

## **Mike Callero 12-U Invitational Memorial Day Tournament**

### **Rules:**

- 3 games guaranteed – all games are to be played at Alta Loma Park (Nicolopoulos and Rozzi)
- MLB rules apply, except for:
- 2 hour and 15 minute time limit. 7 inning games, ties ok. (exceptions – no tie games on Monday's playoff games).
- Pitching restrictions are as follows, a player can pitch 6 innings in a game, 7 innings in a day, 14 innings for the tournament. 1 pitch equals one inning
- Teams can bat 9, bat 10 with the 10<sup>th</sup> player being an extra hitter or bat the entire roster. The extra hitter can bat anywhere in the lineup. The extra hitter can play anywhere on the field. If you bat the entire roster and you have an injury that player will be an out in his spot in the line up.
- No head first slides unless back into a bag.
- Players re-entering the game must go back in the same spot in the order that they left. Subs cannot re-enter the game.
- No metal spikes.
- Umpires will turn in the game scores and innings pitched to the tournament director after each game, please check with them after the game to make sure the information is correct.
- No protests, umpires are tournament officials and will decide the calls at the time of the incidents.
- No infield before games.
- Home team will be decided by a coin flip in pool play. Home team in playoffs will be the higher seed.
- 10 run mercy rule after 5 innings, (4.5 if the home team is winning.)

- Runners must avoid contact with fielders on all plays, runners will be called out if failure to do so. If in doubt, slide!
- Pinch runner may be substituted for the catcher with 2 outs. Pinch runner will be the player who makes the 2nd out of the inning.

### **Tie Breakers Rules:**

- Most wins.
- Head to Head.
- Least runs allowed in all games.
- Least runs allowed in last game.
- Coin flip.

All tie breakers involving 3 or more teams will revert to step #1 and on to step #2 and so on until determining a winner. Remaining two teams will revert back to step #1, step #1 etc.

**Umpire or tournament directors may eject a player or a coach. Automatic one game suspension for either player or coach who is ejected. If warranted, the umpire or director can eject a player, manager or a team from the tournament.**