1. Rules for the mighty mites 8 U , minor ( $9 \mathrm{U} \& 10 \mathrm{U}$ ), and major ( $11 \mathrm{U} \& 12 \mathrm{U}$ ) leagues shall be by the Official Little League Rule Book with the following exceptions. Rules for Pony (13U and 14U) shall be by High School rule book with the following exceptions.
2. Baseball bats only. Bat limitations are: Mighty Mites; 31" max length, 2-1/4 diameter, 9U, $10 \mathrm{U}, 11 \mathrm{U}$, and 12 U will have no bat restrictions. 13 U will have no restrictions, while 14 U restriction is -3 (BBCOR).
3. All divisions, except mighty mites, must play with 9 fielders and an AH is optional. Starters may re-enter the game once. Roster batting is allowed. Injury/sickness while roster batting is not an automatic out.
4. The minor league (9U and 10U) shall not leadoff. The runner may leave when the ball gets to the batter. Runners leaving early will be sent back. The infield fly rule and the dropped third strike shall be in effect. Delayed steals are allowed and the ball is live going back to the pitcher. Sixty-five (65) foot bases will be required in the Minor Division.
5. In all games (with the exception of semifinals and championships) no new inning can start after ONE HOUR AND 50 MINUTES. No new inning may start after 10:45PM. Pool play games can end in tie at time limit. Bracket games CAN NOT end in a tie.
6. Minor ( 9 u \& 10U) games are 6 innings in length. Pitchers may pitch 3 innings per game. (46 ft . pitching distance).
7. Major (11U and 12U) games are 7 innings in length. Pitchers may pitch 4 innings per game. ( 50 ft . pitching distance). Leadoff's are in effect.
8. Pony games ( 13 U and 14 U ) are 7 innings in length. Pitchers may pitch 5 innings per game. Pitching starts over for the playoffs. Pony ( 54 ft . pitching distance 80 ft . bases).
9. Once removed from the field, a pitcher shall not return to that game as a pitcher. The starting pitcher may only reenter as a pitcher one time and must have remained in the game as a field position. AH is considered a defensive position.
10. The runner may not run into any fielder attempting to make a play on him. He either slides or gives himself up. If he goes in standing up, to avoid contact, and/or no hard contact was made, he is safe.
11. No metal cleats will be allowed except in the Pony/Colt divisions.
12. Home team shall be decided by a coin flip. Home team's book will the official scorebook each game.

Each team must report the score to a league official after the completion of the game. Home team can also send an ADULT to run the score board. There shall be no children in the score towers, and all umpires may remove them from the score tower.
13. Tiebreakers shall be as follows: 1. Head to Head; 2. fewest runs allowed; 3. most runs scored; 4. Coin Flip.
14. There will be a twelve (12) run mercy rule in each division. This rule is in effect after the 3rd complete inning in the Minor division. After the $4^{\text {th }}$ complete inning in the Major and Pony. The run rule drops to 10 after the $4^{\text {th }}$ in Minors and the $5^{\text {th }}$ in Major/Pony.

## MAYFIELD TOURNAMENT RULES

15. Upon completion of the game the winning team must furnish the tournament officials with the official pitching \& winning score sheet with complete pitching records. There will be a representative at each field.
16. A manager or coach shall be allowed to visit the pitcher once per inning. On the second visit to the mound that inning, he must remove the pitcher from the mound.
17. Birth certificates must be in possession of the manager at the field during each game. Age limitations are as of May 1st.
18. Check in official where first game is played is required one half hour ( $1 / 2$ ) before the team's first tournament game with complete official roster.
19. No Choreographed Chanting
20. No bat swinging outside designated area or public area
21. Absolutely NO SOFT TOSS against any fence at any field.
22. If a game is recorded as a forfeit the scoring will be as follows;

- Mighty Mite and Minors 6-0
- Majors 7-0
- Pony 7-0
- Colts 7-0

23. Teams must be ready to take the field at the scheduled time with a minimum of eight (8) roster players. Teams will be given a ten (10) minute grace from the scheduled start time to field at least eight (8) roster players
24. Any forfeit will eliminate a team from playoff play.
25. For tie breakers, the maximum number of runs for runs scored is 8 per game. Runs allowed is unlimited.
26. Shirts must be tucked and hats worn straight at all times while playing (Player will be issued one warning, second offense player will be removed for the rest of the game)
27. Refund Policy: 3 Games Played: 0\%, 2 Games Played: 25\%, 1 Game Played: 50\%, 0 Games Played: 75\%
28. The tournament director reserves the right and has final judgment on any rule.
29. The tournament director reserves the right to change a rule before the start of the tournament.
