

Mahtomedi Classic

May 30 – June 1, 2025

Mahtomedi Last Chance Qualifier

June 13 – June 15, 2025

Tournament Information:

Teams must submit a roster on Tourney Machine. Teams must be prepared to submit birth certificates upon request of the opposing coach or the Tournament Director.

Each team is required to supply one new age-appropriate baseball as well as a backup for each game.

The official tournament schedule will be posted on the Tourney Machine app. Immediately following each game, coaches must sign scorecard and verify pitch counts and score which will be given to the Site Director for entry on the Tourney Machine app. Coaches will report pitch opposing team pitch counts to umpire each inning. Each team also is responsible for tracking their own team's pitch counts. Keep this information available for review in case a question about pitch counts arise. Failure to have this information documented may result in lost pitch counts. The Tournament Director also will maintain a copy of the pitch count/by player/per team.

Teams must supply their own first-aid kits and ice packs. (Each community should be supplying their teams with first-aid kits and ice packs.) Medical staff / athletic trainers will not be on site. Should a serious injury occur, the parent/guardian and coach shall be allowed on the field. Parent/guardian or coach shall determine if an ambulance/paramedics should be called at the injured party's expense.

Rules for the Tournament:

MYAS Gopher State Baseball League (GSBL) rules will govern, with the following exceptions:

1. Game Length

The home team will be decided by a coin flip for every game in pool play. The home team will be the higher seed in bracket play. If both teams are the same seed, coin flip will determine.

9-12U 6 innings No new inning may begin after 1 hour 45 minutes (pool play). 1 hour 45 minutes Maximum Game Length

13-14U 7 innings No new inning may begin after 2 hour mark (pool play) 2 hour Maximum Game Length

NOTE: No time limits will be enforced on any 3rd Place, or Championship Games. Time starts at the time of the first pitch and is tracked by the umpire. In case of inclement weather, the Tournament Director may need to change time limits, shorten the game length, or change the tournament format to finish the tournament. If a game is shortened due to inclement weather, the official score of the game will be the score at the time of the last fully completed inning (minimum 3 innings). The exception to this rule is when the home team is ahead and the visiting team has already batted in the visiting team's half of the inning. In this case, the official score will be the score of the game when the game is called. Games started but not through 3 innings will be suspended and continued or rescheduled as time permits at the discretion of the tournament director. Any suspended game not completed or any pool play game not played will be scored as a 3-3 tie.

Pool play games can end in a tie. Pool play games will not go extra innings. Bracket play games will go extra innings if needed. For the semifinal bracket games (not 3rd place or championship games), international rules will apply for a tie after regulation innings. At the start of each inning, a runner is placed on second base – the runner will be the last batter scheduled to bat in this inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until a victor emerges.

Pitching Restrictions:

9AA/AAA Maximum of 105 Pitches for Tournament/65 pitches a day

10AA/AAA Maximum of 110 Pitches for Tournament/70 pitches a day

11AA/AAA - Maximum of 115 Pitches for Tournament/75 pitches a day

12AA/AAA - Maximum of 125 Pitches for Tournament/85 pitches per day

13AA/AAA, 14AA/AAA, 14/15A - Maximum of 135 Pitches for Tournament/95 pitches a day

For the 14/15A Tournament only: Friday and Saturday combined will constitute one day for the purposes of pitch count calculation.

Pitch type restrictions for all ages will follow MYAS rules. **NOTE 9-11U NO CURVEBALLS ALLOWED**, only Fastball/Changeup pitches are allowed.

Pitching Note: There are NO inning limitations, ONLY total pitches per player. If a player reaches their tournament total limit in the middle of an at-bat, they may finish pitching to that batter.

Pitches thrown in extra innings will count toward each individual pitchers pitch count total.

2. Bats

All bats must meet the MYAS bat standards. If any player uses an illegal bat, that half-inning will immediately end. Any runs scored before the infraction will count. The next batter for that team will be the batter next in the lineup after the player who used the illegal bat. (NOTE: Both USSSA and USA-approved bats are allowed.)

14AA & 14/15A are wood bat tournaments. Bats will be provided, but teams can also bring their own. Only 100% wood bats are allowed – no composite bats.

3. Base Running

9AA/AAA: A runner may lead off or steal after the ball crosses the plate. Violation will result in the runner being called out.

10AA/AAA: A runner may lead off or steal after the ball crosses the plate. Violation will result in the runner being called out.

11AA/AAA: A runner may lead off or steal after the ball leaves the pitcher's hand. Violation will result in the runner being called out.

9AA/AAA, 10AA/AAA and 11AA/AAA: A batter may not attempt to advance to first base on a dropped third strike. Runners on base may advance at their own risk.

9AA/AAA, 10AA/AAA and 11AA/AAA: Runners may not advance to 2nd after a walk (passed ball or not), runner may advance after the 1st pitch to the next batter.

9AA/AAA: A runner occupying 3rd base at the start of a play may only advance to home on a batted ball or an attempted play on the runner on 3rd base. Otherwise, the runner on 3rd may only advance on a batted ball, a bases loaded walk or hit by pitch.

10AA/AAA and 11AA/AAA: Runners may attempt to score from 3rd base on a passed ball, wild pitch, or throwback to the pitcher.

12AA/AAA, 13AA/AAA, 14AA/AAA, 14/15A : No base running restrictions.

4. Courtesy Runners

A courtesy runner (the last runner to be put out) will be allowed only for the catcher at any time to speed up the game. Exception: courtesy runners for an injured player will be the player making the most recent out.

5. Run Rules

All forfeits will be scored 6-0 at 9U-12U and 7-0 at 13U-15U.

9-12U: The game will end if the home team is at least 10 runs ahead after 3 1/2 innings or visiting team is ahead by at least 10 runs after 4 innings.

13,14,15U: The game will end if the home team is at least 10 runs ahead after 4 1/2 innings or visiting team is ahead by at least 10 runs after 5 innings.

All Ages: The game will end if the home team is at least 15 runs ahead after 2 1/2 innings or visiting team is ahead by at least 15 runs after 3 innings.

6. Re-Entry Rules

9U-15U All teams must bat the entire lineup using continuous batting with free substitution on defense. Any pitcher may re-enter the pitching position ONCE during the game. Follow GSBL rules for details.

7. Tie-Breaking Procedures

1. Best Record (Each pool winner receives a higher seed than a team that did not win its pool)
2. Head-to-Head Play
3. Least Runs Allowed in Pool Play
4. Total Run Differential in Pool Play (Maximum plus or minus 10 runs per game)
5. Most Runs Scored in Pool Play
6. Coin Flip

For a 3 (or more)-way tie, the first step is to break the 3 (or more)-way tie by these rules and then start all over with the remaining teams.

NOTE If multiple teams from same association are lined up to play each other the first round of bracket play, seeds will be adjusted to avoid this situation.

8. Determining Seeding for Games

Bracket play seeding will be determined as stated in Paragraph 8 above.

9. Player and Coach Conduct and Protests

Unsportsmanlike conduct will not be tolerated. Any player, coach, or spectator ejected from a game for unsportsmanlike conduct will not be allowed at any tournament fields or parks for the remainder of the tournament. If a player or spectator is ejected from a game for unsportsmanlike conduct, the head coach shall also be ejected for the remainder of that game only. Umpire's decision is final in all cases.

No protests allowed. All disputes will be handled on the field, and all decisions are final.

10. No live batting practice during pre-game, only no flight, whiffle or heavy balls are allowed. No soft toss against any fences. No pregame infield practice. Batting cages are 20 min use time to allow ALL teams to have batting practice.

11. Walk-ups songs are permitted at a reasonable volume, please be respectful of neighboring games. This goes for pregame and in between innings. Tournament staff has the right to ask for the volume to be turned down or to turn the music completely off. Refusal can lead to forfeiting of the game.

12. Tournament Format Change Due to Weather

The Mahtomedi Tournament Committee reserves the right to alter, change or abbreviate the games and tournament format to complete the tournament.

13. Refund Policy

If the tournament is canceled due to inclement weather, refunds will be issued as follows:

- 0 games started: \$250 refund
- 1 game started: 50% refund
- 2 games started: No refund

Some Common Rules Clarifications:

Tie Games Under the 1:45 and 2:00 Mark:

The tournament rules specifically provide that **in pool play** if a game is tied at the end of 6 innings (for ages 9-12) and 7 innings (for age 13,14,15), there are **no extra innings**. This rule applies even if the game is finished but still tied under the 1:45 or 2:00 (age group limit) time mark. The coaches and the umpire **cannot** overrule this provision and start a new/extra inning even if the coaches and/or the coaches + umpire are okay with starting a new/extra inning (beyond the 6th inning for 9-12U or beyond the 7th inning for 13-15U).

Situation in the 1:45 and 2:00 No New Inning Rule:

If the home team is leading going into the bottom of an inning (not the final inning) and you have not reached the 1:45 or 2:00 (age group limit) time mark the game is to keep playing (even if it is a few minutes). An umpire cannot call the game and assume there won't be a new inning - you never know and point differential could also be affected. **Umpires, tournament officials, and coaches are not to end a game early in this type of situation.** The game would end once/if the 10 run rule came into place however.

Batters needing to leave games early:

If a player leaves during the game, they are not marked as an out. However, they cannot later return to the game once they are out of the game. Their spot in the batting order is NOT marked as an out. That player's spot is simply skipped over like that player no longer exists.

Notify the other team and the umpire of that possibility before the game to make sure all sides are on the same page. The tournament director or site director can also intervene before the game to confirm.

Official Scores and Pitch Counts:

Please make sure to remind your scorekeeper to confer with the other team's scorekeeper and the umpire each half-inning regarding the game's score and the total pitch count for each pitcher.

When the game is complete, the final score and pitch count totals the umpire enters on the scorecard are considered official. Your scorekeeper and the other team's scorekeeper need to verify with the umpire immediately upon completion of the game that the umpire has entered all information satisfactorily. The umpire will show the final card which will need to be signed by both teams and by the umpire which will be confirmation of the final score and pitch counts.