

## INTRODUCTION

Welcome to the MADNESS Tournament homepage. From this page you have access to all information pertaining to this tournament, including special tournament rules, brackets, schedules, pairings, scores and updates.

NOTE: All pre and post tournament correspondence re: the tournament should go to the Tournament Director: Andy Frye at [andy@enytb.com](mailto:andy@enytb.com).

### REPORTING SCORES:

***The winning team from each game must text their score in to Andy at 518-545-0747 as soon as their game concludes. Be specific in your message as to your team's name and age. Many of our clubs have multiple teams in this tournament with the same name but different age, so age is critical.***

## HOST RESPONSIBILITIES

All ENYTB sponsored tournaments are hosted in partnership between ENYTB and its members.

NOTE: When multiple divisions of tournaments are being simultaneously conducted the games on a given field can include a mix of games from the various tournaments.

Efforts are made to play host teams on their home field whenever possible. Lastly, some early round games could be played at the home field of either opponent by prior arrangement even though neither team is an official tournament host.

ENYTB shall provide each host with a starting field schedule as well as any changes due to weather or other factors that occur during the tournament.

PLAY BEGINS: As early as Thursday (6pm) and is scheduled to conclude on Sunday or Monday, depending on the number of participants, number of host fields and weather conditions.

ENYTB shall provide each host with six new game balls per game for all tournament play.

ENYTB shall provide each tournament division and host with a starting schedule as well as any changes due to weather or other factors that occur during the tournament. Each host shall be responsible for ordering umpires for all games and managing/coordinating any schedule changes with the umpires.

**Hosts order two umpires for all hosted games and coordinate any schedule changes with the Tournament Directors and umpire assigners.**

**Hosts maintain fields between games including raking, lining, setting of appropriate pitching and bases distances, etc.**

**Hosts ensure that each game has an adequate supply of game balls at all times.**

**Hosts immediately notify Tournament Directors in the event of rain delays, postponements, suspended games etc.**

**Protests or other official rulings must be settled before play continues. Hosts must contact a tournament director to explain the situation and get an official ruling. Tournament director will be available by phone throughout tournament to help resolve any issues that may arise.**

## **TEAM RESPONSIBILITIES**

*Each participating team shall familiarize itself with all tournament protocols and playing rules.*

*Participating teams shall pay for their own umps, same as in regular season play (pay one ump per game played).*

*Winning teams must provide a final score to Andy ASAP. Do not delay in sending in your scores as the pairings for the next round often depend on the results of the current round. Scores also can be text messaged to Andy. State team name and age.*

**FAILURE TO PLAY AS SCHEDULED:** *Any team unable to play in the tournament as scheduled shall be required to forfeit the game (\$75 fine) and shall be eliminated from further tournament play. If notification is insufficient to avoid umpire fees, the offending team shall also be required to reimburse the tournament for umpire fees.*

## **OVERVIEW OF WHAT TEAMS NEED TO KNOW**

**TEAM ELIGIBILITY** – All MADNESS tournaments shall be limited to ENYTB members only. A single tournament is offered at each age division.

**PLAYER ELIGIBILITY** – Player has to be active on team's regular season ENYTB roster and have appeared in at least one ENYTB game for that team prior to the tournament to be eligible to play in this tournament. Rosters are final 7 days before scheduled start of tournament i.e., no new players can be added. Each team's tournament roster is automatically displayed on the tournament homepage. Teams may challenge the eligibility of any player listed on any tournament roster up until the Tuesday before the start of the tournament. No player can appear for more than one team in the same age division of a MADNESS tournament in a given year.

**FORMAT** – The weekend is a two-game guarantee. This is accomplished one of two ways:

1. If it is a small field of teams, the tournament will be a true Double Elimination format.
2. If it is a larger field of teams, there will be multiple brackets simultaneously. All teams will start in the Madness bracket. Then a Last Chance bracket will emerge for teams that lose in the first round of Madness. Last Chance bracket is similar to a loser's bracket but never merges back up to the Madness bracket.
  - a. Teams that win their first round Madness game, continue in Madness bracket in Single Elimination format.
  - b. Teams that lose their first round Madness game drop-down to play each other in single elimination format until only one team remains. That team is awarded a trophy.

NOTE: For larger fields, the early rounds may be treated as play-in rounds where the lower seeds are paired against each other while the higher seeds sit.

NOTE: In cases of extremely large number of teams, a Super 8 division will exist at the very top with the top 8 seeds. Everyone else will begin in Madness. Teams that lose first round of Super 8 drop into Madness in their own pod. Teams that lose first round of Madness drop down into Last Chance.

**SEEDING** - A team's seeding shall be based on its position in the MADNESS standings for its age division. If an outlier situation exists (i.e. a team has very few games played), the tournament director can exercise discretion when determining seeding.

**BYES** - Early round Byes are predetermined by the brackets. Later round Byes are randomly drawn by the Tournament Directors according to the rules stated herein.

Each “sit” is counted as a BYE for purposes of determining BYE eligibility in the later rounds of the tournament. In tournaments with a large number of entrants, the higher seeded teams will usually sit (have a 2<sup>nd</sup> BYE) in round two as well. Once all teams entered to the tournament have begun play, and a round ends with an odd number of teams with no losses, a Bye must be drawn.

*Cardinal Rule For All Randomly Drawn Byes - No team is eligible for a 2<sup>nd</sup> (or 3<sup>rd</sup>) Bye until all remaining teams have had at least one (or two) Bye(s).*