



## Tournament 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:** No new inning after 65 minutes. Finish the Inning. This includes pool play and bracket play.

3. **Innings Played:** 6 Innings or until time limits.
4. **Pitching Distance and Base Lengths:**
  - 8u Baseball (40' 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).
7. **Cleats:** Please utilize either turf or tennis shoes indoors
8. **Bat Rules:**
  - 8u = bring It, swing It.
9. **Courtesy Runner:** You may use a courtesy runner for a pitcher or catcher at any time. This must be someone from your bench OR if you're roster batting it would be your last recorded out.
10. **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 concession stand. This scorecard must have signatures of both head coaches verifying the score.
11. **Point System For Tournament:** (2) points for a win, one (1) point for a tie. Tie Breakers;
  - Wins-Loss Record
  - Head to Head (Two Teams Only)
  - Fewest Runs Allowed
  - Highest Total Run Differential
  - Runs Scored
  - Coin Flip
12. **Substitution:** If roster batting you can freely substitute. If not roster batting, once removed you cannot re-enter game.

13. **Player Count:** 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.
14. **Bracket Play Ties:** If you finish in a tie either at time limit or after the final inning, we will resort to international tiebreaker rules. The last two outs of the previous inning will begin on 1<sup>st</sup> and 2<sup>nd</sup> base with 1 out to start extra innings.

### **8u Indoor Coach Pitch General Rules**

1. **Malicious contact:** At any base is forbidden (umpire's discretion).
2. **Run Rule:** Maximum of 6 runs allowed per inning. However, there will be unlimited runs allowed in the last batted/declared inning.
3. **8u Indoor Coach Pitch Specific Rules:**
  - Indoor Foul Ball Rules: IF a ball hits the dome ceiling, it's considered a foul ball (unless there are two strikes – it's considered an out. IF the ball hits the ceiling in foul territory, it will remain a foul ball.
  - 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 umpire when time is called by the player pitcher following a completed catch near the pitching rubber.
  - Hash marks will be between each base. When the umpire declares the ball dead he will make judgement on awarding baserunner bases. If runner is passed hash mark they are awarded the base they are headed to. If runner has not passed the hash mark they return to previous base. Umpires judgement is final. If a player calls time and umpire declares play dead at that point no other plays count. 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. Coaches cannot be in the field of play on defense. Only 1 coach allowed out of the dugout during play. All other coaches must remain in the dugout.
  - Coaches must have one foot inside pitching circle when pitching. When coach is pitching the youth pitcher must also have one foot inside the pitching circle when pitch is thrown.
  - Substitution: If roster batting you can freely substitute. If not roster batting, once removed you cannot re-enter game.