

2007 Classic League State Tournament Rules

ALL league rules will apply (including rules regarding ejections) unless otherwise covered below:

Home Team: The higher seeded team will be home and occupy the 3rd base dugout for all games. For all but games 16 & 17, the higher seeded team will be home. For game 16, the undefeated team will be home, and for game 17, a coin flip will determine home. The home team will occupy the 3rd base dugout for all games (except possibly game 17).

Official Game: If there are any play stoppages due to weather or time limits, all games will be resumed where they were stopped and, unless stopped by the 10-run rule, will be played to the full 7 innings.

Time Limit: On weeknights when there are two games on a field (6:15 & 8:30), if the first game is still going at 8:30, the teams will be allowed to complete the inning they are playing. If at the conclusion of that inning the game is still not complete, the game will be stopped and resumed prior to the first game on the following day or the next day the teams are scheduled to play. Lights automatically go out at ≈11:05.

Time Between Innings: Since scheduling is tight on weeknights, a time limit of 90 seconds will be imposed between innings. All teams should instruct their players to hustle on and off the field and have a catcher ready to warm up the pitcher if the regular catcher is not ready. Pitchers will be allowed only five warm-up pitches between innings.

Baseballs: Each team will provide two new Diamond D1 Pro baseballs for each game and any backup balls as necessary.

Tournament Protests: Protests during state tournament play will be resolved by suspending play until the protest is heard and resolved. The protesting team shall post \$75 to issue a protest, which shall be forfeited if the protest is not ruled in the protesting team's favor.

Newspapers: The winning team will phone the score of the game to the Pioneer Press and Star-Tribune and ask that it be listed under the Classic League State 35-over Tournament.