



Midwest Tournament Factory – Indoor Baseball

Event Information & Tournament Rules

Coach Pitch Rules are listed on (Page 3)

Midwest Tournament Factory will once again run 1-Day Tournaments in both September and October this fall. Below, are some important notes and the tournament rules.

Indoor Specific Rules at The Tournament Factory (Tiffin OH)

- 8u Baseball will play with 9 players defensively
- 9u – 10u will play with 8 players defensively
- IF the ball hits off the ceiling in fair territory, the ball will be considered live.
- IF the ball lands inside the arch in-front of Homeplate, the ball is declared dead/foul.
- IF the ball lands above the yellow line along our outfield fencing, it's declared a home run.
- Any ball that hits the netting in foul territory will be declared a foul ball.

Please note the following:

Our Winter 1-Day Tournaments will go by **(2024) team playing ages**, unless otherwise noted. The age cutoff Midwest Tournament Factory will follow will be April 30, 2024. In addition, each team is allowed (2) grade exceptions per roster.

In addition, each inning **(prior to the final declared inning)** will be capped at (5) runs per inning for each team. Once the umpire declares the final inning based on time limit, there will no longer be a capped run limit. This is simply to speed up the game of play and allow for teams to maximize their number of at-bats indoors.

Lastly, **ALL rosters must be uploaded** on-line 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. However, there are tournaments in the fall where we run (round robin) formats, thus eliminating this scenario.

Time Limits: The time limits are based off the number of teams registered in your event and will be communicated to ALL coaches the week of.

Extra Innings

- a. If the game still has time on the clock the teams may play out the extra inning until time expires. All pool play games can end in a tie.
- b. If in a bracket play game is in a tie after the regulation time, the batting team will place the last out of the previous inning on second to start the inning with one out already recorded.

Intentional Walks

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

PLAYING RULES:

1. Game Length

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

2. Batting order (9u – 18u)

- 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 bat all 8 or 9 position players with an additional 2 players. This would lead to a 8-player defensive lineup and a 9 or 10 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 of their rostered players in the lineup with open with open defensive substitutions.
- 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. Pitching Rules (Coach Pitch does NOT apply to this)

- a. Midwest Tournament Factory won't be involved in pitch counts or innings for pitchers.
- b. Midwest Tournament Factory ask for managers and coaches to be responsible with pitchers.

c. Midwest Tournament Factory will follow USSSA rules on illegal pitch, illegal delivery, and warm-up pitchers. (In the case of a pitching injury the pitcher entering the game will be given 10 warm-up pitches)

4. Bat Restrictions

a. Bat restrictions will go under the Equipment rule of USSSA with USSSA approved bat under 10.D with a 1.20 BPF.

b. Any bats that are modified or deemed illegal will be an out for the at-bat and the bat will be dismissed from the game. If the bat is used in multiple games the coach will be subject to ejection.

5. Time Limits

a. This information is listed on page 1. Time limits will be determined by the number of teams registered for our indoors events.

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.

c. For Fall Events Teams can score a max of 5 runs per inning.

7. Base Distance/ Pitching Distance

Age / Base / Pitching

8U 60 Feet 30 Feet

8U Coach Pitch Rules

- No base stealing.

- There will be no infield fly at 8U.

- 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 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. 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 9 defensive players indoors. **Coaches CAN be in the outfield 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.
- 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.