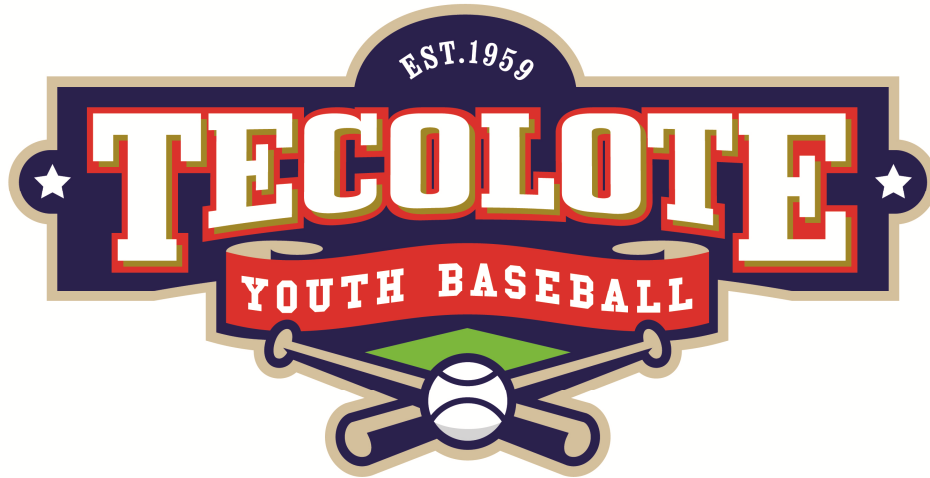


**2018 TECOLOTE MEMORIAL DAY TOURNAMENT
RULES AND REGULATIONS**



2018 TECOLOTE MEMORIAL DAY TOURNAMENT

RULES AND REGULATIONS

Team Eligibility

- I. Ages*
 - a. **Bronco**: Gold: Players age 12 and under born on or after September 1, 2005.
Silver: Players age 11 and under born on or after September 1, 2006.
 - b. **Mustang**: Gold: Players age 10 and under born on or after September 1, 2007.
Silver: Players age 9 and under born on or after September 1, 2008.
 - c. **Pinto**: Gold: Players age 8 and under born on or after September 1, 2009.
Silver: Players age 7 and under born on or after September 1, 2010.
 - d. **Shetland**: Players of age 6 and under born on or after September 1, 2011.

* The Tournament Director reserves the right to make exceptions to the Age rules for competition and fairness purposes only

II. Team Composition

- a. Tournament teams shall consist of a minimum of 10 players.
- b. Tournament teams shall have a minimum of 8 eligible players who are physically able to play, present at the start of all tournament games. If 8 eligible players are not present within 15 minutes after the scheduled starting time of the game, the game shall be forfeited.
- c. Once the MDT Team Roster Form has been presented to the Tournament Director during Team Check-In, no change or addition shall be made on the player roster for any reason except injury to a player. Team rosters are frozen upon Managers Meeting.

III. Team and Player Documentation

- a. Documentary evidence of accident medical insurance, preferably in the form of a certificate of insurance, shall be carried to all tournament games in the event a team member needs medical attention.
- b. Managers must provide a final MDT Team Roster Form (list of eligible players, one manager and up to three coaches on the tournament team) and birth certification documents, which will be verified at **Team Check-In on Sunday, May 20, 2018 from 12 to 1 pm. A mandatory Managers Meeting will be held on Sunday, May 20, 2018 at 1 pm.**
- c. Players shall not participate on more than one Tournament team.
- d. Managers shall carry the Official Team Book (consisting of MDT Team Roster Form, birth certification documents and insurance) checked in at Managers Meeting to all tournament games.

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Fields and Equipment

- I. Field Conditions:
 - a. Distance between bases
 - i. Bronco: 70 feet
 - ii. Mustang: 60 feet
 - iii. Pinto: 60 feet
 - iv. Shetland: 50 feet
 - b. Pitching distance:
 - i. Bronco: 50 feet
 - ii. Mustang: 46 feet
 - iii. Pinto: 38 feet
 - iv. Shetland: 50 feet
 - c. Home Run Distance (foul lines)
 - i. Bronco: 225 feet
 - ii. Mustang: 185 feet
 - iii. Pinto: 150 feet
 - iv. Shetland: 50 feet
 - d. Fences
 - i. All fence coverings are to be considered as part of the fence.
 - ii. Batted balls that make contact with fence coverings will be considered in play but not subject to being caught as an out.
 - iii. Batted balls that contact the fence covering and carry over the fence will be considered a home run.
- II. Scorekeeping: each team must provide a scorekeeper; however the home team provides the official scorekeeper who must use the official MDT book.
- III. Equipment
 - a. Metal cleats permitted in Bronco divisions only.
 - b. Catchers are required to wear proper protective equipment including a mask with throat guard, chest protector, shin guards and protective headgear, which give protection to the top of the head. Any player 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.
 - c. Bats: Pony's USA Baseball bat standard (USABat). All players must use the new USABat certified bats bearing the USABat licensing mark. No exceptions to this Rule shall be allowed for any reason.
 - d. No jewelry shall be worn by any player, except for medical identification

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Tournament Schedule

- I. Pool Play
 - a. All teams shall play 2 games within their division
 - b. Points
 - i. 3 Points shall be awarded for a win
 - ii. 1 Point shall be awarded for a tie
- II. Bracket Seeding
 - a. Teams shall be seeded in order from the highest number of points from pool play to the least number of points from pool play.
 - b. In playoffs and championship games, the higher seed is the home team.
 - c. Ties between 2 teams
 - i. Head to head between two tied teams in pool
 - ii. Least number of runs allowed during pool play
 - iii. Most number of runs scored during pool play
 - d. Ties between 3 or more teams
 - i. If any of the tied teams failed to beat any of the other tied teams then:
 1. That team shall be deemed the last seed of the tied seeds (if this occurs with 2 teams then those 2 teams shall be seeded last and pursuant to #2 above)
 2. If 2 teams remain tied after (i) above then those 2 teams shall be the highest seeded teams amongst the tied teams and seeded pursuant to #2 above.
 3. If 3 or more teams remain tied after (i) above then seeding shall be determined by:
 - a. Least number of runs allowed during pool play
 - b. Most number of runs scored during pool play
 - ii. If the tied teams have all beaten at least one of the other tied teams then seeding shall be determined by:
 1. Least number of runs allowed during pool play
 2. Most number of runs scored during pool play

Game Play

- I. Length of Games
 - a. Pool Play
 - i. Shetland: 5 innings with no new innings after 90 minutes from scheduled start time; drop dead at 105 minutes
 - ii. Pinto: 6 innings with no new innings after 90 minutes from scheduled start time; drop dead at 105 minutes
 - iii. Mustang & Bronco: 6 innings with no new inning after 105 minutes from scheduled start time; drop dead at 120 minutes

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- iv. For ALL drop dead games the final outcomes will revert to the last fully completed inning score, even if the score is tied.
 - v. The Tournament Director reserves the right to modify length of games involving darkness or drop dead times.
 - vi. Ties count in pool play.
- b. Bracket/Playoff Games:
- i. Championship games shall be played to regulation length, however mercy rules are still in effect.
 - ii. The length of game rules for Pool Play shall apply to all other playoff games with the exception of games that would result in a tie
 - iii. Tie Games
 - 1. If the no new inning time is reached and the game is tied, the game shall continue until there is a winner at the conclusion of a full inning.
 - 2. If the drop dead time is reached and the last fully completed inning score is a tie, then the game shall continue past the drop dead time until there is a winner at the conclusion of an inning.
 - iv. The Tournament Director reserves the right to modify length of games involving darkness or drop dead times.
- c. Games may begin up to 15 minutes earlier than start time, immediately following the coin toss, if the previous game has completed earlier. This is at the Tournament Director's discretion. Clock for game time length shall begin at the scheduled game time when games start earlier than the scheduled time.
- d. No infield practice will be permitted before or after games in all divisions. This holds true before the first game or after the day's games have been completed.
Penalty - Any team found on the field will forfeit their next scheduled game.

II. Mercy Rules

- a. Shetland/Pinto:
- i. 15 run mercy rule will be in effect after 4 completed innings.
 - ii. 10 run mercy rule will be in effect after 5 completed innings
 - iii. Maximum 5 runs per inning, except in the fifth inning for Shetland and sixth inning for Pinto (and subsequent innings, if applicable).
 - iv. An inning is complete when:
 - 1. Three outs are recorded,
 - 2. The team has batted through their lineup one time, or
 - 3. 5 runs score per above
 - v. If the teams are unequal in number, the team with a lesser number of players will be allowed to bat the same number of players as the team with the greater number of players.
- b. Mustang/Bronco
- vi. 15 run mercy rule will be in effect after 4 innings.
 - vii. 10 run mercy rule will be in effect after 5 innings.

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Playing Rules

2018 Pony Baseball Rules shall apply with the exception of variations contained in these rules

- I. Batting
 - a. Shetland/Pinto:
 - i. Teams must bat the entire line-up in all games.
 - ii. No bunting or soft-swing allowed. **Penalty – pitch is a strike and the ball is dead.**
 - iii. No intentional walks allowed.
 - iv. No dropped third strike. Third strike is an out regardless if caught.
 - v. No infield fly rule.
 - vi. A player will remain at bat until he/she either strikes out, puts the ball into play or has received five pitches. However, if a player fouls off the fifth pitch (and the ball is not caught for an out), such player shall be given a final sixth pitch.
 - b. Mustang/Bronco:
 - i. During pool play it is recommended to bat the entire line-up.
 - ii. During pool play, ALL players MUST play a minimum of 2 innings defensively and have 1 official at bat.
 - iii. Managers may declare at the beginning of each game whether they wish to bat nine players or bat the entire line-up.
 - iv. Intentional walks are allowed by notifying the home plate umpire. The home plate umpire simply points to first base. No pitches are thrown.
 - c. The batter must keep one foot in the batter's box at all times in order to speed up play. **Penalty – Umpire will call play ball and call the pitch a strike.**
- II. Base Running
 - a. The slide or avoid contact rule will be in place under all circumstances.
 - b. Collisions by a base runner with a fielder in an attempt to dislodge a ball or disrupt the fielder's ability to complete a play will result in the runner being called out.
 - c. It is the judgment of the umpire whether the runner made a sufficient attempt to avoid contact. In the event that a contact is ruled intentionally malicious, the runner will be ejected from the game.
 - d. **Shetland/Pinto:**
 - i. Base runners are not permitted to steal bases and shall remain in contact with the base until the ball is hit or crosses home plate.
 - ii. **Penalty – If a runner is off the base and the ball is hit into fair territory, the runner is out and the ball is in play. If the ball is not hit, the runner must return to the base and the ball is dead.**

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- e. Courtesy runners will be allowed for the pitcher and catcher only with 2 outs. The courtesy runner shall be the player who made the last out (2nd out). In the event the last out is the pitcher or catcher, the 1st out of the inning shall serve as the courtesy runner.

III. Defense and Substitutions (**Shetland/Pinto**)

- a. Free substitution on defense including pitching position.
- b. Pinto pitching position must have one foot in circle until ball is in play.
- c. Pitching Machine: Hit balls that contact the pitching machine before a defensive player touches the ball will be handled in the following manner:
 - i. Balls that enter foul territory before 1st or 3rd base: the batter will be awarded first base, all runners on base when the pitch was made will be awarded one base at no risk, and time will be called by the umpire.
 - ii. Balls that remain in fair territory or enter foul ball territory past 1st or 3rd base shall be a live ball and runners may advance at their own risk.
- d. Coaches: Any batted ball that makes contact with the pitcher (manager/coach) during live play, the ball is dead. The pitch is a foul strike and no runners may advance if a live ball hits the coach operating the pitching machine (if this occurs on the 5th pitch, the hitter will get a 6th pitch pursuant to these rules but if this occurs on the 6th pitch the batter is out).
- e. Overthrows
 - i. Non-Dead Ball Area
 - 1. Any infield overthrow to a non-dead ball area, the runner may advance only one base at their own risk.
 - 2. Any outfielder overthrow to a non-dead ball area, the runner may advance up to 2 bases at their own risk.
 - 3. Once the runner occupies and maintains their base the ball will be called dead by the umpire, but if the runner exceeds the base they are subject to being tagged out. The play is live until the umpire calls time.
 - ii. Dead Ball Area
 - 1. Any infield overthrow to a dead ball area, the ball will be called dead immediately. All runners will be awarded one base from the last base they maintained and occupied at no risk.
 - 2. Any outfield overthrow to a dead ball area, the ball will be called dead immediately. All runners will be awarded two base from the last base they maintained and occupied at no risk.
- f. Umpire Timeout
 - i. Time will be called by the umpire, and the ball will be dead, as soon as any infielder has established control of the play of game.
 - ii. Control of play is defined as:
 - 1. Control of the baseball with at least one foot touching the infield (dirt or grass) in fair territory, and

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2. Dominate control of all base runners, meaning that no base runner is making a creditable attempt to overtake a base not previously occupied by that runner.
 - iii. It is the umpire's judgment as to when the infielder has established control and will direct any base runners back to their previously occupied base.
- IV. Defense and Substitutions (**Mustang/Bronco**)
- a. All lineup changes must be handled through the home plate umpire.
 - b. Once a pitcher is removed from the game, he/she shall not pitch again in the same game but may reenter to play another defense position.
 - c. Teams batting the entire line-up
 - i. Free substitution for position players applies (normal pitching rules apply).
 - ii. If a player becomes unable to bat due to injury or illness, the team will NOT be assessed an out the next time the player comes up in the lineup IF and ONLY if the home plate umpire concurs the player is not physically able to bat and/or run.
 - iii. If the player is ejected from the game, then the team will be assessed an out for each time the player comes up in the lineup.
 - d. Teams batting 9 players
 - i. Any player in the starting lineup who is removed for a substitute may re-enter the game one time and in the same spot in the batting order.
 - ii. Non-starters are not eligible to return to the game once they play and are removed.
 - iii. While more than one substitute may be used in any batting order position before the starting player is returned, no substitution shall be made that shall alter the original batting rotation of any of the starting players. For example, a player batting third may only reenter the game in the third spot in the batting order.
 - iv. In any instance in which a team does not have an eligible substitute for a player who becomes ill, is injured, or ejected from the game by the umpire, the player last removed from the lineup by the manager or coach, who is otherwise eligible to play, shall be used as a substitute in the field. In the case of a player being ejected, the offending team will take an out every time the substitute player comes up in the order (does not apply to cases in which a player becomes ill or injured). This rule shall supersede the rule that requires a player reentering the game to resume the same position in the lineup and the substitute player shall instead assume the position in the batting lineup vacated by the injured or ill player.

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- e. Dead Ball Area:
 - i. Any infield overthrow to a dead ball area, the ball will be called dead immediately. All runners will be awarded one base from the last base they maintained and occupied at no risk.
 - ii. Any outfield overthrow to a dead ball area, the ball will be called dead immediately. All runners will be awarded two bases from the last base they maintained and occupied at no risk.

V. Pitching (Shetland/Pinto)

- a. Pitching Machine Speeds
 - i. Pinto: 38 mph
 - ii. Shetland: 34 mph
- b. The manager or coach will feed the baseball into the pitching machine.
- c. Each manager will be allowed to adjust the pitching machine in between innings to ensure reasonable pitch location.
- d. Only the umpire may adjust the pitching machine once the half inning starts. It is up to his/her discretion to decide whether the pitch location presents an unfair disadvantage to the batter and the umpire shall have the option of calling a no/redo pitch and/or adjust the machine.

VI. Pitching (Mustang/Bronco)

- a. Maximum Innings Per Day: 4 innings
- b. Max Innings for the Tournament
 - i. 10 innings
 - ii. Each pitcher will be given 1 additional inning for each game after the third game
- c. Once a pitcher throws 1 pitch in an inning, they are considered to have pitched 1 full inning.
- d. Pitchers who pitch in more than one game on the same calendar day may pitch any combination of innings in those games provided they do not pitch in more than the maximum allowed.
- e. Pitching Log
 - i. Names of all pitchers actually appearing in the game, along with the number of innings in which they pitched, shall be recorded on the "Tournament Pitching Log".
 - ii. The Pitching Log shall be maintained and signed by the home plate umpire after each game, and shall be made available for review by opposing managers.

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- f. **Penalty - Violation of pitching rules results in automatic ejection of the offending manager and, if applicable, player for the current game and the next scheduled game.**

General Rules

- I. Managers and Coaches
 - a. There can be 4 uniformed coaches permitted on the field during play. All coaches on a team must wear the same jersey/shirt (does not need to be the same as the players) and closed toe shoes. Pants or shorts are allowed.
 - b. Adult Coaches may be used in either or both the first base and third base coaching boxes. Only players in baseball uniform and wearing helmets shall be used as base coaches when adult coaches are not used.
 - c. If a manager or coach goes onto the playing field to talk to any player or players more than once in a half inning, while the same player is pitching, a pitching change must be made. The only exception to this rule shall be in case of injury, or if time is called by the opposing team or by an umpire.
 - d. Umpires shall not permit more than one non-pitcher timeout per ½ inning.
 - e. The manager, assisted by the coach, shall direct the team on the field of play and shall be responsible for the conduct of the players both on and off the field.
 - f. **The use of tobacco, alcohol, or illegal drugs in any form by players or adults in the dugout or on the playing field, shall not be permitted and any individual so caught shall be subject to disqualification from the tournament.**
- II. Game Protests
 - a. All protests must be made by the manager of the team. Under no circumstances will any protest or complaint be considered from any other person.
 - b. Protests of any umpire's ruling or other tournament condition shall be made to the designated tournament official immediately, before play is resumed.
 - c. Designated Tournament Game Official
 - i. A tournament official designated by Tecolote shall accept any protest of an umpire's decision, other than those based on an umpire's judgment.
 - ii. It shall immediately consider the protest in conference with the umpires and managers and then render a decision before play is resumed.
 - iii. Decisions shall be arrived at by the tournament official, based upon information received from the umpires and managers, and the official's own observation of the play or situation in question.
 - iv. Decisions of the tournament official are final and are not subject to appeal.

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- v. The tournament official may consult the Tournament Director or Tecolote's President before rendering a final decision if necessary.
- vi. **Under no condition shall a protest be made after a game is completed EXCEPT if the final play of the game is protested.**

III. Penalties

a. Illegal Player

- i. An illegal player is one not qualified to be a member of the team because of failure to meet the requirements of participation or a player that was not submitted on the original roster at Team Check-In.
- ii. Penalty for use of an illegal player shall be removal of the player and the team manager from the game, and disqualification of the manager for the remainder of the tournament.
- iii. Illegal players shall not be replaced on the team roster.
- iv. When the illegal status of a player is not established until after a game has started, or has been completed, the player and manager shall be removed at that time, but the game, or any portion of the game played up to that point, shall stand as played. No replay due to illegal players.

b. Ineligible Player

- i. An ineligible player is one who:
 - 1. Has exceeded the pitch inning limit,
 - 2. Starting player who reenters the game after substitution in a different batting order position than he/she started, or
 - 3. Any player who has been substituted and is not allowed to reenter the game per these rules
- ii. Penalty for use of an ineligible player shall be the immediate removal of both the player and the manager from the game and continued ineligibility for the next tournament game.

Grievous individual misconduct, on the part of managers, coaches or players, on or off the field, such as, but not limited to, fighting, drinking alcohol, publicly audible use of foul or abusive language, may result in the removal of that individual(s) from further tournament play for the remainder of the tournament. Players removed under this section shall not be replaced on the tournament roster.

Sportsmanship

Teams may be held responsible for the behavior of their immediate fan base. Excessive heckling, foul language, abuse of game or tournament officials including the umpires may result in the ejection of the offending person and/or offending team's manager. It shall be the manager's responsibility to control his fan base if directed to do so. Fans will not be permitted to intimidate, harass, or distract opposing players during the course of a game. Under no circumstances will noise makers such as horns, cow bells, or electronic sound machines be tolerated. These rules are in place to preserve a reasonable environment for all participants, including family and friends. Violation of these rules will result in a warning followed by ejection

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of the manager. Consistent failure to follow this rule will result in the immediate ejection of the team from the tournament without refund or recompense.

Tournament Officials

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