



## 2010 12u NL Rebels Memorial Day Classic Tournament Guidelines

Official Pony Baseball Rules govern tournament play, except where specified in these Tournament Guidelines.

### Check-In Requirements:

All managers must check in with a Director prior to the start of their first game. Please submit a Team Roster complete with player names, numbers, and coaches; and your teams Certificate of Insurance. Please have your birth certificates in case anyone wants to challenge the age of one of your players. We are not going to ask to see them unless there is a challenge.

### Field Procedures:

- There are 56 teams playing in 5 different age groups the week of this tournament. Most of the 15 fields at our complex will have a game going on. Pre-game warm up areas will be limited. Please be careful of the spectators around you while warming up.
- The 12u Division games will be played on fields B-1, B-9, and B-10.
- Each game will have a Game Marshall assigned to assist you with minor, non-game questions, to prep your field, distribute game balls, collect pitching logs, and track final scores. These Game Marshalls are 12u Rebel parents.
- The Home and Away teams are already predetermined equally. The Home team gets the 3<sup>rd</sup> base dugout during pool play games. The Home team will be the higher seed (low number) in the Championship Round games.

### Speed Rules will be in effect:

- All games are scheduled for 7 innings.
- The Mercy Rule is in effect if a team is ahead by 15 runs after 4 innings and ahead by 10 runs after 5 innings. It is the responsibility of the Manager of the team that is ahead to notify the umpire.
- Let's play efficient games. Please limit warm-up pitches to no more than 6 pitches between innings. Please attempt to have the catchers gear on before

the end of their offensive inning and be ready to warm up the pitcher. Adult coaches may also warm up the pitchers, until the catcher is ready.

- If you have more than 9 players, and your pitcher is not injured, a new pitcher is not going to be allowed extra warm up time. Please get them warmed up on the sidelines.
- I like to see pitchers and catchers run for themselves. The only time a courtesy runner is allowed for the catcher will be with 2 outs; this must be the catcher of record. The courtesy runner must be the last recorded batted out. Running for the catcher with 2 outs is *not* mandatory.
- Intentional walks will be announced by the manager to the umpire, and the batter will automatically take first base.

#### Tiebreaker Format:

- There is a 1 hour and 50 minute time limit in Pool Play games. No new inning can start after the 1 hour 50 minute mark of a game.
- In Pool Play only, games could end in a tie.
- If the game is tied after 7 innings, and the game has not reached the time limit, the teams will complete another inning. (In both Pool and Championship Bracket Play.
- In Championship Bracket Play, there is a 1 hour and 50 minute time limit. If the teams are tied, and the time limit has been reached, teams will continue play under the following tiebreaking format:
  - 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 batted out of the previous inning being placed on 2<sup>nd</sup> base and the batter will start with a 1 & 1 count, no outs.
  - Both teams will get a chance to bat.
  - The winning team will be credited with 1 run added to the final score.

#### Seeding for the Championship Bracket:

1. Most wins.
2. Head to Head, only if all teams tied have played.
3. Fewest runs allowed.
4. Largest run differential.
5. Coin toss.

#### 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.
- All base runners must avoid contact on any tag plays. No mandatory slide rule, but if the runner does not slide and causes contact with the fielder, the runner will be declared out. Malicious contact will result in ejection from the game, and that players spot in the order will be skipped and an out will be recorded every time that player would have come to bat.

### Pitching Rules:

- Pitching distance is 50'.
- All balks will be called, no balk warnings!
- It is the home teams' responsibility to complete the pitching log, have both managers sign it, and turn it in to the Game Marshall with in 10 minutes after the game.
- Pitchers may throw a maximum of:
  - 4 innings per game,
  - 6 innings per day,
  - 10 innings in 2 consecutive days,
  - 12 innings in the tournament.
- One pitch thrown is considered as one full inning.
- The Manager must remove a pitcher on a second trip to the mound in any one inning, except due to injury.

### General Rules:

- All field conduct will be carried out in a sportsmanlike manner. Managers and coaches are responsible for the conduct of their players and fans. Offenses could result in removal from the tournament.
- Managers will be the only person allowed to discuss rules or judgments calls by the umpire or tournament committee.
- If the game is stopped because of poor weather conditions, it shall be called a suspended game and resumed from the point when it was halted at a date and time determined by the tournament Directors.
- There are no fake bunts and then swinging. If you show bunt – you cannot swing at the ball or the player will be declared out (whether they make contact or not).
- Continuous batting order with all uniformed players batting. A minimum of 9 batters is required in the batting order. No matching the other team's number of players – everybody that shows up in uniform is in your batting order.
- Teams could use the free defensive substitutions.
- No metal spikes are allowed.

Let's have a great tournament!

12u Tournament Directors are:

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and

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