



2026 Soderville/Ham Lake Classic

Soderville/Blaine Athletic Association 10A, 12A & 13A Tournament Rules

All Rules Below are in addition to the 2025 (or later if posted prior to the tournament) MBT Qualifier Rules found here:

https://bz-mbl.s3.amazonaws.com/file-manager-uploads/2025_MBT_Qualifiers_RULEs.pdf

Coaches: You are responsible for knowing the rules in this document. Game delays and rule-related frustrations will be minimized if the coaches know these rules and have them on the bench for quick referral.

** Clarifications for 10A:

Throws back to the pitcher are live.

Drop 3rd strike, batter is out, runners may advance including to home (ball is live).

Head first sliding is allowed at any base including home.

1. Warming Up

Please be courteous to other teams while warming up. There is plenty of space at our facility. Do not run in front of, or in the midst of, the opposing team or their dugout, while both teams are completing pre-game warm-ups. No in-field use allowed before the game, please use the area from baseline to fence for grounders.

2. No metal cleats are allowed on the portable mounds.

We use portable step off mounds for 12A and 13A. In order to help the mounds last longer we ask that there be no metal cleats used (applies to 13A since they are allowed at this level). **Molded plastic cleats are fine.**

3. Each team will supply one new ball per game.

4. Inclement Weather

We reserve the right to reschedule and/or shorten games should inclement weather be pending or interfere with play.

A game that is suspended due to inclement weather (or for any other reason) **may** be resumed from the exact point of suspension. If any portion of the tournament is deemed unplayable, the tournament director reserves the right to do whatever necessary to complete the tournament, including changing format, shortening games, ending games... etc.

Weather sirens: teams will vacate fields immediately and seek protection. Teams should **not** wait for the Tournament Director to visit the field with directions. The Tournament Director will determine when play can resume if possible in that session.

Lightning appearing to be threatening will cause **immediate** suspension of play to vacate fields and benches for everyone's safety. The Umpire or Tournament Director can call suspension for lightning. It is the discretion of the Tournament Director to call games in progress as final at that point (revert back to the last full inning regardless of top or bottom of inning or number of innings complete) or call a 20 minute game suspension period. If lightning is witnessed near the end of the game suspension period's 15 minute mark, games can, at tournament director's discretion, be called as final.

5. Insurance

The Soderville Blaine Athletic Association does not carry insurance on tournament participants or spectators. It is the responsibility of the individual teams to provide their own insurance.

6. Awards

Individual awards will be presented to first, second & third place team players (maximum of 13 player awards per team)

7. Dogs

All dogs must be on a leash no longer than four feet and must be within four feet of its owner.

8. Alcohol and Tobacco and Smoking Policy

The SBAA ballparks are an alcohol and tobacco free zone.

- No alcohol consumption is allowed anywhere on the premises.
- There is to be no smoking of any type on or around the playing fields, concessions and spectator areas.

9. Refund Policy

No refund will be given except in the following circumstances:

- Cancellation: If your team cancels with notice and there is another team on the waiting list that has agreed to play there will be a full refund (less any credit card fees if paying online.) If there is no team willing to take the spot there will be no refund.
- Rain-out: There is a 2 game minimum guarantee; 1 game played - \$200 refund; zero games played - full refund.

10. Tie Breaker Rules (different than MBT) also posted on boards at the parks:

• Pool Tie-Breaker Methods

- 1st Tiebreaker Record in Pool Play
- 2nd Tiebreaker Head to Head
- 3rd Tiebreaker Runs differential in Total Pool Play (Max +/- 10 runs per game)
- 4th Tiebreaker Least number of runs allowed in Total Pool Play
- Final Tiebreaker Coin flip

* For a three-way tie, first break the three-way tie by these rules and then start all over with the two remaining teams.

• Division Seeding and Tie-Breaker Methods

- 1st Tiebreaker Place in Pool Play
- 2nd Tiebreaker Record in Pool Play
- 3rd Tiebreaker Runs differential in Total Pool Play ((Max +/- 10 runs per game)
- 4th Tiebreaker Least number of runs allowed in Total Pool Play
- Final Tiebreaker Coin flip

* For a three-way tie, first break the three-way tie by these rules and then start all over with the two remaining teams.