



MWTF – Indoor Softball

Event Information & Tournament Rules

8u Softball Rules – Listed on Page 4

Midwest Tournament Factory will once again run 1-Day Tournaments this Winter. Below are some important notes and the 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”.
- IF the ball hits off the ceiling in fair territory, beyond the painted arch, the ball will be considered live.
- 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.
- **ALL players are required to wear face masks indoors.**

Please note the following:

Our Winter 1-Day Tournaments will go by **(2025) team playing ages**, unless otherwise noted. The age cutoff for Midwest Tournament Factory is September 1st. In addition, each team is allowed up-to (4) grade exceptions per roster.

Lastly, **ALL rosters must be uploaded** on-line with the completion of parent approval.

- **IF Necessary:** Midwest Tournament Factory Directors may amend any rule, schedule, diamond location, game format, or combine age brackets as they deem necessary.
- **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

- 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.
- 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 (Speed-Up Rule).

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)
- Fewest Runs Allowed
- Highest Total Run Differential
- Runs Scored
- Coin Flip

Game Length

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

2. Batting order (9u – 18u)

- 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.
- The team may bat all in the lineup with open with open defensive substitutions.
- 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

- Midwest Tournament Factory won't be involved in pitch counts or innings for pitchers.

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

4. Bat Restrictions

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

- This information is listed on page 1. Time limits will be determined by the number of teams registered for our indoors events.
- Once the plate meeting concludes between coaches and the umpire, the game clock will start.
- The clock will be a running clock with no stoppage in any event.
- Games may start up to 15 minutes prior to the scheduled start time, depending on the flow of the tournament.
- Tournament Director reserves the right to modify the time limit in the event of unforeseen circumstances.

6. Mercy Rule

2nd Inning: 15 After 2

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.

7. Base Distance/ Pitching Distance

Age / Base / Pitching

8u 60 ft. 30 ft.

9u - 10U 60 ft. 35 ft.

11u-12u 60 ft. 40 ft.

13u – 18u 60 ft. 43 ft.

8. Ball Dimensions

10U and below are 11-inch balls

11U and above are 12-inch balls.



MWTF – Indoor 8u Softball (Coach Pitch)

Event Information & Tournament Rules

Midwest Tournament Factory will once again run 1-Day Tournaments this Winter. Below are some important notes and the tournament rules.

Indoor Specific Rules at The Tournament Factory (Tiffin OH)

- 8u will play with 10 players defensively
- IF the ball hits off the ceiling in fair territory, the ball will be considered live.
- IF a batted ball hits the ceiling, then lands inside the arch in-front of Homeplate, the ball is declared foul “dead”.
- 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.
- **ALL players are required to wear face masks indoors.**

Please note the following:

Our Winter 1-Day Tournaments will go by **(2025) team playing ages**, unless otherwise noted. The age cutoff for Midwest Tournament Factory is September 1, 2025. In addition, each team is allowed (4) grade exceptions per roster.

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 and winter 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.

Run Cap: 8-Run Max Per Inning. IF Home team is losing by more than 8, the announced last half-inning will still be played due to tie-breakers coming into play and wanting to get the athletes game reps.

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

- a. The coach will notify the umpire they are walking the player and the umpire will place the batter at first base. (The rule only applies to 14U ages and lower)

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 in the lineup with open with open defensive substitutions. (In the USSSA Classification C this is the format the team must use for their lineup)
- c. If through the game the team drops to below 9 players, due to injury, ejection, or player having to leave. The team will take an out at that spot in the lineup. (If in the USSSA Classification- C this rule will not be enforced)

3. 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.

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 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

2nd Inning: 15 Run Differential following the home teams AB.

3rd Inning: 12 Runs Differential following the home teams AB.

4th Inning: 10 Runs Differential following the home teams AB.

5th Inning: 8 Runs Differential following the home teams AB.

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

7. Base Distance/ Pitching Distance

Age / Base / Pitching

8U 60 Feet 35 Feet

8. Ball Dimensions:

10U and below are 11-inch balls | 12U and above are 12-inch balls.

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 additional pitches until the at-bat has a result.
- No stealing, bunting or leading off. A player may leave the base once the ball is hit. If a player leaves early, the 1st offence is all runners are sent back to their original base and a team warning is issued. On the 2nd offence, 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 the ball is caught by the player pitcher inside the circle or for indoor sake within 5 feet of the pitching mat (Umpire Judgement)
- Hash marks will be between each base. When the umpire declares the ball dead, he will make judgement on awarding the baserunner their base. If the runner is past the hash mark, they are awarded the base they are headed to. If runner has not passed the hash mark they return to the previous base. The umpires' judgement is final.
- 8u coach pitch will use a maximum of 10 defensive players indoors. **1 Coach CAN be in the outfield of play on defense.**
- Coaches must have one foot on the pitching mat when pitching. When the coach is pitching the youth pitcher must also be within 3 feet of the pitching mat on either side.
- 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.