

Mid-Michigan PONY League

2026 End of Season Tournament Rules – 13U/14U

General Format

- Single elimination tournament with divisions based on the number of team entries.
 - Teams are placed in divisions based on performance in the 2026 regular season and at the discretion of the MMPL Board Members who are the tournament directors.
 - The entire tournament will be played at one host site. Higher seed being the “home” team.
1. Generally the EOS Tournament will follow the 2026 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 apply. NOT MHSAA.
 2. Use of GameChanger is mandatory for each team.
 3. Two game balls will be supplied per game. Each team is to supply one playable leather baseball in good condition.
 4. Each team is to pay one umpire (\$50) per game. The scheduling of two umpires is mandatory for each game.
 - a. The host site will schedule and obtain the umpires.
 5. Regular season roster or modified (maximum of 14 players). Modified Rosters - All players must have been rostered on a 2026 MMPL Spring Season team, of the same community. Players must be on the end of season tournament roster to be eligible to play for that team. Players can only be on one roster for their community. There are no guest players for this tournament.
Modified Roster Note: Teams with modified rosters will be required to play at the highest level of the highest age division player. Example: Blue 10U Williamston team adds a player from White 12U Williamston team - this team will play in the White 12U division.
 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. Game time limits
 - a. Games will have a two hour time limit.
 - b. Championship games will be played 7 innings, without a time limit.
**Standard MMPL mercy rules apply for all games.
 8. No 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 14U. (See international tie-breaker rule below).

- a. International Rules: The last out in the lineup from the previous inning is placed on second to start the extra inning, and 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.
9. Pitch Count Rules for EOS Tournament.
- a. GameChanger will be used to track pitches for this tournament.
 - b. Coaches are to record the pitcher’s name and number of pitches in GameChanger.
 - c. **Failure to document your pitching on GameChanger will result in a forfeit of game(s).**
 - d. **Intentional modification of pitch counts, in GameChanger, will result in a forfeit of game(s).**

Daily Max	Required Rest Days per Pitches				
	0 Days	1 Day	2 Days	3 Days	4 Days
95	1-35	36-50	51-65	66+	N/A

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.

10. Balks – No warning for a balk at 13U/14U.
11. All other MMPL regular season rules for each age division apply that are not addressed in these tournament rules.
12. 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.
13. The MMPL Code of Conduct applies for the EOS Tournament.
<https://thapos.s3.amazonaws.com/organization/627/documents/204749/138-1713978671506.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.