Metzger Tournament
2nd & 3rd Grade

Rules:

Standard rules apply with the following changes:

1. Time limit is 1:30 minutes
2. Friday and Saturday games can end in a tie. No international rules apply to Friday and Saturday games.
3. Overthrows are allowed at first base only. All runners may advance at their own risk.
4. If a Sunday game is a tie at the end of the 1:30 minute time limit international rules will apply. The batter that made the last out will start the inning at second base. The game will continue until a team wins.
5. In the semi-finals and final there is no limit on innings a pitcher may pitch.

SINGLE ELIMINATION STAGE FORMAT – Records will determine seeding. In the event of equal records least runs allowed in pool play will determine better seed. In the event there is still a tie highest run differential will be the determinant. A maximum of 10 runs will be used for run differential. If still tied, a coin flip will be used. The first tie-breaker will be head to head.

- **A team may play with 8 girls**

- **Should we experience rain the games will be completed in the order on the schedule with playing times being reassigned. Should this occur Sunday's schedule may have to be redone. Should most of Saturday's schedule be rained pout a decision will be made concerning how the tournament will be continued (single elimination etc.).**

- **Teams may not warm up on the field before the game.**

- **No infield warm-up will be allowed between innings. The pitcher will be allowed 5 warm-up pitches. A BALL will be called on the batter for each pitch more than 5.**

- **Coaches or spectators who are ejected from a game will not be permitted to attend the remaining tournament games. This means that they will not be allowed to be physically present at the field. Coaches and spectators MAY NOT verbally or physically abuse an umpire. All ejected persons MUST leave the field immediately.**

- **The time elapsed for trips to the mound, offensive time outs or the changing of the pitcher shall not be counted toward the game time limit. Elapsed time shall stop until play resumes.**