



## *2011 Pacific Grove Mustang Invitational Rules*

### 1. GENERAL PROVISIONS

- a. Absolutely NO METAL CLEATS
- b. Lead-offs & full stealing are allowed
- c. The dropped 3rd strike rule is in effect
- d. There will be free substitutions on defense only
- e. A continuous batting order will be used. **NO EXCEPTIONS**

### 2. TIME LIMIT

Games shall be two (2) hours or six (6) innings. No new inning may start after time has expired unless game is in a tie status, then play continues until a winner is determined. **Games may end in a tie (only in a round robin format)**.

### 3. PITCHING LIMITATIONS

Pitchers shall not pitch in more than **four (4)** innings on the same calendar day. When pitching in more than one game on the same calendar day, pitchers may pitch any combination of innings in those games provided they do not exceed four innings on that same calendar day.

Pitchers shall be allowed to pitch in no more than **ten (10)** innings for the entire PG tournament. As soon as a pitcher delivers one pitch to a batter the pitcher shall be considered as having pitched in one inning.

Pitchers shall have at least 40 hours rest after pitching **three (3)** or more innings on the same calendar day, computed from the scheduled starting time in which the first pitching occurred.

The official scorekeeper will keep track of pitcher's innings and totals should be confirmed by each team's business manager after each game.

### 4. BALK RULE

**One warning per pitcher per game**, thereafter runners will advance per MLB rules. A balk warning will be treated as a "dead ball" play, no pitch, and any base runners must return to the base they occupied prior to the balk warning.

### 5. RUN RULE

10 run rule after 4 innings (3 ½ if home team is ahead by 10)

### 6. SLIDING

No mandatory slide rule. However, the umpire will call out a runner who doesn't slide and there is substantial body-to-body contact with: a player applying a tag, a player making a catch in order to apply a tag, or with a player making a catch in order to make a play on another runner. In these instances the ball is dead and all runners return to the last based touched at the time of contact. *If the umpire feels contact was unsportsmanlike like, he may eject the player. Enforcement and rule application is based upon umpire judgment.*

### 7. BETWEEN INNINGS

8 warm up pitches will be allowed between innings. If an injury requires an emergency pitching change, the new pitcher will have 10 minutes maximum for warm up, during which time the game time clock shall be stopped.

## 8. EJECTIONS

Any manager, coach, player or fan ejected from the game must leave the park and may not return for any reason until the next scheduled game. If the same person is ejected for a second time, he or she will not be allowed into the park for the remainder of tournament. Failure to comply with this rule will result in forfeiture of the game. Razzing, heckling, chanting, or making disparaging remarks towards opponents, in any manner, is prohibited. First time-manager & fan(s) are warned, second instance-manager & fan(s) are ejected from the game/field. If manager/fan(s) refuse to leave, the game will be forfeited by the offending team.

## 9. SUSPENDED/COMPLETE GAMES

A game shall be ruled as official and complete if umpires call it due to rain, darkness or other reasons beyond our control, provided 4 innings have been completed. If four innings have not been completed, the game shall be suspended, and resumed from that point, when safe play can be resumed.

## 10. DUGOUTS

A maximum of four adults per team are allowed in dugouts. Only three coaches are allowed outside of the dugout at any one time. Teams must pick up trash and debris in the dugout before departure from the games.

## 11. HOME/VISITORS

A coin flip shall determine the home team in all games. The home team shall occupy the 3rd base dugout

## 12. GAME BALLS

Each team must provide **TWO DOZEN** regulation Pony baseballs prior to the start of their first game.

## 13. LINE UP CARDS

Each manager must prepare four (4) written copies of his line-up, listing first and last names, and numbers, of all players and substitutes, prior to each game. Line-ups must be provided to the plate umpire, official scorekeeper, announcer, and opposing scorekeeper (who will give this card to the opposing manager after entries have been made). A game shall not start unless this is completed. Should a coach omit a player from his written line-up, that player cannot participate in that game only. Managers are responsible for providing their own line-up cards.

## 14. FIGHTING

Should any player, coach, or team member take part in any fighting, those individuals shall be ejected from the tournament on the first occurrence. Should any member of the team subsequently become involved in a second incident of fighting, the entire team shall be ejected from all further participation in the tournament.

## 15. TOBACCO & ALCOHOL

Use of tobacco and alcohol products is prohibited on the field or in the dugout during games. Alcohol is not allowed in the stands or anywhere within the park boundaries.

## 16. PROTEST

There will be no protests. Umpires decisions will be final.

## 17. DETERMINATION OF CHAMPIONSHIP GAME PARTICIPANTS

"A" and "B" Tournaments: Double elimination or Round robin play (depending on final number of registered teams), each team will play a minimum of two games. Top two teams will play in Championship Game.

Tiebreaker: 1) Winning Percentage 2) Head-to-head, 3) Total runs allowed, 4) Total runs scored 5) Coin flip. Trophy presentation to first and second place teams immediately following the championship game.