

Dana Point Invitational 2023

Tournament Information and Rules

RULES: Pony Baseball Tournament Rules, with the following “local” rules:

Time limits for Pool Play:

Official game time limit for 7U/8U/9U/10U is 6 innings with a 1 hour 40 minute no new inning, 2:00 drop dead time limit.

Official game time limit 11U/12U/14U is 7 innings with a 1 hour 40 minute no new inning, 2:00 drop dead time limit.

If Drop Dead time limit is reached then the score will revert back to the previous complete inning's score. Note: In the case that the home team ties the score in the last inning of play the score will remain tied & not revert back to the last inning score. Ties count in pool play games. Unsportsmanlike game delays are solely at the discretion of the Umpire in game and may result in the ejection of offending coach.

Time limits for Elimination Games: Game time limit for 7U/8U/9U/10U is 6 innings with no new inning after 1 hour 45 minutes (whichever comes first). .

Game time limit for 11U/12U/14U is 7 innings with no new inning after 1 hour 50 minutes (whichever comes first). Once an inning begins it must be completed.

Time limits Final Championship Game: Game will be played in its entirety. 7U/8U/9U/10U is 6 innings. 11U/12U/14U is 7 innings.

****Tournament Director reserves the right to enforce drop dead time limit in order to complete championship games.**

Equipment: Metal spikes OK for divisions 11U and older. Metal spikes not allowed on portable mounds, Bear Brand Turf Field and no spikes in our batting cages. A few games in the 12U division may be played on portable mounds so please have alternate shoes available.

Bat Rule: USA or USSSA bats allowed. Bats with a -3 designation must be BBCOR certified. Some bats are banned.

Pitch Limits:

6 innings per pitcher. One extra inning per pitcher allowed each additional elimination game. A single pitch thrown in an inning counts as one full inning pitched. There are no partial innings. Pitchers must be reported to umpire and recorded on game card.

Roster options: Bat entire lineup with free subs; Bat 9, starters may sub out and re-enter once returning to their original spot in the order. Pitcher Re-Entry: If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new ‘pitcher of record’), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but

then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

Game Cards: Each manager must sign umpire game cards at the completion of each game. Verifying, Final Score and innings pitched for each player.

Protests: There are none. Umpire decisions are final. If you truly believe there is a problem the umpire can contact the tournament director for final ruling.

Scorekeeping: The home team is responsible for keeping the official book. The home team shall be determined by coin flip prior to each game during bracket play. In elimination play the higher seeded team is the home team.

Mercy Rule: 15 after 4 or 10 after 5.

Mound visits: Game times are short. Please keep games moving. Managers are allowed 3 mound visits per game. A pitcher must be removed after the 2nd mound visit in an inning.

Runners: Runners for pitcher and catcher not allowed.

Home team: Home/Away determined by coin flip (by umpire). Home team must occupy the third base dugout (Unless mutually agreed upon differently by both opposing managers). In playoff rounds, the higher seed will be the home team. Higher seeded team also has the option of choosing to be visiting team.

Tie breaking Procedures:

1. Head-to-head record among all tied teams
2. Run Differential for all games (Max of 8 in any one game)
3. Runs allowed for all games
4. Coin Flip

If a tie is among more than two teams, winner will be determined, then remaining tied teams will return to tiebreaker #1 to determine second place team.

FIELDS:

Dana Hills High School DHHS 33333 Golden Lantern Dana Point, CA 92629

- Acapulco field is at the corner of Acapulco and Golden Lantern
- Stonehill field is at the corner of Stonehill and Golden Lantern
- Park along the road or in the HS lot off of Acapulco Drive



Dana Point Community Center 34052 Del Obispo Street Dana Point, CA 92629

- Parking in lots is extremely limited. Park on adjacent streets.



Bear Brand Park, 32385 Park Rd, Laguna Niguel, CA 92677

- Two Fields, 1 and 2. Field 1 is the first one you come to.
- Be careful, one way street

