

# 7th Annual Malcolm Baseball Invitational

(10\* & Under)

Friday & Saturday, May 18-19, 2012

Malcolm Ball Field



**\*\*\*3 Game Guarantee\*\*\***

Each team will play two pool-play games. We'll then seed teams to play for placing.

## TENTATIVE GAME SCHEDULE

FRIDAY, June 3rd		
Game 1	6:00 p.m.	Team A vs. Team B
Game 2	7:45 p.m.	Team D vs. Team E
SATURDAY, June 4th		
Game 3	9:00 a.m.	Team A vs. Team C
Game 4	10:45 a.m.	Team D vs. Team F
Game 5	12:30 p.m.	Team B vs. Team C
Game 6	2:15 p.m.	Team E vs. Team F
Game 7	4:00 p.m.	5th Place Game
Game 8	5:45 p.m.	3rd Place Game
Game 9	7:30 p.m.	Championship Game

**PLEASE READ ENTRY/GATE FEE INFORMATION CAREFULLY TO AVOID CONFUSION**

Team Entry Fee: **\$120** *this is the ENTRY FEE each team will pay - Each team gets three games*

Team Gate Fee: **\$10/PLAYER** *We DO NOT collect gate admission on site. This per player fee will be the only admission charge. That means parents, grandparents, siblings, etc. can come to the games and not have to pay to get in when they get here.*

**TOTAL ENTRY/GATE FEES: \$120 + \$10/PLAYER**

Age Limit: **This is a 10 & Under\* tournament.**

**\*Malcolm plays in the Blue River League which uses a Jan. 1<sup>st</sup> age cutoff. No player can turn 11 prior to January 1, 2012**

Rules: **See rules sheet** (read carefully as the rules are a **modified version** of Blue River League Rules.)

Tournament Director: **Heath Kramer, (402) 416-3677 or [heathncc@windstream.net](mailto:heathncc@windstream.net)**

Awards: **Medals will be awarded to top three teams.**

Concessions: **Concessions will be available throughout the tournament. Items may include hot dogs, nachos, pizza, ice cream, candy and pop.**

[www.malcolmbaseball.com](http://www.malcolmbaseball.com)

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## TOURNAMENT RULES

- Games are five innings
- **90-minute rule (no inning will start 90 minutes after first pitch)**
- **5 run per inning maximum** (runs scored on the same play as the fifth run will be counted) – this keeps the game moving along nicely and gets more innings in
- Coin flip to determine home team
- Facemasks on batting helmets are optional but recommended
- Pitchers may pitch three complete innings/game (an inning will consist of three outs – in other words, pitchers can pitch 9 outs no matter when they start an inning)
  - Once a pitcher is removed from the mound he CANNOT return to the mound even if he has outs/innings remaining.
- Mercy Rule: 12 run rule after three innings, 8 run rule after four innings
- A complete game is three innings in case of weather. Games suspended prior to the completion of three innings will be resumed at that point.
- Any coach or player ejected from a game by an umpire will be ineligible for the next game. If a coach or player is ejected a second time, he is ineligible for the remainder of the tournament.
- Teams will play two games and then be seeded for placing games.  
POOL PLAY STANDINGS WILL BE DETERMINED AS FOLLOWS:
  - Win-Loss Record
    - If there is a tie between two or more teams, the tie-breakers criteria is as follows:
      - 1) Result of head-to-head competition (unless there is a 3-way tie and 1 team did not beat both teams with whom they're tied)
      - 2) Runs allowed
      - 3) Run differential (+/- 8 runs/game max)
      - 4) Coin flip

**The following Blue River League rules will apply to this tournament in order to allow full BRL teams to play and compete with rules they're used to playing by:**

- **10 & Under – player may not turn 11 prior to January 1, 2012**
- **Pitching distance – 45 feet; Bases – 60 feet**
- **Up to 10 players can play in the field**
- **Continuous batting required – every player at the game must be in batting lineup – free substitution on defense**
- **If batting lineup drops below nine players, team must take an out when the 9<sup>th</sup> spot in order is due up**
- **Infield fly rule NOT in effect**
- **Home is closed unless a play is made on the runner at 3rd – runner must be batted in, he cannot steal or score on a passed ball/wild pitch – NOTE: IF a play is made on the runner he may advance. If a pick off is attempted or if the pitcher leaves the mound to run at a player leading off from third, the runner may advance.**
- **Dropped 3<sup>rd</sup> strike is an out**
- **Runners may lead off. Runners may steal 2<sup>nd</sup> and 3<sup>rd</sup> bases**
- **A runner must slide to avoid contact unless they are reaching first base**
- **No talking to or chanting at opposing player while batting and pitching**

