

29th Annual Eden Prairie Baseball Invitational Rules



- [MBL tournament qualifying rules](#) will govern the tournament except for tie breaker and pitch count rules which are shown below:

- o **Tie Breakers:**

- [Record](#)
- [Winning Percentage](#)
- [Head-to-Head](#)
- [Head-to-Head Run Differential](#)
- [Runs Allowed](#)
- [Run Differential](#)
- Coin Flip

- o **Pitch Count (MYAS):**

Age	Pitching Limit
10U	A player may pitch a maximum of 100 pitches total for the three-day tournament, but no more than 75 in any one day.
11U	A player may pitch a maximum of 110 pitches total for the three-day tournament, but no more than 85 in any one day.
12U	A player may pitch a maximum of 110 pitches total for the three-day tournament, but no more than 85 in any one day.
15U	A player may pitch a maximum of 130 pitches total for the three-day tournament, but no more than 95 in any one day.

Note: Violation of Pitching Restrictions: Upon discovery of a violation of any pitch count limit (i.e., daily or tournament total), the pitcher will be removed as pitcher and the head coach of that team will be ejected. The pitcher will not be eligible to pitch for the remainder of the tournament and the head coach will be suspended for the remainder of the tournament. There is no forfeiture of the game.

- **Bat rules (MBL)**

Age	Bat Restrictions
10U	Bats must be 2 ¼", 2 1/2", 2 5/8" & 2 ¾" with unlimited weight differential. All bats must have the USA or USSSA stamp (unless using a -3 BBCOR bat or wood bat).
11U	Bats must be 2 ¼", 2 1/2", 2 5/8" & 2 ¾" with unlimited weight differential.

12U	13U 2 1/4" or less with UNLIMITED weight differential or 2 1/2", 2 5/8", or 2 3/4" barrel with -10 or less differential.
15U	Bats must be 2 5/8" or 2 3/4" with a -3 differential. Can use a BBCOR bat or wood bat

- **Tie Breakers (Tourney Machine):** Tie breakers within Tourney Machine never go back to the top of the tie breaker list.
 - *Example:* If three teams are tied with **Head-to-Head** as the first tie breaker, and all three teams have a 1-1 record against each other, the **Head-to-Head** rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is **Run Diff** and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 beat Team 1 **Head-to-Head** because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.
- **Record:** This is in part based on winning percentage (see below), but also favors the team with the greatest number of Wins, or the least number of Losses.
 - *Example:* For example, if Team A is 2-4-0, Team B is 1-3-2 and Team C is 0-2-4, they have the same winning percentage, but the Record would favor Team A, then Team B, then Team C due to the Wins.
- **Winning Percentage:** This is computed as: $(Wins + 0.5 * Ties) / (Wins + Ties + Losses)$.
- **Head-to-Head:** This breaks ties based on the **Record** tie breaker (or **Points** if points are used) against the tied teams.
 - *Example:* 3 teams have the same overall record at 4-2 and all 3 of the teams played each other an equal number of times. If one team's record against the other two was 2-0 and another team's was 1-1 and the last was 0-2, this tie breaker would rank them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used.
 - *Note:* This tie breaker is completely ignored if all the teams tied do not play each other an equal number of times. For example, if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team).
- **Head-to-Head Two Teams Only:** This is the same as the **Head-to-Head** tie breaker, except this one will only be used if only two teams are tied. If there are three or more teams tied (even if they all played each other), this tie breaker will be ignored.
- **Head-to-Head Run Diff:** This breaks ties based on the differential against the teams tied with.

- *Example:* If 3 teams have tied, this tie breaker calculates the differential for each team, but only using games where the teams have played each other.
- *Note:* This tie breaker is completely ignored if all the teams tied do not play each other an equal number of times. For example, if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team).
- **Run Diff:** The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential wins the tie breaker.
- **Runs Scored:** The total of a team's score. The higher total wins the tie breaker.
- **Runs Allowed:** The total of a team's opponent's score. The smallest total wins the tie breaker.
- **Time Limit:**
 - 9U–12U 6 innings. No new inning shall begin after 1 hour and 45 minutes.
 - 13U–15U: 7 innings. No new inning shall begin after 2 hours.
 - When the time limit is reached after an inning has started, the game will end immediately after the visiting team bats if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed. (A new inning begins instantly when the 3rd out of the previous inning is recorded. The time of the 1st pitch of the next inning is irrelevant regarding the time limit).
 - When a game is tied at the end of 6 innings for 9U-12U & 7 innings for 13U-15U, or if the time limit is up, the International Tie Breaker rules apply (see below):
 - At the start of each inning, start the inning with zero outs, a runner is placed on second base- the runner will be the last batter scheduled to bat in this inning, (for 15U only, any eligible player may be substituted for this runner).
 - 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 (one team scores more runs than the other at the end of a complete inning).
 - Pitches thrown by pitchers in extra innings will count towards each individual pitcher's pitch count total.
- **Other important notes:**
 - Championship games will be played immediately following the semi-final games on Sunday, like state tournaments.
 - The winning team is responsible for returning the official score sheet to the HQ table.

- o Please be courteous when using batting cages and limit time to 20 minutes per team.
- o Please use sock nets for soft toss and tee hitting.