

2010 MOUNTAINEER LEAGUE MUSTANG ROSTER TOURNAMENT RULES

1. Pitchers – 2 innings maximum per game throughout entire tournament.
2. 10 run rule will apply after losing team bats in the 4th inning.
3. No more than 3 coaches plus the scorekeeper in the dugout.
4. Host organization must provide the following:
 - a. Scorebook and individual to serve as official scorekeeper.
 - b. Extra baseballs (2 dozen recommended).
 - c. Field maintenance crew – lining of fields – diamond dry, etc.
 - d. Pay umpires – will be reimbursed by MBA
 - e. Championship round hosts – mandatory: purchase trophies for 1st place teams, 2nd place team trophies optional – will be reimbursed up to \$250 by MBA for trophy costs
5. No warm-ups or batting practice on the field.
6. 10 defensive players at all times, 4 outfielders, no short fielder.
7. AH optional.
8. Each team will bring one new ball per game.
9. Zero tolerance rule applies to coaches, players and fans – anyone ejected is out for remainder of tournament.
10. Tie breaker for pool play:
 - a. Head to head
 - b. Least amount of runs allowed.
 - c. Flip the coin.
11. Losing team must complete its half of the 4th inning for official game.
12. Rainouts continue at the point of interruption.
13. 2 hour time limit on games in first round pool play – new inning will not start within 10 minutes of 2 hour limit. Once inning starts it will be completed, if necessary.
14. Coin flip to determine home team for all games throughout tourney.
15. No team that forfeits a game in pool play will be eligible to advance to finals and no team that forfeits a game in the championship round will be eligible to win the championship.
16. Starting with the 2009 season, Pinto players can be moved up to fill out a roster spot. This exception can only be used when a team is below 10 players.