

Rules for Pre-season Tournament

1. All games have a maximum of 5 runs per inning.
2. All games will have a one-hour time limit.
3. Teeny games are 5 innings.
4. Junior games are 6 innings.
5. Senior games are 6 innings.
6. Stealing is allowed but only on a strike, in Teeny runner may leave when ball crosses the plate, in junior and senior runner may leave when ball leaves the pitching machine. In junior and senior a pre-determine mark will determine the lead off position. If a runner is stealing and it is a no pitch they will have to return to their original base.
7. There will be no infield warm-up; teams are to be ready to play as soon as they take the field.

8. Home team will be determined by coin flip, home dugout is third base.
9. If a batting ball hits the pitching machine, the ball is dead and the batter is awarded first base all other runners are awarded one base.
10. Play shall be dead when the lead runner is stopped and the umpire calls time.
11. A thrown ball hitting the pitching machine will be declared dead.
12. The pitching machine will be set at 40MPH for Teeny, 45 MPH for Junior A, 50 MPH for Junior AA, 55-60 MPH for Senior.
13. Run rules Junior 10 runs after 4 innings 6 runs after 5 innings, Senior 10 runs after 4 innings 6 runs after 5 innings, Teeny 11 runs after 3 innings, 6 runs after 4.

14. Pitching machine may be adjusted at any time.
15. Games may start early so teams should have their players ready to play 30 minutes before scheduled game time.
16. No infield fly in Teeny.
17. A missed third strike and the catcher drops the ball the runner may run to first base in accordance with regular baseball rules in Junior AA and Senior only.
18. Batting order will be continuous, all players will bat but unlimited substitution is allowed in the field. A player that arrives late may be added to the batting order at the end of the batting order. A team must have 8 players to play, if team plays with 8 players they must take an out for the 9th batter.