

SPECIAL TOURNAMENT INCLEMENT WEATHER RULES

- (1) **TOURNAMENT FORMAT & SCHEDULE:** The tournament director may change the tournament format or schedule at any time to account for inclement weather conditions
- (2) **OFFICIAL GAME LENGTH** – For tournament play in LMS, it is redefined to:
 - a. 9/10U: 3 innings or 90 minutes of play has elapsed since first pitch if the game is stopped due to bad weather or unsafe field conditions due to bad weather or by darkness or curfew.
 - b. 11U & Older: 4 innings or 90 minutes of play has elapsed since first pitch if the game is stopped due to bad weather or unsafe field conditions due to bad weather or by darkness or curfew.
- (3) **Pausing Game Clock:** a maximum of 20 minutes will be added to time limit of game for significant weather delays
- (4) Any tournament game that is cut short for any reason (weather, darkness, injury, light malfunction, etc.) **before it is of official length** will be treated as a SUSPENDED GAME. All play stands. The game will resume where it left off at a time and location of the tournament directors choosing
- (5) Any tournament game that is cut short for any reason (weather, darkness, injury, light malfunction, etc.) **after it is of official length** will revert to the score of the last completed inning. With the following exceptions:
 - a. *During single elimination play only:*
 - i. If the visiting team in its half of the incomplete inning scores a run(s) that tie the game or take over the lead and the inning cannot be completed, the game shall be suspended and resumed the next day.
 - ii. If the home team in its half of the incomplete inning scores a run(s) that take over the lead, that score is the final score of the game.
 - iii. If the home team in its half of the incomplete inning scores a run(s) that tie the game, the game shall be suspended and resumed the next day.