

## 2022 Lehi Baseball Tournament Rules

### Home Team

The higher seeded team will be the home team. If the seeds are the same the home / visitor is decided by coin toss. Home team will sit in the 3<sup>rd</sup> base dugout. If a team is playing back to back games on the same field, teams will not switch dugouts. The lone undefeated team, regardless of seed, will be the home team during championship game. A coin toss will decide home team for the "if necessary" game.

### Game Time

Mustang: 1 hour 20 minutes

Pinto: 1 hour 25 minutes

Pony: 1 hour 45 minutes

Game clock will start at the scheduled game time. If line ups are not turned in, one run will be added to the opposing team's score for every minute that expires. If a game goes over the allotted time the next game should start within 5 minutes.

*\*Championship games and "if necessary" games will be played with no game clock. These games will be based on innings and/or mercy rule only.*

### Lineups/Rosters

**A: Playing Time** - Coaches are required to bat everyone and play everyone. **No exceptions!!**

**B: Lineups** - Only put players on your line-up that are present. Any player that is on the line-up and not present at his / her time to bat will be an automatic out. Scorekeepers will not change line-ups. If a player needs to leave for any reason, the player's parent must notify the Site Supervisor.

**C: Automatic Outs** - Any team failing to field at least 9 players (including Mustang) will be assessed an out in the batting order for each missing player at the place designated by the coach. Game will be declared a forfeit if a team cannot field at least 7 players.

**D: Late Arrivals** - Players who arrive late must be added to the line-up. This player will be added to the next available spot at the bottom of the line-up or added into the automatic out spot if the team did not have the required amount of players before the start of the game.

**E: Injuries** - Players who are injured or become ill can be scratched from the line-up without penalty. This is determined by the league director.

**F: Illegal Players** - Any team caught playing with illegal players will be automatically kicked out of the tournament and the coach will not be allowed to coach for Lehi Recreation for a minimum of 1 year.

### Bat Rules

Mustang, Pinto, and Pony are allowed to use up to 2-3/4" diameter barrel bats. There is no maximum drop rule for Mustang and Pinto. For Pony the max drop is -5. We will follow UBBA bat guidelines.

### Pinto Base Running

Pinto will play with lead offs and pick offs for season and tournament play. Balks will not be treated the same as in real baseball. Past ball third strike is allowed in Pinto (1st base cannot be occupied with less than two outs, can be occupied with two outs).

### Runs Allowed (Mustang)

During the first two innings of play, Mustang games will play with a 6 run offensive limit during the game. The play where the sixth run scores is live and all runs may score (Maximum 9 runs possible). For innings 3 and beyond, there will be no run cap. For the Pinto and Pony leagues, there will be no run cap during post season tournament play.

### Four Walk Rule (Mustang only)

There is no four walk rule during post season tournament play.

### Pitching

**Mustang:** Pitchers are allowed 24 outs per week. If a pitcher throws 1 more pitch than 12 outs then such pitcher cannot pitch again until 1 full calendar days rest. Pitchers can throw a max of 18 outs in 1 day.

**Pinto:** Pitchers are allowed 24 outs per week. If a pitcher throws 1 more pitch than 12 outs then such pitcher cannot pitch again until 1 full calendar days rest. Pitchers can throw a max of 18 outs in 1 day.

**Pony:** Pitchers are allowed 27 outs per week. If a pitcher throws 1 more pitch than 12 outs then such pitcher cannot pitch again until 1 full calendar days rest. Pitchers can throw a max of 21 outs in 1 day.

Pitchers are allowed 6 warm-up pitches. We will try and start every new inning within 2 minutes from the last out.

### **Mercy Rule**

For all leagues, if a team is leading its opponent by 12 runs after 3 innings, 10 runs after 4 innings, or 8 runs after 5 innings, the team in the lead will be declared the winner.

### **Extra Innings**

If a game is tied after time expires or innings are complete, then the last out from the previous inning will start on second base. After one extra inning of play then the last two outs will start on second and third base. This will continue until a winner is decided.

### **Base Running & Stealing**

**Mustang & Pinto Only:** Pitcher and Catchers are allowed to call timeout if they chase the runner back to the bag. This will eliminate the cat and mouse games that some coaches are teaching their players to play. That is not real baseball.

**Mustang Only:** When a base on ball situation occurs, the batter may only advance to first base. However, if the catcher makes any attempt to any base, other than the ball being thrown back to the pitcher, that batter can then advance at his own free will. All on base runner can advance at free will.

### **Pitching Charts**

All coaches are required to sign the pitching chart after their game has been completed.

If is not signed it becomes official with what the scorekeeper has recorded. All pitching must be confirmed with a Lehi Recreation employee at the entrance to the tower. Please wait outside of the tower. Employees only are allowed in the tower.

### **Cleats (Pony Only)**

Metal cleats are not allowed at all on the mounds. Pitchers must wear rubber cleats, turf shoes, or gym shoes while pitching on the portable mounds. No exceptions!!!!

**When your team is eliminated from the tournament, please turn in your equipment at the score tower ASAP. Please do this as soon as your game finishes!**

**State Tournament Bids:** Teams qualified for state tournament (based on post-season tournament):

**Mustang** – Top 11 teams

*(The Mustang league 9<sup>th</sup>, 10<sup>th</sup> and 11<sup>th</sup> place teams will be determined based on "Total Runs Allowed" during the tournament)*

**Pinto** – Top 10 teams

*(The Pinto league 9<sup>th</sup> & 10<sup>th</sup> place teams will be determined based on "Total Runs Allowed" during game 25, 26, 27 & 28 of the tournament. One team will advance to state from game 25/26 and one team will advance to state from 27/28. If the total runs allowed are equal, then a coin toss will determine who advances and/or final placement.)*

**Pony** – Top 5 teams

*(The Pony league 5<sup>th</sup> place team will be determined based on "Total Runs Allowed" during game 15 & 16 of the tournament. One team will advance to state between the losers of game 15 and 16. If the total runs allowed are equal, then a coin toss will determine who advances to state tournament.)*

**Pick-up Players:** Each team that qualifies for state tournament is eligible to pick-up one additional player from a team that does not qualify for state tournament. This will be determined by draft starting with the 1<sup>st</sup> place finishing team and down. The pick-up player draft will be the night of June 27<sup>th</sup>. More information to follow.