

# Welcome to the 2026 Rodeo Baseball Memorial Day Tournament!

Included in this packet are the tournament rules and contact information for tournament personnel.

## Important Items to Note:

- The tournament is bracket play. 3 Game guarantee. (Not double elimination)
- The enclosed tournament rules will apply to tournament play, see specific rules for your division. If a rule is not covered in these rules, then the PONY Baseball Tournament Rules will be used, and all other basic baseball rules will be covered by the Official Rules of Baseball.
- A coin-flip, **1 hour prior to each game**, will determine the home team. All coin tosses will happen at field 1 Snack-bar. If a team is not there the other team there will get to choose home or away.
- Dugouts are first come, first served.
- The Home team will keep the official score book. There will be an official game score sheet to be filled out and signed by each team's manager following each game that will include the official record of players that pitched in the game and the number of innings pitched. The home team manager (or their scorekeeper) is responsible for having this score sheet completed and signed by both managers.

Please remember that these baseball games are played for the enjoyment and growth of our children.

- Smoking and alcohol are prohibited on all the fields, parking lots, and surrounding areas. (Including hillside)
- NO OUTSIDE FOOD OR DRINKS ALLOWED.
- No pets please.
- Please respect the opinions and calls of the umpires and do not use abusive or foul language toward umpires, coaches or players. Anyone using abusive or foul language may be asked to leave the field, and if such conduct continues, the offending team may be subject to forfeiture of the game.
- Walk up and warm up music is OK. (No vulgar language, Clean music ONLY)
- Lastly, please take the time to clean up your dugout area after your games.

**Best of luck to your team and thanks for participating!**

## **IMPORTANT CONTACT INFORMATION**

### **TOURNAMENT DIRECTOR**

Amanda Farmer (510) 439-7272 (texting is ok)

### **TOURNAMENT UMPIRE IN CHIEF**

Jeff Davidson (510) 812-2502

In the event of a protest or any questions, please contact one of the above tournament officials

For any injuries needing ice, ice is provided in both Snack-bars.

For any medical emergencies please dial 911

# 2026 Rodeo Baseball Memorial All Star Tournament

## Rules & Regulations for Tournament Play

### General Rules for ALL Divisions

- Play is governed by Official Rules of Major League Baseball, unless superseded by the “Rules and Regulations for Pinto League” or by these “Rules and Regulations for Tournament Play.”
- Documentary evidence of accident medical insurance, preferably in the form of a certificate of insurance, shall be carried to all tournament games in the event a team member needs medical attention.
- A medical release form for each player, bearing the signature of the player’s parent or legal guardian, shall be submitted prior to any games being played and a copy be carried by the manager to all tournament games.
- Teams may start a game with 8 players but cannot finish a game with less than 8.
- “Bat boys,” male or female, or “mascots”, animals or human, shall not be permitted on the field or in dugouts.
- Be of proper age, as stated in these rules. Failure to provide evidence of a player’s eligibility when requested by the tournament director will be an automatic forfeit of played games that the player participated in. This is a Pony National rule. Tournament team business managers/coaches shall carry with them to all tournament games evidence of each player’s date of birth. Age cutoff is May 1.
- All players, coaches, managers, and spectators are expected to conduct themselves in a sportsmanlike manner at all times. The tournament director has the authority to remove anyone from the event at any time for unsportsmanlike conduct. Any player, coach, manager, or spectator whose conduct is unbecoming or abusive shall at a minimum be reprimanded with a warning. If warranted, the offending party shall be ejected from the game at the discretion of the Umpires and / or the tournament director.
- Alcohol is prohibited at or near any of the tournament fields. If warranted, the offending party shall be ejected from the game at the discretion of the tournament director and the team associated with the offending party may have the current game result in forfeit as determined by the tournament director.

- Amplified music is not allowed at the fields.

## **Mercy Rules**

- The mercy rule for Shetland, Pinto and Mustang is 15 runs after 3 innings, 10 runs after 4 innings. The Mercy Rule for Bronco and Pony is 15 runs after 4 and 10 runs after 5 innings. Mercy rule is in effect for all games including Championship games.

## **Protests**

- All protests will be ruled on by the umpire. If a resolution cannot be achieved, then the tournament director will make a final decision.

## **Rosters and Lineups**

- Rosters submitted prior to the team's first game will be final, max. size is fifteen (15). Nine (9) players play on the field. A team failing to field at least eight (8) uniformed players at scheduled starting time of a game, or at any time during the game, shall forfeit the game.
- Lineups shall be provided to the plate umpire prior to each game. It shall be clear if the team is batting the entire lineup or using substitutes.

## **Batting entire lineup**

- A manager may opt to bat his entire roster; if the manager decides to do this, they will inform both the umpire and the other manager prior to the game. Once the manager opts to use this batting order/free substitution rule, they cannot change their mind at any time during a game. The team can then play free substitution, where players can be moved into defensive positions at will. The pitching position must be changed with the umpire and scorekeeper and a player may not re-enter to the mound at any time. If a player fails to bat in their place of order due to illness or is ejected while a team is hitting a complete order that at bat will be counted as an out. However, if the batting order fails to compete with 8 players, the game is then ended with forfeiture.

## Substitutes

- Alternatively, a manager may choose to bat nine (9) or ten (10) using an extra hitter (EH). The EH may be freely substituted on defense. Pitching and substitution rules still apply. The EH must be declared prior to the start of the game. Any team that begins play using an EH, must maintain a 10-player line-up throughout the game. If a 9 or 10 (using the EH) player lineup cannot be maintained due to injury, illness, or ejection, then that spot in the order will be declared an out when it is their turn to bat.
- Any player in the starting line-up who has been removed as a substitute may re-enter the game one time.
- Players shall return to the line-up in their original place in the batting order. While more than one substitute may be used in that position before the starting player is returned, no substitutions shall be made that shall alter the original batting rotation of any of the starting or substitute players.
- A substitute cannot re-enter the game once removed from the game.
- Once removed from the line-up, a pitcher may return to the line-up but shall not pitch again in the same game.
- Courtesy runner for Pitcher and Catcher of record at any time. Substitute player is first eligible runner, then last out if batting entire roster.

## Time Limits

- No new inning after 1 hour 30 in 6U and no new inning after 1 hour 40 for all other divisions. Applies to all games except Championship. However, once an inning begins it must be completed.

## Bracket Games

- If a game is tied at the end of regulation play, International Rule will go into effect in the first extra-inning of play (last batter of previous inning on first base and 2nd to last batter on second base from previous inning, no outs in the inning). The game will continue using this format until a winner is determined.

- The first extra-inning is defined as the inning immediately following the regulation innings for that age division OR any inning starting after 1 hour and 40 minutes – whichever comes first.

## **Championship Game**

- No time limits in championship games. If tied after regulation innings, 1 regular extra inning will be played. If still tied, then all subsequent innings will use the International Rule until a winner is determined. International Rule will place last batter of previous inning on first base and 2nd to last batter on second base from previous inning, with no outs in the inning.

## **Bat Rules All Divisions 8U to 14U**

All Bats must be stamped with any of the following:

- USA BASEBALL
- BBCOR CERTIFIED .50
- WOOD BATS (except Bamboo)

Length to Weight: ANY ratio is allowed.

Barrel Size: 2-1/4", 2-5/8". (2-3/4 bats are NOT allowed)

- If an illegal bat is found during an at-bat prior to the ball being put into play, then the bat is removed from the game and the at-bat proceeds with a legal bat. If an illegal bat is found after the ball is put into play, the batter shall be ruled out and all runners return to their positions prior to the at-bat. The first offense for a player or team using an illegal bat will result in manager ejection from the current game, as well as the next played game. The second offense will result in team disqualification without a refund.
- A bat without a visible and clear USA Baseball stamp, certification is deemed illegal, even if the stamp rubbed off

## **Score Sheets and Pitching Affidavits**

- The score sheets filled out by the home manager, signed by the umpires and visitor manager, shall be the official record for pitching and the final score of the game. The manager of each team is responsible to check the score sheet for accuracy at the end of each game and sign them. Once signed, this becomes the official record of the game.

The Home team is responsible for reporting game score to the tournament headquarters.

- Pitching affidavits must be complete and always retained by the manager and signed by the opposing manager for each game. Failure to produce an up-to-date pitching affidavit may result in forfeiting as determined by the tournament director. Pitching affidavits should be filled out and signed in ink.
- Any violation of pitching inning limitation rules may result in an immediate forfeit and/or disqualification from the tournament without refund at the discretion of the tournament director.

## **Additional Rules**

- Coin flip determines the home team during bracket play and Championship games. Dugouts are first come, first serve.
- Absolutely no pregame infield on any of the fields. Warm up in foul territory only.

## **Ejections**

- If anyone (player, fan, coach, etc.) is ejected from a game they shall miss the rest of the game in which they are ejected and the next played game.
- Ejection Offenses, but not limited to:
  - Swearing or unacceptable behavior by player, coach, or fan.
  - Physical contact (fight) with player/player, player/coach, player/umpire, coach/umpire, fan/coach, fan/umpire, etc.

# Rules & Regulations for Tournament Play

## Shetland 6U Division

### Field Dimensions

Bases are at 50' and pitching Machine is at 38'.

1 hour 30 Minute time limit.

### Playing Field

- A 2-foot vertical line will be drawn halfway between each base to assist the umpire in determining where to place the runner when a batted ball is dead.
- Ten-foot horizontal lines will be drawn 20 feet from the base lines and second base to determine where the outfield begins, and the infield ends.
- No arc is to be drawn in front of home plate to determine whether the ball has traveled a certain distance.

### Equipment

- The Louisville Slugger UPM 45 and the UPM 50 Pitching Machines are the Official PONY Baseball Pitching Machine for Shetland Tournaments.
- Safety baseballs, both leather and vinyl, are the baseballs required. PONY Officials shall have the final approval on all game balls. Level 10 baseballs for Shetland tournaments.

### **T-Ball bats with the USA Baseball mark will be allowed.**

- PONY Recommends: That an extended safety base be used at first base.
- PONY Recommends: That players in the pitching position wear a protective product designed to protect the heart.

## Pitching Machine

- Pitching Machine ONLY
- Recommended settings for the machine:
  - Power Lever = 2:
  - Micro Adjust = 3:
  - Release Block = 4).
  - Settings may be adjusted by the Tournament Director to achieve a good strike pitch. The offensive team may adjust the Micro Adjust screw to adjust the height of the ball and may adjust the base arm of the machine to adjust inside/outside unless the base is permanently mounted to the ground.
- The player fielding the pitcher's position shall take a position five (5) feet to the rear of the pitching machine and 3 feet to the left or right. A two (2) foot line will be drawn at this position. The player must keep at least one foot on this line until the start of the pitch. If the other foot is free, it will be on the side of the line extending away from the pitching machine.
- If a batted ball strikes the coach pitcher, the ball is dead, the pitch counts as a foul strike and no runners shall advance.
- If a batted ball strikes the pitching machine and remains in fair territory, the ball is in play. If the deflected ball hits a runner in fair territory, he/she is not out, and the ball is live and in play.
- If a batted ball strikes the pitching machine and goes into foul territory, the ball is dead, the batter is awarded first base and all runners advance one base.
- The coach who is feeding the pitching machine may give coaching instructions to batters and baserunners however may not in any way interfere with the defensive players. The coach pitcher must operate the machine in accordance with the operation manual. (PENALTY): The coach pitcher shall be warned once and if a second infraction occurs the coach pitcher must be removed for the remainder of the game as the pitcher and a new coach pitcher put in his/her place.

- If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielder's attempt to make a play, the ball is dead, and the lead runner is out. If in the umpire's judgment the ball is intentionally thrown at the coach, the ball is dead, and all runners advance one base.

## **PLAYING RULES:**

- Game length shall be five (5) innings unless the score is tied. In this event the game will be played to its conclusion.
- All players present will bat. Once the batting order is submitted to the scorekeeper it will not be changed, except for injury, illness, or ejection. When a player is removed from the lineup due to injury, sickness, ejection, or other reason, the lineup will collapse. No automatic out will be used. The player that was removed from the lineup shall not return to that game in any capacity.
- A batted ball becomes dead when an infielder has possession and control of the ball in the infield (see 1-E for where the infield begins) or at a base and holds the ball over their head.

## **Defensive and Offensive Substitutions**

- A minimum of nine players shall be used defensively with a maximum of ten. There will be free defensive substitutions.  
Teams must have a player at the pitcher and catcher position. Catchers are allowed to defensively field the position.
- There shall be a maximum of four outfielders, stationed not less than 20 feet behind the baseline when the coach pitches the ball.
- Offensive coaches will be stationed in the coach's boxes and as a coach feeding the pitching machine. The fourth coach will be in the dugout or designated area. One defensive coach will be behind the catcher or designated area as directed by the umpire in consultation with the Tournament Director. The other defensive coaches must remain in the dugout or designated area (not along the fare/foul lines).

- If a live ball hits the coach operating the pitching machine, or in the umpire's judgment the coach interferes in the fielders attempt to make a play, the ball is dead, and the lead runner is out. If in the umpire's judgment the ball is intentionally thrown at the coach, the ball is dead, and all runners advance one base.

## **BATTERS**

- Are not permitted to bunt. (Penalty: The batter shall be called back to the plate, the swing is a foul-strike, the ball is dead, and no runners may advance).
- The batter is out if failing to reach base after a maximum of six (6) pitches or after 3 strikes from the coach pitcher feeding the machine. The batter is not out on a foul ball if it is the 6th pitch or any subsequent pitch that is also a foul ball.
- The batter is out on a foul tip (SEE MLB DEFINITION OF TERMS FOR FOUL TIP) if it is also the 3rd strike regardless of the pitch number. The batter is out on a foul tip if it is the 6th pitch or any subsequent pitch.

## **RUNNERS**

- Runners are not permitted to steal or lead off and shall remain in contact with the base until the ball crosses the plate.  
(Penalty: PONY Rule Book 9G).
- On a batted ball runners may advance until an infielder has control of the ball in the infield (see 1-E for where the infield begins) or at a base and holds the ball up. Once the ball becomes dead and in the judgment of the umpire the runner has not gone entirely beyond the halfway point between the bases, the runner will be required to return to the base in which they are coming from.

## **MERCY RULES**

- If the visiting team is leading by 15 runs at the end of 3 complete innings or 10 runs at the end of 4 or more complete innings, the game shall be declared complete, and the visiting team shall be declared the winner.

- If the home team is leading by 15 runs at the end of 3 complete innings or 10 runs after the visiting team has completed batting in the 4th inning or later, the game shall be declared complete, and the home team shall be declared the winner.
- Maximum five (5) runs per half inning.
- No maximum runs apply in the 5th and all subsequent innings.

# Rules & Regulations for Tournament Play

## Pinto 8U Division

### Field Dimensions

Bases are at 60' and pitching is at 40'.

### Pitching Rules

- Pitchers are allowed to pitch in no more than two (2) innings per game, four (4) innings in one (1) calendar day. A pitcher that pitches in more than three (3) innings in one day is not eligible to pitch the next day. One out equals one-third of an inning.
- A pitcher is allowed to pitch in no more than eight (8) innings total in the tournament.
- Any violation of pitching inning limitation rules may result in an immediate forfeit and/or disqualification from the tournament without refund at the discretion of the tournament director.
- Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position, shall be permitted to pitch again in the same game.
- There will be no balks, but the pitcher may be instructed by umpire if his delivery is deceptive.

### Stealing

- Stealing is allowed, however there is no leading off. Runner must remain in contact with the base until the ball leaves the hand of the pitcher. Players can steal home.
- PENALTY - runner is out and the ball is dead.

### Additional Rules

- The duration of the game is 6 innings, time permitting. (1 hour 40 Minutes)
- The 5-run per 1/2 inning is in effect through the first three (3) innings.
- There is no bunting.
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- The infield fly rule is NOT in effect. There is no dropped third strike.
- Plastic or rubber cleats only. (no metal spikes).

# **Rules & Regulations for Tournament Play**

## **Mustang 10U Division**

### **Field Dimensions**

The bases are at 60' and pitching is at 46'.

### **Pitching Rules**

- Pitchers are allowed to pitch in no more than three (3) innings in a game, six (6) innings in one (1) calendar day. A pitcher that pitches in more than four (4) innings in one day is not eligible to pitch the next day. One out equals one-third of an inning.
- A pitcher is allowed to pitch in no more than ten (10) innings total in the tournament.
- Any violation of pitching inning limitation rules may result in an immediate forfeit and/or disqualification from the tournament without refund at the discretion of the tournament director.
- Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position, shall be permitted to pitch again in the same game.
- Balks will be called without warning. Dead ball (high school) rule will be enforced.

### **Additional Rules**

- The duration of the game is 6 innings, time permitting. (1 hour 40 Minutes)
- Metal spikes are allowed, EXCEPT ON PORTABLE MOUNDS.

# **Rules & Regulations for Tournament Play**

## **Bronco 12U Division**

### **Field Dimensions**

Bases are at 70' and pitching is at 50'.

### **Pitching Rules**

- Pitchers are allowed to pitch in no more than three (3) innings in one (1) game, seven (7) innings in one (1) calendar day. A pitcher that pitches in more than four (4) innings in one day is not eligible to pitch the next day. One out equals one-third of an inning.
- A pitcher is allowed to pitch in no more than eleven (11) innings total in the tournament.
- Any violation of pitching inning limitation rules may result in an immediate forfeit and/or disqualification from the tournament without refund at the discretion of the tournament director.
- Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position, shall be permitted to pitch again in the same game.
- Balks will be called without warnings. Dead ball (high school) rule will be enforced.

### **Additional Rules**

- Duration of game is 7 innings, time permitting. (1 hour 40 Minutes)
- Metal spikes are allowed, EXCEPT ON PORTABLE MOUNDS.

# Rules & Regulations for Tournament Play

## Pony 14U Division

### Field Dimensions

Bases are at 80' and pitching is at 54'.

### Pitching Rules

- Pitchers are allowed to pitch in no more than four (4) innings in one (1) game, seven (7) innings in one (1) calendar day. A pitcher that pitches in more than five (5) innings in one day is not eligible to pitch the next day. One out equals one-third of an inning.
- A pitcher is allowed to pitch in no more than twelve (12) innings total in the tournament.
- Any violation of pitching inning limitation rules may result in an immediate forfeit and/or disqualification from the tournament without refund at the discretion of the tournament director.
- Neither a starting pitcher withdrawn from the lineup, nor a pitcher who is withdrawn from the mound but who stays in the game at another position, shall be permitted to pitch again in the same game.
- Balks will be called without warnings. Dead ball (high school) rule will be enforced.

### Additional Rules

- Duration of game is 7 innings, time permitting. (1 hour 40 minutes)
- Metal spikes are allowed, EXCEPT ON PORTABLE MOUNDS.