

MITCHELL COYOTES SLO-PITCH TOURNAMENT RULES

1. Mitchell and District Slo-Pitch League rules apply, unless expressly outlined below.
2. The large plate rule will be in effect. Runners must NOT touch home plate.
3. Teams must be prepared to start the game 10 minutes early.
4. 7 inning games. No new inning to start after 55min. No time limit for Semi Finals and Finals
5. **For all game ties after 1 hour games the last available batter in the previous inning will start at second base with 1 out.**
6. **Mercy rule of 12 runs after 5 innings or 15 runs after 3 innings. No mercy rule in semi-final or final games.**
7. **No steel spikes. Player will be ejected from the game.**
8. **No player may play for more than 1 team. Player must play 2 games to qualify for Sunday games.**
9. No infield practice prior to game.
10. Teams will be allowed to start and end the game with 9 players. The 10th position on the batting order will be an out until the 10th player arrives.
11. 10 minutes will be allowed from the start time of the game to field 9 players. Failure to do so will result in a forfeit.
12. Home run rule is plus or minus 2. If at any point in time a team has an advantage of plus 2 the next batter who hits a home run, unassisted will be called out. The walk off home run rule will be in effect. The batter must touch first base. All runners on base are also allowed to walk off the diamond without touching home plate
13. Home plate is dead.
14. Any foul ball caught is an out. Third strike foul - batter is out.
15. Each pitch to have a minimum 6-foot arc from the ground. NO Maximum.
16. Pitchers can pitch behind the rubber. They do not need to start on the rubber. One step or a jump is allowed.
17. No sliding at home, fifteen-foot "hash mark" rule in effect, cannot tag at home.
18. No lead offs - foot must remain in contact with the base until the ball is hit.
19. Maximum of 3 courtesy runners can be used. They can be any player at any time.
20. No official score keepers. Each team will keep score. Umpires will check the score with each team regularly.
21. Bats - ASA Rules or thumb print bats. Tournament committee reserves the right to declare bats illegal if necessary.
22. NO Protests - umpires decision is final.
23. Absolutely NO fighting - players will be ejected from the tournament.
24. Absolutely NO trunk bars - Zero tolerance! Automatic ejection from the tournament.

Coaches and Captains are responsible for their players knowing the rules and all players are playing at their own risk.

In case of Lightning/Thunder/Darkness/Time, Games will be moved to the following Locations:

Cromarty Ball Park, Cooper Field. See Maps of diamonds