

Mid-Michigan PONY League 2023 End of Season Tournament Rules – 14U

General Format

- The goal is to have two tournaments at each major age group, i.e., U14 Gold EOS Tournament and U14 Silver EOS Tournament.
- Teams are placed in divisions based on performance in the 2023 regular season and at the discretion of the MMPL Board Members who are the tournament directors.
- Teams are guaranteed 3 games.
- Teams will play weekday pool games at their home field or away at their opponent's field.
- If a team does not have an available home field, they will play all pool games at their opponent's field.
- All teams advance to weekend single elimination bracket play at a host community location.

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>), or national PONY Rules, 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.

- If a player from a team in an MMPL Red Division is added to a team from the White or Blue divisions this team will automatically be assigned to the Gold EOS Tournament.

- Ex. Mason U14 from White Division adds two U14 Red players from Leslie to their roster. This team will play in the U14 Gold EOS Tournament.

- 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 U14 from Blue Division adds two U14 Blue players from Leslie. This team will play in the U14 Silver EOS Tournament.

- If a player on the roster of one of the U13 Red Division teams is added to the tournament roster of an older team from White or Blue divisions that was slated for the Silver EOS Tournament this team will be assigned to the Gold EOS Tournament.

- Ex. Mason U14 from White Division adds a player from U13 Mason Red

to their roster. This team will play in the U14 Gold EOS Tournament.

- If a younger player who has been playing on the roster of a team in an older age group (“playing up”) in the Red Division is added to the tournament roster of a team slated for the Silver EOS Tournament this team will be assigned to the Gold EOS Tournament.

- Ex. Mason U14 from Blue Division adds a player who is age eligible but has been playing for a U14 Red Division team. This team will play in the U12 Gold EOS Tournament.

5. Tiebreakers used to determine the order of finish in pool play:

- overall record
- head-to-head record
- fewest runs allowed
- run differential (capped at 10 per game)
- record for pool games
- run differential for pool games (capped at 10 per game)
- most number of shutouts
- coin flip

6. 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.

7. Home and visiting team for pool games will be decided by a coin flip before the game. The home team for bracket elimination games will be the team with the highest seed, ie seed #1 is always the home team. In the event that the two teams that reach the championship game both won their pool, a coin flip will determine home and visiting team.

8. Games will have a two hour time limit except for championship games which have no time limit.

9. Weekday pool games may end in a tie if the time limit is reached before a/an extra inning(s) may be played. See below for how to break a tie if the time limit for a weekday pool game has not been reached.

10. No bracket game will end in a tie. Play will continue despite the time limit and we will use the international tie-breaker rule after 7 innings for U14. (See international tie-breaker rule below).

- International Rule: The last scheduled batter is placed on second to start the extra inning. The game is then played as usual.

- 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).

11. MMPL Regular Season Rules are in effect for maximum runs per inning and mercy rules.

- U14: Maximum of 6 runs per inning.
- Mercy rules: 15 runs after 3 innings, 10 runs after 5 innings

12. 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)				
		0 Days	1 Days	2 Days	3 Days	4 Days
13-14	95	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 1 pitch or 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.

- Coaches are to record the pitcher's name and number of pitches on the pitching log provided. Chief Umpire to sign form.
- Present your pitching log to the umpire and opposing head coach before each and every EOS Tournament game. **Failure to produce a pitching log for a bracket game will result in forfeit.**

14. Balks – No warning for a balk at Pony U14.

15. All other MMPL regular season rules for each age division apply that are not addressed in these tournament rules.

16. 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.

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

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

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.