

## (2017) INVITATIONAL TOURNAMENT RULES

**ALL teams must present INVITATIONAL ROSTER FORM or copy of AFFIDAVIT, INSURANCE, MEDICAL RELEASE to Director before start of Tournament.**

**Time Limit: ALL Tie Games will be decided by Coin Flip after Time has expired.**

- **Shetland /Pinto** - 6 innings / No Inning after 50<sup>th</sup> minute.
- **Mustang** - 6 innings / No new inning after 1:20
- **Bronco** - 7 innings / No new inning after 1:20
- **Pony** -- 7 innings / No new inning after 1:30

Scorekeepers will note exact starting time for each game. **All championship games will have no time limits.**

Runs:

Shetland - 5 runs per inning / 10 max in 6<sup>th</sup> inning.

Pinto - 5 runs per inning / 6<sup>th</sup> inning open

Mustang / Bronco/ Pony - open innings

Ten run Rule:

Shetland ---- mathematical rule

Pinto ----- after 4 innings

Mustang --- after 4 innings

Bronco ----- after 5 innings

Pony ----- after 5 innings

Pitching Rules: **BLUE PAGES**

**Mustang** ----- 6 innings calendar day / 12 per tournament / 40 hour rest after 4 or more pitched in one day. Additional 12 innings after 3<sup>rd</sup> completed game played and 5 or more teams involved.

**Bronco /Pony** --- 7 per calendar day/ 16 per tournament / 40 hour rest after 4 or more pitched in one day. Additional 16 innings after 3<sup>rd</sup> completed game played and 5 or more teams involved.

**ALL COACHES MUST VERIFY INNINGS PITCHED WITH SCOREKEEPER After EACH GAME.**

**COACHES AND PLAYERS SHALL BE IN FULL UNIFORM. ONLY 4 COACHES ARE ALLOWED FOR SHETLAND AND PINTO. 3 COACHES ARE ALLOWED FOR MUSTANG / BRONCO / PONY.**

**SHETLAND / PINTO: TEAMS MUST HAVE A COACH AT ALL TIMES IN THE DUGOUT DURING GAMES, NO EXCEPTION.**

**PARENTS ARE NOT ALLOWDD ON THE FIELD BEFORE AND AFTER EACH GAME.**

**OFFICIAL TOURNAMENT BRACKET WILL BE POSTED AT EACH FIELD. TEAMS MUST FOLLOW POSTED BRACKET.**