



Tournament Rules & Policies

Updated 04/01/2026

Game Play Rules

- Games could start as soon as 15 minutes prior to game time. All teams must be ready to play if the field and the umpire are ready to go.
- Unless otherwise noted prior to the event, MSHSL Rules are to be used.
- 3 new game balls to be provided for each game.
- Game time starts at the conclusion of the home plate meeting. Umpires will communicate the start time and end time to both coaches at the end of the meeting.
- Determination of home and away teams:
 - Pool Play: Winner of the coin flip gets to choose home or away status.
 - Bracket Play: Higher seed gets to choose home or away status. Coin flip if event starts as bracket play.

Game Length

No new inning after below time limits. A new inning begins as soon as the last out in the previous inning is recorded. If the home team is winning and batting at the time limit, the game is a hard stop and the final score is recorded as the score when the game ends.

- 10U-12U Ages - 6 innings, 1 hour & 45-minute time limit
- 13U-18U Ages - 7 innings, 1 hour & 45-minute time limit
- All Ages Championship Games – 2-hour time limit

Run Rules

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

Tie Breakers (in order)

1. Pool Standings
2. Record
3. Head-to-Head
4. Runs Allowed
5. Run Differential (no more than 8 per game)
6. Runs Scored
7. Coin Flip

Pitching

- 3rd to 1st move is a balk.
- Pitchers do not have to throw an intentional walk.
- Pitch Counts are not enforced. Don't be dumb. For reference, Pitch Smart Guidelines are listed below:

AGE	DAILY MAX	# OF DAYS REST				
	(Pitches in Game)	0 DAYS	1 DAY	2 DAYS	3 DAYS	4 DAYS
9u & 10u	75	1-20	21-35	36-50	51-65	66+
11u & 12u	85	1-20	21-35	36-50	51-65	66+
13u & 14u	95	1-30	21-35	36-50	51-65	66+
15u & 16u	95	1-30	31-45	46-60	61-75	76+
17u & 18u	105	1-30	31-45	46-60	61-80	81+

Playing Time Saving Rules

- Courtesy Runner Rules, courtesy runners:
 - Is allowed for active catchers (players who caught the last defensive inning) and pitchers, doesn't matter the # of outs.
 - If batting the entire order, the runner is your last out (mandatory runner rules apply)
 - If not batting the entire order, the runner must be a legal substitute (bench), who has not yet played in the game, if all players have played in the game, it would then be the last out (mandatory runner rules apply)
- 5 warmup pitches for returning pitcher.
- 8 pitches for a new pitcher unless the new pitcher is replacing an injured pitcher.
- 2 mound visits per pitcher per game. On the 3rd mound visit for a pitcher, a pitching change must be made.

Slide Rules

- Players are never required to slide. If a runner elects to slide, the slide must be legal. Runner is out if they do not legally attempt to avoid a fielder in the immediate act of making a play on them. Jumping, hurdling or leaping to avoid a fielder are illegal - unless the fielder is lying on the ground.

Leading Off

- 10U & 11U - NO LEADING OFF. Player may steal once the ball crosses the plate. Player **CAN** advance on dropped 3rd strike.
- 12U-18U - All players can lead off and dropped 3rd strike is in play.

Extra Innings

- If a game is in the middle of an inning at the time limit, the game will finish that full inning unless the outcome of the game is already determined (i.e., the home team is hitting and winning the game). If the game ends due to a time-limit, the final score is determined after the final play of the game.
- Pool Play games end in a tie if:
 - The game is tied after 6 innings (10u-12u) & 7 innings (13u-18u)
 - The game is tied after reaching the time limit.
- If a bracket play game reaches the time limit or goes into extra innings and the score is tied:
 - Teams will start a new inning with the last two hitters from the previous inning on 2nd base & 3rd base with 1 out.
- Time limit applies to ALL games.
- Run rules are enforced on ALL games, including the Championship Game.

Line Up Rules

- A team may bat 9, 10, or the entire lineup.
- You may have an unlimited number of Extra Hitters in your lineup.
 - You can only re-enter a player once.
 - If you pull a sub, they are out for the remainder of the game.
- If batting an entire lineup:
 - You have open substitution for defensive positions.
 - An injury occurs; player will be skipped over in the lineup without recording an out. If the injured player is skipped in the lineup, he is no longer eligible to return to play.
 - If an ejection occurs while batting your entire lineup, or if there is no bench player to replace him, it is considered an out when his spot comes up to bat again.

Age Rules / Rostering

- Players in their respective age groups must not reach the next age before May 1, 2025.
- A player is allowed to play up from their designated age division, but they may not play down.
- Players can play for only one team during this tournament.

Base/Mound Distances

- Some sites may have limited distances for bases/mounds, but we will set field dimensions as close to USSSA guidelines as possible:
 - 10U: 60' bases / 46' mound
 - 11U: 65' bases / 46' mound
 - 12U: 75' bases / 54' mound
 - 13U: 80' bases / 54' mound
 - 14U-18U: 90' bases / 60' 6" mound

Bat Regulations

- 10U-13U Ages: USSSA, USA, BBCOR stamps allowed, as well as wood.
- 14U Age: USSSA/USA (-5 or -3 differential) or BBCOR/Wood.
- 15U-18U Ages: BBCOR or Wood

Ejections

- **Player:** If a player is ejected during a game, they will need to leave the complex for the remainder of that game, but can play in the team's next game, if that player is ejected again, they are disqualified for the remainder of the tournament and will need to leave the complex.
- **Coach:** If a coach is ejected during a game, they will need to leave the complex for the remainder of that game and cannot be at the complex for the next game of the day. They can return the next game if it is the following day.
- **Spectator:** If a spectator is ejected during a game, they will need to leave the complex for the remainder of that game and the remainder of that day.
- Umpires need to report all ejections to the complex's field coordinator or the tournament director.
- If any player, coach, or spectator fails to adhere to any of the ejection consequences, the team may be subject to disqualification without a refund.

Forfeits

- All games must start with at least 9 players.
- A game can finish with 8 players, once the team establishes it has 8 players it cannot add another player and must finish the game with 8 players.

Weather Policy

- According to the umpire's judgement, games will be suspended 30 minutes from the last sight of lightning.
- All rain out games may not be made-up depending on time constraints.
- During a delay of any kind, a game will be considered complete & final when that game reaches the 2-hour time mark from the games start time if the game has:
 - Completed 3 innings (2½ if home team is winning) or (in a tie after 3 complete) the game is final.
- Tournament rules can be modified to accommodate tournament adjustments to complete games.

Refund Policy

- There is a \$200 administration fee for complete rain outs.
- One (1) game played = 50% refund.
- Two (2) games played there are no refund.

Tournament Note

- Tournament rules are a living document and can be modified up to the start of a tournament, make sure to check the rules prior to starting your first game.

- If any item not covered in the rules above becomes an issue, the Tournament Director will make the fairest possible ruling and that ruling will be final.