



Midwest Tournament Factory - Baseball Event Information & Tournament Rules

9u – 18u Rules (Pages 1-3)

8u Coach and Kid Pitch Rules (Pages 4-7)

Please Note the Following:

MWTF Events will go by (2026) team playing ages, unless otherwise noted. The age cutoff Midwest Tournament Factory (Baseball) is April 30th, 2026. In addition, each team is allowed (2) grade exceptions per roster.

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.

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.

Baseball Pitching Limitations: Consider following USA Pitch Smart Guidelines

Time Limits: No new inning after 1 hour 45 minutes (**Including Silver Division Championships**). There will be NO time limit for Gold Division Championships.

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:**
 - 9-10u (46' pitching | 65' bases)
 - 11-12u (50' pitching | 70' bases)
 - 13u (54' pitching | 80' bases)
 - 14u & up (60'6" pitching | 90 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:

- 9u -12u = plastic or rubber cleats only.
- 13u and up metal cleats are fine, however **you may NOT wear metal cleats on the portable mounds at any time.**

8. Bat Rules:

- 13u & under = bring it, swing it.
- 14u = -5
- 15u & up = -3

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 are 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 tournament tent. This scorecard must have signatures of both head coaches verifying the score and verifying outs recorded by each pitcher.

11. **Re-Entering:** Once a pitcher is removed from the mound, he cannot go back in to pitch in that game.

12. **Completed Game:** For poor weather purposes a game is complete after 3 innings are completed regardless of age.

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 (Two Teams Only)
- Fewest Runs Allowed
- Highest Total Run Differential
- Runs Scored
- Coin Flip

15. **Substitution:** If roster batting you can freely substitute. If not roster batting, once removed you cannot re-enter the game.

16. **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.

17. **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 1st and 2nd base with 1 out to start extra innings.

18. **Extra Innings:** If the game still has time on the clock, teams may play out the extra inning until time expires. All pool play games can end in a tie.

19. **Intentional Walks (Speed-Up Rule)** The coach will notify the umpire they are walking the player and the umpire will place the batter on first base. (This rule applies to ALL ages).

Age Cutoff: Each team is allotted two grade exceptions (Please have a grade card available IF questioned). Your playing age is determined by what your age is on or before April 30, 2026.

Banned Bat List:

- Illegal Bat List:
- 2015 Demarini CF7 (-5)
- 2015 Easton XL1 (-5)
- 2016 Demarini CF8 (-5)
- 2016 Demarini CF8 (-8)
- 2016 Demarini CF8 (-10)
- 2017 Demarini CF Zen Balanced (-8)*
- 2017 Demarini CF Zen SL 2 3/4" (-10)
- 2017 Demarini CF Zen Zero Dark 2 3/4" (-10)
- 2017 Demarini CF Zen – Balanced (-5)
- 2017 Demarini CF Insane – Endloaded (-5)
- Louisville Slugger Blue Meta Composite (33/30 model only)
- 2018 Dirty South Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only – USA Baseball Marked)

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

15. 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.

8u Modified Kid Pitch Rules

MIDWEST TOURNAMENT FACTORY FOLLOWS THE OHIO NATIONS BY-LAWS UNLESS OTHERWISE STATED IN THIS RULES ADENDUMN:

Quick Notes:

The home team of each tournament during pool play is determined by coin toss. Once your team is seeded the higher seed will be the home team in bracket play, unless playing a crossover game where the teams are seeded equally. Then, we would still flip a coin.

Malicious Contact at any base is forbidden (Umpires Discretion)

There are NO bat restrictions. Swing It | Bring It

Tie Breaker System for Tournament Seeding:

- Wins/Loss Record
- Head-to-Head (ONLY if two teams are tied)
- Fewest Runs Allowed
- Highest Total Run Differential
- Runs Scored
- Coin Flip

**** Pool Play Games Can End in Ties ****

IF bracket play finishes in a tie, we will resort to international tiebreaker rules. The last two outs of the previous inning will begin on 1st and 2nd base with 1 out to start extra innings.

(8u) Modified Kid Pitch Rules

1. Field size: Pitcher's distance is 40 ft. and bases are 60 ft.
2. Games: 6 innings. 8u = No new inning after 1 hour 45. **(Including Silver Division Championships)**. There will be **NO** time limit for Gold Division Championships.
3. Run Rules for 6 Inning Games (12 Runs After 3, 10 Runs After 4, 8 Runs After 5). **Maximum of 6 runs allowed per inning.** However, there will be unlimited runs allowed in the last batted/declared inning.
4. **Baseball Pitching Limitations: Consider following USA Pitch Smart Guidelines** to avoid overthrowing.
5. **1 coach visit per inning, per pitcher.** A second trip to the same pitcher in the same inning causes the pitcher's automatic removal from the mound (not the game).
6. **No Walks ie.** If the pitcher throws four balls to a batter, the batters' coach will finish pitching the at bat. The count will remain the same and umpires will call strikes. ii. A maximum of 4 pitches will be thrown by a coach.

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 pitch is thrown.

7. Batter cannot advance on dropped strike 3.

8. Fielders / Defensive Placement A team may use 10 fielders if they choose. B. The 10th fielder must be in the outfield as a 4th outfielder (No rovers).

9. Batting and Re-Entry Rule: A. Teams may bat 9, use EH batters (more than 1 EH may be used), or roster bat. Batting line-up intentions will be announced during the pre-game meeting with the umpires. A starting player may re-enter the game in the same batting position. Players not in the original batting order are substitute players and may not re-enter a game after coming out. ie. A team is batting 11 players (2EH)

10. Base Running: Secondary lead offs are only allowed after the ball is released from the pitcher.

A. One team warning for players leaving early; After the warning, each player leaving early will be recorded as an out.

B. Base runners may only advance on a ball behind the catcher.

C. No stealing or advancing to home on a pass ball; if an overthrow to 3rd base is made when the runner advances on a passed ball that run can then advance home.

11. Courtesy Runners: At any time, the team at bat may use a courtesy runner for the pitcher and catcher of record from the previous time on defense. This person must be either the last recorded out or someone not presently in the lineup. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be substituted.

12. Slug Bunting - Fake Bunt / Swing Prohibited: IF this takes place during a game, the batter is ejected for the remainder of the game (Safety Concern)

13. Complete Games: A. Home team is the official scorebook. Winning team scorecard will be signed by a coach from both teams in case of any discrepancies. Please be sure to turn in all score cards at the tournament tent for proper recording

14. Any games stopped by weather (when outdoors), will be official after 3 innings in a 6-inning game.

15. 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.

Age Cutoff: Each team is allotted two grade exceptions (Please have a grade card available IF questioned). Your playing age is determined by what your age is on or before April 30, 2026.

