

Dana Point Invitational 2026 Local Rules

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

Time limits and rules:

- Official game time limit for 7U/8U is 6 innings with a 1 hour 40 minute no new inning, 1 hour 55 minute drop dead time limit.
- Official game time limit 9U/10U is 6 innings with a 1 hour 50 minute no new inning, 2:05 drop dead time limit.
- Official game time limit 11U/12U/13U/14U is 7 innings with a 1 hour 50 minute no new inning, 2:05 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.

**For Pinto 7 Machine Pitch, Maximum five (5) runs per half inning. No Maximum applies in the LAST inning.

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.

Mercy Rule: 12u/13u/14u is 15 after 4 or 10 after 5. 7u/8u/9u/10u is 15 after 3 or 10 after 5.

Pitch Limits:

Each pitcher is allowed **6 innings total for the tournament**. Beginning with the **elimination round**, each pitcher receives **2 additional innings**. A single pitch thrown in an inning counts as one full inning pitched. There are no partial innings. Pitchers must be reported to the umpire and recorded in GameChanger.

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.

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.

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 in GAMECHANGER. The home team shall be assigned by the Tournament Director for bracket play. In elimination play the higher seeded team is the home team.

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: Courtesy runner for catcher are allowed with 2 outs.

Home team: The home team shall be assigned by the Tournament Director for bracket play. In elimination play the higher seeded team is the home team.

Home team must occupy the third base dugout. 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. Record
2. Head to Head
3. Runs allowed
4. Run Dif (8 Max Score differential per game)
5. Coin Toss

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.