

2026 MDM TOURNAMENT RULES

Safety

1. Parents, siblings, fans, or coaches from other teams are not allowed to watch from or be in the bullpens or dugouts while a game is in progress.
2. Teams may not warm up in the grassy areas around any field. There are a lot of children and spectators in these areas and all teams need to avoid any actions which could cause an injury or accident.
3. The sun may present a safety issue for pitchers, catchers, and/or hitters on certain fields around sunset. As a result:
 - a. All players, including pitchers are allowed to wear sunglasses at all times. If an umpire deems the pitcher's sunglasses are creating a reflection disadvantageous to the batter, the umpire may ask for the sunglasses to be removed.
 - b. A game may need to be "paused" for approximately 15 minutes if, in an umpire's judgment, the sun presents a safety issue for a pitcher, catcher, and/or batter. If this occurs, the game time will be paused, and the game will be resumed as soon as it's safe.

General Park Rules

1. NO outside food, beverages, or coolers allowed in the park (though one team cooler will be allowed per team). The Concession Stand will be open.
2. NO tobacco use of any kind is allowed anywhere in the park.
3. NO alcohol is allowed anywhere in the park.
4. NO skateboards or scooters in the park.
5. NO music between innings as it disturbs other games in progress.
6. NO parking in the circle drives and NO parking or blocking the dirt drive to the pony fields. This will be enforced by the appropriate authorities and violators are subject to being towed at their own expense.
7. NO artificial noise makers (i.e. air horns, banging on bleachers, etc..) are allowed. Scream, cheer, and clap (with your hands) as loud as you want - but using an air horn, banging on bleachers, or using "clappers" is not permitted.
8. Walkup music is OK, but it must be turned off **before** the pitcher is set.

General Tournament Rules

1. Game balls will be provided. If you run out of balls during the game because foul balls are not retrieved in a timely manner, managers should supply their own game balls for use until the foul balls are recovered.

2. BATS!! –USA Baseball Standard bats, in accordance with Little League specifications. BBCOR allowed for 13U and older. Any batter who steps in the box with an illegal bat will be immediately called out when noticed. All runners that advanced due to illegal bat usage will be returned to the bases occupied at the time of the pitch prior to when the bat was discovered. Any usage of an illegal bat must be brought to the attention of the umpire prior to the 1st pitch to the following batter.

3. Managers and Coaches are responsible for the conduct of their players and spectators. Umpires have the option of removing any manager, coach, player, or spectator. Anyone ejected from a game must either leave the park entirely or remain in the parking lot for the remainder of that game and the next game. If the ejected person continues to cause difficulties, he or she will be ejected from the park by the Sugar Land Police Department. This is done for the safety of all involved. We do not want any incident to escalate. Remember, your kids are watching.

4. In the event of a protest, the manager protesting must make a cash payment of \$100 at the time of protest to the Tournament Director (or delegate). If the protest is ruled in the protesting team's favor, the \$100 will be refunded. The Tournament Director's (or delegate)'s ruling is FINAL. Protests must be filed before the next pitch and ruled on before the next pitch if it happens during the game, or before umpires leave the field if after a game. In the event of a protest, the game clock will be stopped until the protest is ruled upon. Judgment calls cannot be protested.

5. Home/Away and Dugouts

- a. Pool Play: Home/Away team is determined by a coin flip at the plate meeting before each for every pool game.
- b. Bracket/Championship Games: For bracket and championship games, the better seeded team is the home team. Home teams shall occupy the 3rd base dugout.
- c. For both a & b, if a participating team is already in a dugout from the preceding game, there is no need to switch. Use common sense please.

6. During pool play, the home team will keep score in the official score book (Game Changer is acceptable), and the visiting team will operate the scoreboard.

7. Line-up cards with full name and jersey numbers must be provided to the opposing team and to the scorekeeper. These names should match the names submitted on the Waiver/Release Roster form submitted by each team prior to the tournament.

8. There is NO infield warm-up before games. Warm-ups should be in the outfield.

9. Batting Cage Usage and Field Assignments

- Batting cages are available for pre-game warmups and should be shared respectfully by all teams. Cage use operates primarily among teams assigned to nearby fields. No team may monopolize a cage during peak pre-game times.
- Teams are encouraged to limit cage use to 25 minutes per session and only during the 1-hour period prior to their scheduled game time.
- Per the pool game schedule (top team vs bottom team):
 - Top team: Batting cage access from 1 hour before game time until 35 minutes before game time
 - Bottom team: Batting cage access from 35 minutes before game time until 10 minutes before game time
 - Example: For a 9:00am game:
 - Top team cage time: 8:00am – 8:25am
 - Bottom team cage time: 8:25am – 8:50am
- During bracket play, the higher seeded team has batting cage access from 1 hour before game time until 35 minutes before game time. The lower seeded team has batting cage access from 35 minutes before game time until 10 minutes before game time.
 - Example: For a 9:00am game:
 - Higher seeded team cage time: 8:00am – 8:25am
 - Lower seeded team cage time: 8:25am – 8:50am
- Please be courteous and allow equitable access for all participants. Tournament staff reserves the right to manage cage usage and reassign teams as needed to maintain fairness and tournament flow. Teams may be asked to vacate cages if tournament staff determines usage is excessive or prevents reasonable access for other teams.
- Field Locations with batting cages labels provided on the following page.



Field 1: Batting cage located on LF side of Field 1

Field 2: Batting cage located on RF side of field 2

Field 3: Batting cage located on LF side of Field 4

Field 4: Batting cage located on RF side of Field 4

Field 5: Batting cage is the closest batting cage behind CF of Field 5

Field 6: Batting cage is located on the LF side of Field 6 (single cage)

Field 7: Batting cage is the furthest batting cage located behind CF of Field 5.

Field 8: Batting cage is located on the LF side of Field 6 (closest to Levee / Ditch)

Field 9: Batting cage is located on the LF side of Field 6 (closest to Field 6)

10. All teams must be ready to play at game time, or the late team will forfeit the game.
11. Only players listed on the Waiver/Release Roster Form approved by the Tournament Director will be eligible to play in the tournament.
12. Rosters cannot be changed during the tournament once it has been submitted to the Tournament Director, unless approved in advance by the Tournament Director.
13. Birth certificates MUST be available on request for tournament officials at all times while the team is still in the tournament. Clear copies are sufficient. If a birth certificate cannot be shown, the player is removed for the remainder of that game (may not come back in) and cannot play in the tournament until a birth certificate is provided. If a player is removed for no birth certificate and this causes the team to have less than 8 players, the team forfeits the game.
14. Age division eligibility will be determined by the player's USSSA age:
<https://www.ussa.com/baseball/ageCalculator>
15. Any team that plays an ineligible player forfeits all games and is disqualified from the tournament; there is no refund.
16. All teams are required to have USSSA compliant insurance policies for the duration of the tournament/league. All teams must have proof of insurance on file with the Tournament Director prior to playing their first game.

Playing Rules

1. Little League Rules will be utilized, except where noted below.
2. Teams must bat a continuous lineup of all present, eligible, uniformed players.
3. "Dropped third strikes" are in effect for 11U and older.
4. Teams may use a courtesy runner for the incoming pitcher and incoming catcher at any time, but it is mandatory to substitute for the incoming catcher with two outs. The courtesy runner must be the player that recorded the last out, unless the last out was the pitcher, in which case it is the out prior to the pitcher.
5. You may play with 8 players; less than 8 players at any time is a forfeit. It is not an automatic out when the 9th player is supposed to bat. If the 9th player shows up during the game, he may be added to the bottom of the batting line-up, no matter where you are in the order at the time of his arrival.
6. A maximum of 4 coaches will be allowed in the dugout at any time. At least 1 adult must be in the dugout at all times.
7. Coaches will be allowed to warm-up pitchers before or during a game and in between innings.

8. All coaches are to remain **INSIDE** the dugout while their team is not at bat. When at bat, only the 1st and 3rd base coaches are allowed on the field and only in the coach's boxes. Any coach entering the field for any reason, other than when time is requested from and granted by the umpires, may be removed from the game.
9. There is no limit to the number of innings a player can play the position of catcher. A player who catches for any number of innings can still pitch, subject only to the pitching rules.
10. The infield fly rule is in effect for all divisions except 7U and 8U.
11. A team that has a player on another roster in another division may only have 2 such players on their team roster. Example, Team A in the 10U division has 10 players, 1 of which is a 9U player who is on a team playing in the 9U division of the tournament. This can be done as long as the 10U roster has no more than 2 of these players. No player may be rostered on more than 1 team in the same division.
12. Slashing, faking a bunt and then swinging away, is **NOT** allowed in any division. The ball will become immediately dead, the batter will be declared out, and runners will be returned to the bases occupied at the time of the pitch.

Pitching Rules

1. A pitcher may pitch a total of 27 outs for the tournament.
2. The maximum number of outs per day is 18, regardless of pool play and/or playoffs.
3. A pitcher is charged for all outs recorded while that pitcher is on the mound. If a pitcher is at the next to the last out allowed to him and a double or triple play is made, only the 1st out will be charged to him and he will have completed his allowed outs and must leave the mound after the play is completed. The pitcher will not be penalized for his team making an extra out or 2 on 1 play.
4. A pitcher may only pitch for 1 team (1 age group) per day in the tournament. A player may participate on another team in a different age group provided they meet the age requirement. A manager must disclose the player to the Tournament Director and have the player included on the team roster form. The pitching outs restriction remains the same and is cumulative across divisions.
5. Coaches/Managers are responsible for keeping up with the pitch outs. Any violation of the pitching rules will result in a forfeit of the game during which the violation occurred, as long as it is brought to the attention before the umpire leaves the field at the end of the game.

6. Coaches/Managers are responsible for ensuring that umpires record the correct player and number of outs for each registered pitcher. The umpire cards will be turned in to the Tournament Director. All score/pitch cards are considered final once they are turned in to Tournament Director. Please review the card before signing!
7. For 9U and up, no white OR gray long-sleeve undershirts exposed below the elbow are allowed while pitching.
8. Pitchers can play the position of catcher at any time, regardless of the pitch outs thrown.
9. In all divisions, a pitcher removed from the game as pitcher cannot re-enter the same game as a pitcher.
10. Balks will be enforced in 13U and older divisions.

Game Time Limits / Run Rules

1. Maximum innings in a game is 6.
2. Pool Games & Bracket Play: 90 minutes - no new inning can start after 90 minutes.
3. Championship Games Only:
 - 6 innings must be played for all 7U, 8U, 10U, 11U, and 12U
 - 7 innings must be played for all INT and JSRs
 - Timed for 9U at 1 hour and 45 minutes.
4. Run Limits (none unless stated below):
 - a. 7U and 8U: Pool Games and Bracket Play - 7 runs max per inning.
 - b. 9U Pool Games: 5 runs max per inning.
 - i. If no run rule is met and time is left on the clock, the game will continue to play until time expires.
 - c. 9U Bracket Play & Championship Game: There is no run limit per inning in bracket play.
3. Run Rules (in effect for ALL games):
 - i. 20 runs after the 2nd inning
 - ii. 15 runs after the 3rd inning
 - iii. 8 runs after the 4th inning
4. Run rules are in effect even though "runs allowed" and "runs scored" are used in tie breakers.

5. If a game is suspended due to rain or any other reason, it will be considered an official game if 3 innings have been completed, or if 2.5 innings have been played and the home team is ahead. In the event that an inning is uncompleted at the time of the cancellation, the game reverts back to the last completed inning so long as at least 3 innings have been completed.

6. Ties are allowed in pool play; no extra innings will be played. In bracket play, each extra inning will begin with a runner on 2nd and 1 out. The runner on 2nd shall be the last batter of the previous inning. If that batter is the pitcher or catcher, no courtesy runner is allowed.

Bracket Play Seeding

Seeding for bracket play will be determined by the points earned in pool play. Depending on the number of teams, some divisions may have a silver and gold bracket.

- Win = 6 points Tie = 3 points Loss = 0 points
- Forfeits will be -10 points for team forfeiting and a 6-0 victory for the winning team.
- Tie breakers are determined as follows (and in this order):
 1. Head to Head (if more than 2 teams are tied, head to head is completely thrown out)
 2. Runs Allowed (Lowest Average Per Game)
 3. Runs Scored (Highest Average Per Game)
 4. Coin Flip

Coach Pitch Rules (7U and 8U)

1. Rules from previous sections apply unless superseded by rules in this section.
2. Pitching distance - The Coach pitching must release the ball no closer than 35 feet from the tip of home plate.
3. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. One warning will be allowed. Two violations will result in immediate removal from the mound.
4. Each batter is allowed 6 pitches or 3 strikes. If a batter hits a foul ball on the 6th pitch, they are allowed to continue batting until they either do not make contact with the ball or they put the ball in play. A strike is defined as a batter offering at a ball with a swing or fouling off a pitch.

Everything else will be called a ball regardless of location. No walks are permitted.

5. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.

6. Bunting shall not be allowed.

7. Umpires call time after every play and declare the ball dead. Time should be called as soon as all 3 of the following occur: a) The lead runner stops attempting to advance, b) The ball is in the possession of an infield player (including pitcher or catcher) inside the base paths, and c) no play is imminent.

9. Teams may play 10 players defensively. However, with 10 players, there shall be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No "rovers" are allowed.

10. Kid pitchers must be positioned behind the coach pitching on either side of him and must have at least 1 foot inside the dirt mound area or painted circle. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance 1 base.

11. Stealing is not permitted in coach pitch. During pool play, 1 team warning shall be issued for a runner leaving a base before the ball reaches the plate. After that warning, and during bracket play, this runner will be declared out (no pitch).

12. The infield fly rule is not in effect.

13. There is a 7-run limit per inning. Continuation scoring will not be allowed past 7 runs. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count. The game is over when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game. Run rules still apply.

14. Intentional walks are allowed. One player, per team, per inning may be intentionally walked. Each player can only be intentionally walked once per game.

Payment & Refund Policy

Refunds for withdrawals NOT due to weather:

Once the tournament schedule is published, there is no refund for a team that withdraws for reasons unrelated to weather.

Refunds for weather-related cancellations:

100% if no games are played.

50% if 1 game is played.

0% if 2 or more games are played.