



Midwest Tournament Factory – Indoor Baseball

Event Information & Tournament Rules

Indoor Specific Rules at The Tournament Factory (Tiffin OH)

- Play with 9 players defensively. **8u Will Play with 10.**
- IF a batted ball hits the ceiling, then lands inside the painted arch in-front of Homeplate, the ball is declared foul “dead”. A bunted ball may land inside the arch in-front of Homeplate.
- IF the ball hits off the ceiling in fair territory, beyond the painted arch, the ball will be considered live and can be caught for an out.
- 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 **(2025) team playing ages**, unless otherwise noted. The age cutoff Midwest Tournament Factory (Baseball) is April 30th, 2025. In addition, each team is allowed (2) grade exceptions per roster.

Each indoor inning will be capped at (6) runs per inning for each team. 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

The coach will notify the umpire they are walking the player and the umpire will place the batter at first base. (This rule applies to ALL ages)

Speed-Up Rule (Base-Running)

- Coaches are expected to run for both the pitcher and catcher at any time. This must be the last recorded out. Or, if you're not roster batting you may run with someone from your bench.

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. Head to Head is thrown out with 3 or more teams).**
- Fewest Runs Allowed
- Highest Total Run Differential
- Runs Scored
- Coin Flip

PLAYING RULES:

1. Game Length

a. 8U to 12U will play 6 innings

2. Pitching Rules

a. Midwest Tournament Factory will not be involved in pitch counts or innings for pitchers.

b. Midwest Tournament Factory ask for managers and coaches to be responsible with pitchers.

3. Bat Restrictions

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.

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)

4. 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.

5. Mercy Rule

2nd Inning: If Score is 12-0 after completed inning game will be official

3rd Inning: 12 After 3

4th Inning: 10 After 4

5th Inning: 8 After 5

Mercy rule is in effect for all games including championship games.

6. Base Distance/ Pitching Distance

Age / Base / Pitching

9U & 10U 65 Feet 46 Feet

11U & 12U 70 Feet 50 Feet

