



2019 St. Hedwig All Star Invitational Rules

General Rules (All Divisions)

2019 PONY Baseball Tournament Rules and Regulations will apply except as noted below.

1. No metal cleats.
2. During weeknight games, teams **are not** allowed on the field for warm-up before 4:15pm. Please remember that the fields are located on Church/School grounds and classes will still be in session during the tournament.
3. All games are 6 innings with maximum game time limit of 2 hours (drop dead) and no new inning starting after 1 hour and 40 minutes.
 - a. If inning is not completed due to drop dead time limit, score reverts to the last completed inning in which a team held a lead.
 - b. If the game is called due to darkness, at the umpire's discretion, the score reverts to the last completed inning in which a team held a lead.
 - c. There is no time limit in championship games.
4. Managers and Coaches should be in uniform and a maximum number of 4 coaches in the dugout.
5. Home team is determined by coin flip between the opposing coaches before each game and is responsible for keeping the **official scorebook**. During semi-final and championship games the higher seeded team is Home.
6. No minimum playing time rules.
7. Tournament pitching will use the Pony National Pitching rules as outlined below:

Division	Max pitches per day	Required Rest (0 Days)	Required Rest (1 Days)	Required Rest (2 Days)	Required Rest (3 Days)	Required Rest (4 Days)
Pinto	50	1-20 pitches	21-35 pitches	36-50 pitches	N/A	N/A
Mustang	75	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66+pitches
Bronco	85	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66+pitches

- a. A day is one (1) calendar day and the pitch count is per day, not game. If a pitcher reaches a pitch count maximum during an at bat, the extra pitches do not count. For example, if a pitcher starts an at bat with 34 pitches, but takes 6 pitches to finish the at bat, the count is 35.

- b. After each game, managers must have each other sign their pitching logs to confirm the game's pitch count, and any disputes will be determined by the official scorebook kept by the Home team.
8. **Sliding:** Base runners must slide or avoid contact. Intent to injure will either be an automatic out, or an out plus ejection from the game, as determined by the Umpire. An ejected player cannot play in the following game.
 - a. Head first sliding is allowed in Bronco. Head first sliding is allowed in Mustang at all bases except home. Head first sliding is not allowed in Pinto at any base. A player who violates the head first sliding rule is automatically out.
9. No Slash bunting. The batter will automatically be out.
10. To intentionally walk a batter the Manager just needs to inform the Umpire and no pitches are thrown.
11. Pinch runners may be used for the catcher if they are on base and there are 2 outs. The pinch runner must be a player not in the game, or last out if batting entire roster (does not count as a substitution). The player must start and complete the next half inning as catcher unless injured.
12. **Protests:** There will be no protests allowed except for ineligible pitcher/player. If a team is found in violation of using an ineligible pitcher/player the team will automatically forfeit the game. If there is a dispute over a rule interpretation and the manager wants to review the rules with the umpire, the manager has to declare this to umpire immediately. If the umpire agrees to review the rules, the requesting manager has **3 minutes** to obtain the rules and discuss them with the umpire. The umpire may or may not accept the rule presented and it is the umpire's judgment to make the final call.
13. A ball hit off of the **St. Hedwig Green Monster** fence in left field in Mustang/right field in Pinto is in play.
14. Mercy rule: 10 runs after 4 complete innings.
15. Tie Break Rules for Play-off seeding are as follows:
 - a. Head to head record.
 - b. Runs allowed for the tournament (3 games total / pool play).
 - c. Coin Toss.

Bronco and Mustang Rules Deviations

1. Teams may bat a nine (9) player line-up, ten (10) player line-up using an Extra Hitter (EH) or continuous line-up of all present, eligible, uniformed players. The line-up must be declared before the start of the game and used the entire game.
 - a. If batting nine (9) players, Pony Tournament Substitution Rules apply.
 - b. Teams uses a line-up that contains ten (10) players, the player in the Extra Hitter position has free defensive substitution.
 - c. When batting entire available roster, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions. If for any reason a player is absent for an at bat, an out will be taken. However, the out will be declared only for the first missed at bat, and not for any subsequent at bats in the game.

Pinto Rules Deviations

1. Continuous batting order with free substitutions will be used.
2. Runners may steal but there is no leading off and runners must remain in contact with the base **until the pitcher releases the ball**.
 - a. If a runner leaves early and the pitch is not hit the runner must return to the base and the ball is dead. However, if the runner is put out trying to steal, the out supersedes the dead ball. Runners will be given one (1) warning per game and be called out on any subsequent violations.
 - b. If a runner leaves early on a hit ball, the runner is out and the ball is in play.
3. Home is closed and runners on 3rd may only advance when either a ball is hit or a batter walks forces in the runner.
4. Batters may not advance to first base on a dropped 3rd strike.
5. The maximum number of runs a team can score in one inning is five (5), except for the 5th and 6th innings which have no run limit.
 - a. Exception: if a home run is hit in innings 1-4, all runners on base will score.
6. No infield fly rule.