



## Memorial Day Classic Rules

### Check in Requirements

All managers must check in with a director prior to the start of their first game. Please bring a roster with names and uniform numbers, proof of insurance, and copies of birth certificates for the duration of the tournament. Where not specifically addressed within this document, Pony Baseball Rules apply.

### Tournament Weather Policy

Refund Policies in the event of rain. If a team plays no games due to rain, the team will receive a refund of their entry fee less a \$25 administration charge. If a team plays only one game due to rainout, the team will receive a refund of 50% of their entry fee less a \$25 administration charge. If a team plays two games in the event, no part of the entry fee will be refunded. We will make every effort to prepare fields and play games if it rains. Teams should not assume games are cancelled due to rain. They should report to the designated field at the scheduled game time.

### The Game

Have your team ready and warmed up ready to play. Please, no soft toss into the fences.  
Late players must be inserted into the last spot of the batting order.  
Teams must bat their entire roster, and can use free defensive substitutions.  
Once the pitcher leaves the mound he may not return to the mound in that game.  
You may run for the catcher and pitcher at any time, but this is mandatory after two outs.  
Substitute runner must be the last batted out.

A coin flip will determine home team except in the Semi Finals and Championship game where the high seed is the home team.

9U Game will be 6 innings with a 1- hour and 50 minute time limit. No time limit for games in an elimination round or the Championship game.

No game will end in a tie. All games tied when the time limit is invoked will go to a tiebreaker (see below). The Tiebreaker rule will not be applied to Semi-final, or Championship games. In the event of a tie in the Semi-finals or Finals, extra innings will be played to determine a winner.

### The tiebreaker format is as follows:

Starting with the top of the next inning and each half-inning thereafter, the offensive team will begin its turn at bat with the player who made the last out of the previous inning being placed on 2<sup>nd</sup> base and the batter will start with a 1 and 1 count.

Both teams will get a chance to bat.

The winning team will be credited with 1 run added to the final score.

9U-Mercy rule will be in effect, if a team is ahead by 15 runs after three (3) complete innings or 10 runs after four (4) complete innings.

Forfeit score will be 6-0

No metal spikes except for 13U and 14U.

No lead-offs - stealing allowed only after the pitched ball has passed home plate

### Seedings

Seedings for elimination rounds will be as follows:

- 1) Most wins
- 2) Head to head
- 3) Fewest runs allowed
- 4) Most runs scored
- 5) Coin toss

The category 2 tie-breaker will only be used when there are exactly 2 teams tied. If more than 2 teams are involved, Head to Head is thrown out.

### Ejections

Any player or coach ejected from a game will automatically be suspended for the next game. Any player or coach ejected from a second game will be suspended for the remainder of the tournament.

### Pitching Rules

The winning team must submit a signed pitching log immediately after the game

AGE	Pitching and base distances		Pitcher may throw a maximum of		
	<u>PITCHING</u> <u>DISTANCE</u>	<u>BASE</u> <u>DISTANCE</u>	<u>MAX</u> <u>INNINGS/GAME</u>	<u>MAX</u> <u>INNINGS/DAY</u>	<u>Per Tournament</u>
9U	44'	60'	3	4	10