



Midwest Tournament Factory – Fastpitch

Event Information & Tournament Rules

9u – 18u Rules (Pages 1-3)

8u Coach and Kid Pitch Rules (Pages 4-6)

Age Cutoff: MWTF Events will go by (2026) team playing ages, unless otherwise noted. The age cutoff Midwest Tournament Factory (Softball) is September 1st, 2025 with (2) grade exceptions allowed per team.

Midwest Tournament Factory will not allow any protests

Next, ALL rosters must be uploaded on-line on your team account with the completion of parent approval.

Odd Ball Klassic: "6-7" 67-Minute Pool Play Time Limits {16u Faspitch is 75 Minute (ALL) Weekend}

Bracket Time Limits: No new inning after 1 hour 15 minutes **(Including Silver Division Championships)**. There will be **NO** time limit for Gold Division Championships.

- 1. IF Necessary:** Midwest Tournament Factory Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
- 2. Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes Championship Games.
- 3. Innings Played:** 12 and under games will consist of 6 innings. 13 and up will consist of 7 innings (time permitting).
- 4. Pitching Distance and Base Lengths:**
 - 8u Coach and Kid Pitch (30' Pitching | 60' bases)
 - 9-10u (35' pitching | 60' bases)
 - 11-12u (40' pitching | 60' bases)
 - 13u-18u (43' pitching | 60' bases)

5. **Malicious Contact:** At any base is forbidden (umpire's discretion).

6. **Mercy Rules:**

- 12 after 3 innings (home team bats if behind).
- 10 runs after 4 innings (home team bats if behind).
- 8 runs after 5 innings (home team bats if behind).

PLAYING RULES:

1. Game Length

- a. 8U to 14U will play 6 innings
- b. 16U and above will play 7 innings

2. Batting order

- a. The team may bat nine players with substitutions on the bench. The players may be placed in the lineup with the player in the lineup exiting the game. The starter may re-enter the game at any time of the game in the previous spot in the lineup they were originally placed.
- b. The team may have 9-players on the field and bat 9 with the DP/Flex player in for one position player. The lineup card will consist of 10 players as the DP/Flex will bat in place of the given position. Subs will be used with the possibility of reentry for the starts in their original batting position in the lineup.
- c. The team may bat all 9 position players with an additional 2 players. This would lead to a 9-player defensive lineup and 11 player batting lineup. If the team has subs they may be used and the reentry for starters in their original batting position in the lineup.
- d. The team may bat all in the lineup with open defensive substitutions. (For Example: 11 Rostered Players, 9 Defensive Players with 2 Extra Hitters (DH/EHs)
- e. If through the game the team drops to below 8 players, due to injury, ejection, or player having to leave. The team will take an out at that spot in the lineup.

3. Time Limits

- a. All game lengths will be 75 minutes with no inning starting after the time has expired.
- b. The game clock will start at the time of the team meeting at the plate being over.
- c. The clock will be a running clock with no stoppage in any event.
- d. Games may be started up to 30 minutes prior to scheduled time. Please have your team at the game 30 prior to game time.
- e. Tournament Director reserves the right to modify the time limit in the event of weather or unforeseen circumstances.
- f. In the instance to keep the game on time, all teams will be allowed a courtesy runner for pitchers and

catchers. The runner will be the last recorded out if you are batting a continuous lineup or a sub if you have players on your bench. (This is optional for the coach to speed up the game)

6. Mercy Rule

- a. Mercy rule shall be 12 runs after 3, 10 runs after 4, and 8 after 5.
- b. Mercy rule is in effect for all games including championship games.

7. Ball Dimensions

- a. The ball dimension for 10U and below are 11-inch balls.
- b. The ball dimension for 12U and above are 12-inch balls.

8u Coach Pitch General Rules

1. **IF Necessary:** Midwest Tournament Factory Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
2. **Home Team:** The home team is determined by a coin toss during pool play. Once your team is seeded, the higher seed is the home team during bracket play. This also includes

Championship Games.

**Time Limits: 8u = No new inning after 1 hour 15. (Including Silver Division Championships).
There will be NO time limit for Gold Division Championships.**

3. **Innings Played:** Will consist of 6 innings.
4. **Pitching Distance and Base Lengths:** Coach must have one foot inside the circle when pitching. 60' bases.
5. **Malicious contact:** At any base is forbidden (umpire's discretion).
6. **Mercy Rules:** 12 after 3 Innings, 10 runs after 4 innings, 8 runs after 5 innings (Home Team Bats if Behind).
7. **Run Rule:** Maximum of 6 runs allowed per inning. However, there will be unlimited runs allowed in the last batted/declared inning.
8. **Bat Rules:** Bring It – Swing It!
9. **Cleats:** Plastic or rubber cleats only.
10. **Courtesy Runner:** You may use a courtesy runner for the catcher at any time. This must be someone from your bench, OR if you're roster batting it would be your last recorded out.
11. **Reporting Scores:** The official scorebook is to be kept by the home team. In addition, the home team will turn in the "official" scorecard at the end of the game at the tournament tent. This scorecard must have signatures of both head coaches verifying the score.
12. **Completed Game:** For inclement weather purposes a game is complete after 3 innings.
13. **Pregame Warm-Up:** All pregame warm up is to take place off the field. No pregame warm-up is allowed on the infield. Teams will forfeit the game if caught.

14. **Point System For Tournament:** (2) points for a win, one (1) point for a tie. Tie Breakers; • Wins-Loss Record

- Head to Head (2 Teams Only)
- Fewest Runs Allowed
- Highest Total Run Differential
- Runs Scored
- Coin Flip

8u Coach Pitch Specific Rules:

- **A batter will be allowed 7 pitches or 3 strikes** (whichever comes first). If the batter does not put the ball in play on the 7th pitch they are declared out. A foul ball on the 7th pitch awards them 1 more pitch.
- **No stealing, bunting, or leading off.** Players leave the base when the ball is hit. If a player leaves early, the 1st offense is all runners are sent back to their original base and a team warning is issued. On the 2nd offense, the runner is called out and all other runners return to their original base.
- **A batted ball that hits the adult pitcher** will be declared dead and all runners return to the original base and pitch is played over. The count is resumed as if the pitch did not happen. • Ball will be declared dead by the umpire when time is called by the defensive youth pitcher inside the pitching circle only. You cannot call time out outside of the pitching circle.
- **Hash marks will be between each base on most fields. IF hash marks are not present on a field, it then becomes a judgement call on the umpire.** When the umpire declares the ball dead he will make judgment on awarding baserunner bases. If a runner is passed the hash mark, they are awarded the base they are headed to. If a runner has not passed the hash mark they return to the previous base. The umpire's judgment is final. If a player calls time and the umpire declare the play dead at that point, no other play counts. **EX:** player calls time and is awarded by umpire then throws a runner out. The dead ball stands, and the runner is not out.
- **8u Coach pitch will use a maximum of 10 defensive players.** 1 Coach may be stationed in the outfield to help coach up their players. You may also have a coach up against the backstop to help speed up the game with passed balls.

- **Coaches must have one foot inside the pitching circle** when pitching. When the coach is pitching the youth pitcher must also have one foot inside the pitching circle when the pitch is thrown.
- **Substitution:** If roster batting you can freely substitute.
- **Team can play with as few as 8 players** without taking an automatic out in the batting order. Anything lower than 8 is an automatic out in the batting order.