

Mid-Michigan PONY League
2023 End of Season Tournament Rules – 10U

Tournament will be a double elimination format with a consolation game. Each team will be guaranteed 3 games for the tournament.

1. Generally, the EOS Tournament will follow the 2023 MMPL Regular Rules for each age group with some exceptions noted below. If not addressed by the MMPL local PONY rules (<http://mmplbaseball.com>), national PONY Rules or Major League Baseball rules - not High School - apply.
2. Each team is to supply one new leather baseball and one playable leather baseball in good condition. No synthetic balls, please.
3. Each team is to pay one umpire (\$50) per game. Two umpires should be scheduled for each game.
4. Each team shall use its regular season roster of players with up to two age eligible additions from the roster of another MMPL team not in the tournament.
 - a. If a player from a team in an MMPL Upper Division is added to a team from a lower division this team will automatically be assigned to the division in which the player added came from.
Ex. Mason U10 White Division adds two U10 Red players from Leslie to their roster. This team will play in the U10 Red EOS Tournament.
 - b. Players that play for different teams from the same age division or lower can be added to the tournament roster without affecting the team's placement for a EOS tournament.
Ex. Mason U10 from Blue Division adds two U10 Blue players from Leslie. This team will play in the U10 Blue EOS Tournament.
5. Regular season batting and substitution rules will apply, i.e., all age groups must bat their entire roster. All players must play at least 2 innings in the field.
6. Games will have 1:45 hour time limit, championship games will have no time limit.
7. No game will end in a tie. Play will continue despite the time limit, and we will use the international tie-breaker rule after 6 innings. (See international tie-breaker rule below).
 - a. International Rule: The last batted out is placed on second to start the extra inning. The game is then played as usual.
 - b. After the visiting team bats and three outs have been made, the home team repeats the same procedure as above for the bottom of the extra inning(s).
8. MMPL Regular Season Rules are in effect for maximum runs per inning and mercy rules.
 - a. U10: Maximum of 5 runs per inning.
 - b. Mercy rules: 15 runs after 3 innings, 10 runs after 4 innings
9. Coach pitching rules for U10 EOS Tournament.
 - a. Teams placed in the U10 Red EOS Tournament will follow the U10 Red rules for **not using** a coach pitcher after two walks in an inning.
 - b. Teams placed in the U10 White and Blue EOS Tournament **will use** the coach pitching rules followed by the U10 White and Blue divisions during the regular season.

10. Pitch Count Rules for EOS. *Note that the pitch count rules are different than used during the regular season.*

Age	Daily Max (Pitches in Game)	Required Rest (Pitches)				
	Daily Max	0 Days	1 Days	2 Days	3 Days	4 Days
9-10	75	1-35	36-50	51-65	66+	N/A

A pitcher may not appear in a game as a pitcher for three consecutive days, regardless of pitch counts.

Clarification on daily max: If a pitcher starts pitching to a batter with fewer than his daily max, he can finish pitching to the batter and go over the DAILY max, but this must be the last batter he faces. Once removed from the mound a pitcher may not return to the mound to pitch.

11. Coaches are to record the pitcher's name and number of pitches on the pitching log provided. Chief Umpire to sign form.

- a. Present your pitching log to the umpire and opposing head coach before each EOS Tournament game. **Failure to produce a pitching log for a playoff game will result in forfeit.**

12. Balks – None called at Mustang (U10).

13. All other MMPL regular season rules for each age division apply that are not addressed in these tournament rules. This includes the rule regarding stealing home or advancing to home on a passed ball at Mustang U10.

14. All disputes regarding rules are to be decided at the field, during the game. If there is any area where a question of the appropriate rule to apply arises the umpires will apply their discretion along with MMPL officials in attendance to reach a judgment.

15. The MMPL Code of Conduct applies for the EOS Tournament.

<https://s3.amazonaws.com/thapos/organization/627/documents/27313/140-1538471922737.pdf>

16. Coaches, players, or fans ejected from any game for any reason will be suspended for at least the next tournament game. This suspension can be longer if the MMPL determines the nature of the offense warrants a longer suspension.