

2024 Malcolm Baseball Invitational

(14 & Under - Pony*) Friday - Saturday, May 31 & June 1, 2024 Malcolm Ball Field



GAME SCHEDULE

FRIDAY, May 31						
Game 1	6:00 p.m.	Team 1 vs Team 2				
Game 2	6:00 p.m.	Team 4 vs Team 5				
Game 3	7:45 p.m.	Team 1 vs Team 3				
Game 4	7:45 p.m.	Team 4 vs Team 6				
SATURDAY, June 1						
Game 5	11:00 a.m.	Team 2 vs Team 3				
Game 6	11:00 a.m.	Team 5 vs Team 6				
Game 7	12:45 p.m.	5th Place Game (3rd place Pool A vs 3rd place Pool B)				
Game 8	12:45 p.m.	3rd Place Game (2nd place Pool A vs 2nd place Pool B)				
Game 9	2:30 p.m.	Championship Game (1st place Pool A vs 1st place Pool B)				

Pool B
Team 4
Team 5
Team 6

ON SATURDAY GAMES WILL START EARLY IF BOTH TEAMS ARE ON SITE AND READY TO GO NO INFIELD WARM-UPS WILL BE ALLOWED THROUGHOUT THE TOURNEY

Team Entry Fee:	\$175 – Each team is guaranteed three games					
Team Gate Fee:	\$12/player - (we WILL NOT be collecting admissions at the gate)					
TOTAL ENTRY/GATE FEES: \$175 + \$12/PLAYER – please complete entry form and bring roster						
	and payment with you to tournament.					
Age Limit:	This is a 14 & Under* tournament. <mark>*Malcolm plays in the I-80 Pony League and</mark> we'll play by their league age limits. No player can turn 15 prior to January 1,					
	2024. NOTE: If a player is an approved player on I-80 Pony League rosters he is					
	eligible					
Rules:	Games will follow a <u>modified</u> version of the I-80 Pony League Rules. See rules sheet for time limits and pitching limits.					
Umpires:	Provided by Elite Umpires Association - Lincoln, NE					
Tournament Coord	inators: Matt Thieman, (402) 525-1445 or mthieman17@gmail.com					
NOTE:	Malcolm coaches / parents will be on-site at the tournament to run the actual game days.					
Awards:	Medals will be given to each player on first and second place teams.					
Concessions:	Concessions will be available throughout the tournament. Items <i>may</i> include hamburgers, pulled park sandwiches, hot dogs, nachos, pizza, ice cream, candy and pop.					



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TEAM REGISTRATION FORM

Team Name									
Head Coach [.]									
Address:	City Zip								
Home Phone	: City Zip hone Work Phone								
Cell Phone E-mail _									
ROSTER									
Player's Name		Number	Birthdate	Grade					
Assistant Coaches:									
Payment Information		Send	completed registra	tion form to:					
Team Entry Fee:	\$ 175.00	MYS	Α						
Team Gate Fee: # of players x \$12 =		-	Matt Thieman						
TOTAL FEES DUE:	\$ \$								
			Box 95						
Please make check payable to: MYSA		Malc	olm, NE 68402						

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Tournament Rules

This tournament will be played under the following rules:

- This is a **14 & under Pony tournament -** players may not turn 15 prior to January 1, 2023 (or be on an approved I-80 Pony League Roster).
- Coin flip will determine home team in pool play. Higher seed will determine home team in final three games.
- **Games are <u>SIX</u> innings.** If a game is called due to acts of God and cannot be resumed, it is a regulation game if three innings have been completed or if the home team has scored more runs in two and one-half innings than the visiting team has scored in three innings or if the home team scores one more run in its half of the third inning to tie the score. Games suspended prior to the completion of three innings will be resumed at that point.
- **1 hour, 30 minute rule** (no inning will start 1 hour and 30 minutes after first pitch)
- All players and bat boys will be required to wear batting helmets with ear protectors while running the bases. If a player is acting coach, he must wear a batting helmet.
- If a game is tied after regulation innings have been completed or the time limit has expired, teams will put the last scheduled hitter in the previous inning, on second base. The inning will start with one out. For pool play, only one tie breaker inning will be played. If still tied, the game ends and each team will receive ½ towards a win and equal runs allowed. For the 5th place and 3rd place games, this format will continue until a winner is declared. *The Championship game will be played without this tie breaker rule.*
- Team <u>must have nine players to start a game</u>. A team may continue with one less player than it started with. If a player leaves a game leaving a team with fewer than nine players an out will be declared when it's his turn to bat.
- Mercy Rule: 12 run lead after 3 innings; 10 run leader after 4 innings; 8 run lead after 5 innings
- **Slide rule** If a play at a base (other than 1st) is close, the runner must slide or avoid contact; the player causing deliberate confrontation will be called out; the play becomes dead.
- **Courtesy runners** for Pitcher/Catcher ONLY- same runner must be used through-out the game, unless the courtesy runner is inserted into the line-up. <u>Courtesy runner option is NOT available if you choose continuous batting.</u>
- Intentional walk may take place by announcement from the catcher or pitcher.
- Teams may choose **continuous batting** and bat <u>all</u> available players. If doing so, this must be declared at the start of the game. All players means <u>all</u> players. If you have 14 players on your bench you can't choose to bat 12 of them. If a player is removed from the lineup due to illness or injury, you do NOT have to take an out for that spot in the lineup unless the removal of the player means your lineup drops below nine players.
- Teams choosing to go with a traditional 9-man lineup may **re-enter** starting players once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.
- Teams using a traditional 9-man lineup may use an **(DH) Designated Hitter**. Teams will only bat 9 players. Once a designated hitter enters the game in a defensive position, the team will then lose their designated hitter.
- Any coach or player ejected from a game by an umpire will be ineligible for the next game.
- Pitchers may pitch <u>75 pitches per game, no more than 100 pitches total for the tournament.</u> <u>Once a pitcher is removed from the mound he CANNOT return to the mound even if he has</u> <u>pitches remaining.</u>

• FINAL STANDINGS WILL BE DETERMINED AS FOLLOWS:

Win-Loss Record Head-to-head Fewest Runs allowed Run differential (+/- 10 runs/game max) Coin flip