Hardballs and softballs can cause serious injury to spectators. Coaches are directed to require anyone seated in or near the fields of play to move to a safer location.

SK 3.3 Players not actively participating on the field are to remain seated in the dugout or area designated as the dugout. Horseplay, loud talk, swearing, or any misconduct that disrupts normal play will not be tolerated. This includes "chatter" directed at the opposing team. PENALTY: Possible expulsion of player(s) involved and/or forfeiture of the game.

Section 5 Starting and Ending the Game

SK 4.0 A batting order will be presented to the scorekeeper at the beginning of the game. It shall include each player present at the game. Each player bats according to this order, regardless of when or where he plays in the field. Home team must provide the official scorekeeper.

SK 4.1 The catcher shall stand away from the batter until after the batter swings, then fields the defensive position. There is no dropped third strike rule.

SK 5.0 CONDUCT:

Players or adult volunteers who engage in unsportsmanlike conduct, such as fighting, abusive language, or similarly derogatory activity, may be suspended for one or more games. Teams in violation of this rule may be refused entry, or ejected from tournament play.

The use of tobacco or alcohol in any form by players or adult leaders in the dugout, on the benches, or on the playing field is not permitted.

SK 5.1 Ten Run Rule - If a team is leading its opponent by at least ten runs after four or more complete innings have been played, or after three and one half innings and the home team is the leader, the game shall be terminated and the team in front declared the winner.

SK 5.1 A game is completed after six innings are played. If a game is tied at the end of regulation length, it shall be extended into one extra inning. If no decision is reached after seven innings the game ends in a tie.

SK 5.2 If a game is called for any reason, it is a complete game if four innings have been completed or if the home team has scored more runs in three innings, or three and a fraction innings, than the visiting team has scored in four completed innings. If a game is called for any reason in an uncompleted inning, after having reached complete game length, as described above, and the visiting team ties the score or takes the lead in the uncompleted inning, and the home team does not tie the score or retake the lead in its portion of the uncompleted inning, the game shall be considered suspended and is to be continued from the point of curtailment at the time scheduled by league officials.

SK 5.3 If a game is called for any reason before it is a complete game, as described above in 4.10, or when the score is tied, it shall be considered a suspended game and is to be resumed from the point of curtailment at the time scheduled by league officials.

SK 5.4 Each second and third grade team will have ten eligible players, but can start a game with 9.

SK 5.5 A protest based on a play that involves an coach's judgment is not permitted.

SK 5.6 When protests are based on the interpretation of the rules, the objecting manager shall, at the time the play occurs, notify the opposing manager, and the official scorekeeper that the game is being played under protest, and submit the protest in writing, with a non-refundable \$25 fee to the Director within 48 hours of the completion of the game. The umpire should make a public announcement to the crowd when a game is being continued under protest.

If the protest is upheld the game shall be replayed from the point of protest.

Section 6 The Batter

SK 6.0 Batters are not permitted to bunt or swing easy at the ball. The penalty for such a swing is the batter shall be called back to the plate and the swing shall count as a foul strike. The ball is dead, and no runners may advance.

SK 6.1 If a batter throws the bat, and in the judgment of the coach it is deemed dangerous, the batter is automatically out, whether the ball is hit fair or foul, or is missed.

Section 7 The Runner

SK 7.0 Any runner is out when the runner does not slide OR attempt to get around a fielder who HAS THE BALL and is waiting to make the tag.

There is a “must slide” rule. The purpose of this rule is to prohibit the runner from deliberately crashing into the defender who has the ball for the sole purpose of knocking the ball loose. If a runner does not slide and incidental contact occurs, the umpire should only make a call if it is his / her judgment that the runner, with deliberate malice, attempted to collide with the defender.

If the fielder, as he attempts to catch a thrown ball that is between the runner and the fielder, steps into the runner’s path, there is no obstruction. If the ball is outside of that area it is a case of obstruction and the runner shall be awarded the base.

Section 8 The Pitcher

SK 8.0 2nd & 3RD GRADE: COACH PITCH ENTIRE GAME. Each player gets 6 pitches, the player is out if the ball is not hit with-in those 6 pitches. Three attempts to hit the ball without success is an out.

Section 9 The Official Scorer

SK 9.0 The home team must provide official scorekeeper. In order to eliminate any scoring controversy, teams must check with each other at the end of each inning to compare scores.

SK 9.1 The official scorekeeper should notify the manager concerned if an ineligible player or an improper batter is about to be used in the game. However, the failure of the scorekeeper to do so has no effect upon the rules.

SK 9.2 The official scorekeeper shall record at-bats, hits, runs, errors, strikeouts, bases on balls, innings pitched by each pitcher and scheduled starting time of games, or actual starting time if game is delayed more than two hours.

Section 10 Protests

Decisions are made by the Youth Club’s Board of Directors. Decisions of the Committee are final and are not subject to appeal. Managers may request confirmation of a ruling by submitting a written request that shall be answered for informational purposes only.

NO protests are allowed during tournament play.

Tournament Rules: 2nd & 3rd grade only

SK T-1.0 Protests -- No Protests are allowed during tournament play.

SK T-2.0 Time Limit -- A tournament game has the same time limit as regular season games. After the bottom of an inning has been completed, and the score is not tied with less than ten minutes remaining before the two-hour time limit has expired, the game is considered completed.

If at the time the bottom of an inning has just completed, the score is tied, and less than ten minutes remains before the time limit expires, the umpire declares a regulation tie and the tiebreaker will commence.

SK T-3.0 Tie Breaker - An official regulation time tie in a tournament game is broken by the Olympic tie - breaking rules.