

2019

Minor End of Season Tournament

1. HOME TEAM IS DECIDED BY COIN FLIP PRIOR TO GAME START
2. HOME TEAM IS RESPONSIBLE FOR SCORE KEEPING-**PLEASE BRING A SCOREBOOK**
3. EACH GAME IS **A MAXIMUM 3 INNINGS. NO NEW INNING AFTER 75 MINUTES.**
4. CONTINUOUS BATTING LINE-UP MUST BE USED
5. NO PLAYER IS ALLOWED TO SIT ON THE BENCH DEFENSIVELY MORE THAN ONE INNING IN A ROW. FAILURE TO FOLLOW MANDATORY PLAY RULE CAN RESULT IN FORFEITURE OF GAMES.
6. FIVE RUN RULE PER INNING IS IN EFFECT FOR THE FIRST TWO INNINGS.
7. A TEN RUN RULE IS IN EFFECT FOR THE THIRD AND ANY CONSECUTIVE INNINGS.
8. AFTER THREE INNINGS IN THE EVENT OF A TIE, THE FOLLOWING TIE-BREAKER WILL BE USED: THE VISITING TEAM WILL PLACE A RUNNER ON 2ND BASE. THAT RUNNER WILL BE THE PERSON WHO WAS AT BAT THE LAST TIME THE TEAM WAS ON OFFENSE. ONE OUT WILL BE RECORDED. THE BATTERS WILL RESUME ACCORDING TO THE LINE-UP. ONCE THE HOME TEAM IS ABLE TO MAKE THE ADDITIONAL OUTS TO RECORD THREE OUTS, THE TEAMS WILL SWITCH, AND THE HOME TEAM WILL PLACE ITS LAST RECORDED BATTER FROM THE PREVIOUS INNING ON SECOND. THE BATTERS WILL RESUME ACCORDING TO THE LINE-UP. IF ONE TEAM IS AHEAD AFTER THAT INNING THE GAME IS OVER. IF NOT, THE PROCESS IS REPEATED AGAIN.
9. BASERUNNERS ARE PERMITTED TO STEAL ONCE THE PITCHED BALL HAS REACHED THE PLATE AND UNTIL THE PITCHER HAS POSSESSION OF THE BALL AND IS ON THE RUBBER.