

965 MIDWEST CHALLENGE TOURNAMENTS RULES

NFHS Rules are used with the following exceptions:

1. HOME TEAM DETERMINATION
 - a. In POOL PLAY, the Home Team is determined by a coin flip. During Championship Round games, the HIGHER SEED will be the Home Team. The Home Team is responsible for the official book and will record the start time which will be announced by the umpire before the first pitch. If seeds were not used, then a coin flip will determine Home Team.
2. PLAYER ELIGIBILITY
 - a. In all age divisions, your age on May 1st of that year will determine your eligibility **OR**
 - b. Your High School Graduation Year
 - i. If the team is found with an illegal player due to incorrect reporting of that players age or grade, that team will be KICKED OUT of the tournament and will forfeit ALL games with a score of 7-0
 - ii. A player is ONLY eligible to play for ONE Team per age group per weekend as long as they are rostered on both teams
3. TIE BREAKERS AND ADVANCEMENT RULES:
 - a. POOL WINNERS will always be the higher seed than a non-pool winner, and to determine POOL WINNERS, we will use the following:
 - i. Win/Loss Record
 - ii. Head-to-Head (Only if all teams that are tied have played each other)
 - iii. Total Runs Allowed
 - iv. Run Differential (8 runs are the maximum amount of runs per game scored or allowed)
 - v. Total Runs Scored
 - vi. Coin Flip
 - b. In a situation where there is an uneven amount of pool play games per team, WINNING PERCENTAGE will come into play and AVERAGE RUNS ALLOWED AND AVERAGE RUNS SCORE will come into play
4. RUN RULE/MERCY RULE:
 - a. 15 Runs after 3 innings
 - b. 10 Runs after 4 innings
 - c. 8 Runs after 5 innings

During Championship Round games, RUN RULES will remain in effect through the Championship Game AND the Higher Seed is REQUIRED to be the Home Team

5. INTENTIONAL WALKS:
 - a. Head Coach needs to inform the umpire of the Intentional Walk and the batter will be awarded first base. No pitches need to be thrown.
6. TEAM PREPARATION:
 - a. Teams need to be ready to play 30 minutes before their scheduled game time
 - b. There will be no official infield/outfield
 - i. Use outfield for ground balls and fly balls

7. BASE DIMENSIONS, MOUND DISTANCES, INNING LENGTHS, SPIKE TYPE:

AGE	9U	10U	11U	12U	13U	14U & UP
BASE DIMENSION	65'	65'	70'	70'	80'	90'
MOUND DISTANCE	46'	46'	50'	50'	54'	60'
INNING LENGTH	6 INNINGS	6 INNINGS	6 INNINGS	6 INNINGS	7 INNINGS	7 INNINGS
SPIKE TYPE	RUBBER OR MOLDED	RUBBER OR MOLDED	RUBBER OR MOLDED	RUBBER OR MOLDED	RUBBER, MOLDED, OR METAL	RUBBER, MOLDED, OR METAL

8. TIME LIMIT/COMPLETE GAMES:

- a. The time starts at first pitch of the game, not once ground rules are completed
- b. ALL Pool Play games will have a 2-hour time limit
- c. Championship Round games up to and including the Semi Final round, the time limit will be 2 hours and 15 minutes
- d. Championship Games will have no time limit
- e. Consolation games will have a 2-hour time limit
- f. No inning can start after the time limit has been reached
- g. If the time limit comes during the middle of an inning, the inning is to be completed, UNLESS the home team is winning and they are batting, the game will then be final
- h. The time limit must be reached before the last out of the current inning, not before the first pitch of the next inning
- i. During Pool Play, if the time limit is up and the game is tied, the game will count as a tie
- j. During Championship Round games, if the time is up, the game will be played out as such:
 - i. 1 Full Inning - the Home Team remains the Home Team
 - ii. Last batted out will start at 2nd base, 3-2 count on EVERY batter, with NO outs to start each half inning, and play the game from there
 - iii. If after the first extra inning, the game is still tied, continue the same format until we have a winner
- k. If a game is tied after 6/7 innings and there is time left, continue normal play until either a winner or the time limit has been reached
- l. If rain or weather suspends a game, a complete game is as follows:
 - i. 6 inning games – 4 innings (or 3 ½ innings if the home team is winning)
 - ii. 7 inning games – 5 innings (or 4 ½ innings if the home team is winning)
 - iii. All games called before these limits will be considered suspended

9. COURTESY RUNNER:

- a. A Courtesy Runner is OPTIONAL for the pitcher and/or catcher at anytime
- b. The Courtesy Runner must be a legal sub or the last batted out if you are batting a continuous lineup
- c. Same runner cannot be used for both the pitcher and the catcher in the same inning

10. BALKS/DROPPED THIRD STRIKE:

- a. Balks will be enforced
- b. 9U – Dropped 3rd strike, the batter is out BUT baserunners may advance at own risk
- c. 10U and up – Dropped 3rd strike rule will be in play, in which we will operate under the NFHS Rule Book

11. BATTING LINEUPS:

- a. Hit 9 hitters with or without a DH
 - i. A starter can re-enter one time in their original batting order
 - ii. Substitute cannot re-enter
- b. Hit 9 or more players with the 10th+ players being EHs
 - i. A starter can re-enter one time in their original batting order
 - ii. Substitute cannot re-enter
 - iii. EHs have free defensive substitutions
- c. Hit a continuous lineup with free substitution
 - i. If player gets injured, that spot in the lineup will get skipped with no penalty
 - ii. If a player gets ejected, that spot in the lineup will be an automatic out
- d. Modified College DH Rule is legal
 - i. The pitcher can be the P/DH, which means when they come out of the game as the pitcher, they can be the DH for their defensive sub

12. 3rd to 1st:

- a. 3rd to 1st is an ILLEGAL play

13. LEAD OFFS AND STEALS:

- a. All age groups can Lead Off and Steal

14. PROTESTS:

- a. \$50 Protest Fee
- b. Game will be delayed until a decision has been made by a Tournament Director
- c. If Protest is won, the \$50 will be returned
- d. If Protest is lost, the \$50 is non-refundable
- e. If a pitch is thrown, the Protest is null and void
- f. A coach can Protest a rule but cannot Protest a judgement call or an interpretation of a play

15. NUMBER OF PLAYERS:

- a. Teams can start games with a minimum of 8 players
 - i. If started with 8 players, when the 9th player shows up, they can be inserted into the lineup in the 9th spot in the batting order
- b. If a team ever drops below 8 players, the game is ruled a forfeit and will not be rescheduled
- c. If a team starts with 9 players and a player is injured, an automatic out is not required
- d. If a team starts with 9 players and a player is ejected, an automatic out is recorded unless they have a legal substitute to replace the ejected player

16. FORFEITS:

- a. A 10-minute grace will be awarded from the original start time before the game is considered a forfeit

- b. If a team forfeits the final score will be recorded as follows: 7-0
- c. Tournament Director has the ability to amend forfeit scoring
- d. If a team forfeits a game, they are ineligible to move on to Championship Round games, but they are eligible for Consolation Round games

17. COACHES:

- a. The tournament provides each team with 3 free coaches passes each weekend
- b. The tournament strongly encourages that only 3 coaches be in the dugout
- c. The tournament reserves the right to limit the number of coaches in the dugout, if deemed necessary

18. INJURIES:

- a. If a team has no substitutes and a player gets injured and is unable to continue playing, his spot on the batting order will be skipped at no penalty
- b. Once an injured players' spot in the batting order is skipped, they may not re-enter the game

19. EJECTIONS:

- a. If a coach/spectator/player is ejected from a game, they must exit the park as soon as possible, failure to do so in a timely manner will result in a forfeited game
- b. If a coach is ejected from a game:
 - i. They will be suspended for the remainder of that game and potentially the next game if the Tournament Director deems the act was flagrant/malicious
- c. If a player is ejected from a game:
 - i. They will be suspended for the remainder of that game and potentially the next game if the Tournament Director deems the act was flagrant/malicious or there was intent to injure or harm another player
 - ii. If the team was batting a continuous batting order or they have no current legal substitutes, the team will be forced to take an out every time that place in the order comes to bat

20. SLIDING:

- a. Legal Slides:
 - i. Head-first
 - ii. Feet first
- b. Runners are never required to slide, but if they make the decision to slide, it must be a legal slide
- c. If a defensive player has control of the ball, the runner should try to slide or avoid contact
- d. Absolutely no malicious contact should be initiated by any player on the field
- e. Any act by a player that is considered malicious, the player will be immediately ejected
- f. If a runner makes contact with a defensive player who is obstructing the runner, unless malicious, this is a legal play

21. PITCHING:

- a. Below are the USA Pitch Smart Guidelines:

AGE	DAILY MAX	0 DAYS	1 DAYS	2 DAYS	3 DAYS	4 DAYS
9-10U	75	1-20	21-35	36-50	51-65	66+
11-12U	85	1-20	21-35	36-50	51-65	66+

13-14U	95	1-20	21-35	36-50	51-65	66+
15-16U	95	1-30	31-45	46-60	61-75	76+
17-18U	105	1-30	31-45	46-60	61-75	76+

- b. These pitch limits are recommendations, but 965 Midwest Challenge Tournaments will not be policing or keeping track of pitches
- c. It is the teams, coaches, and parents to make sure their players/kids are taking care of their own arms

22. BATS:

- a. 13U and under:
 - i. No bat restrictions unless a specific bat is deemed illegal
- b. 14U:
 - i. BBCOR
 - ii. Minus 5
- c. 15U and up:
 - i. BBCOR only
- d. In order to get penalized for using an illegal bat it must be during that at bat and no other pitches may be thrown
 - i. If the bat is deemed illegal, the batter is ruled out and the runners cannot advance
 - ii. If a team has 3 illegal bat rule infractions in the same tournament, the Head Coach will be ejected for the rest of the tournament

23. FIELDS AND DUGOUTS:

- a. Upon completion of your game, the dugout is to be cleaned and trash is to be thrown away
 - i. Failure to do so could result in a forfeit or payment of any fees that the tournament incurs
- b. TURF FIELDS:
 - i. NO:
 - 1. Gum
 - 2. Sunflower Seeds
 - 3. Metal Spikes
 - ii. Teams that break any of these rules will be immediately ejected and will forfeit their game and pay ALL costs that the tournament incurs

24. REFUND POLICY:

- a. If you request to be removed from an event within 90 days of the events start date, you will receive no refund
- b. If you request to be removed from an event before 90 days of the events start date, you will receive a refund minus:
 - i. \$250 for a 5-game guarantee event
 - ii. \$200 for a 4-game guarantee event
 - iii. \$150 for a 3-game guarantee event where umpires are included in the entry fee
 - iv. \$75 for a 3-game guarantee event where umpires are paid on the field
- c. Weather refunds will be:
 - i. 0 games played – 75% refund
 - ii. 1 game played – 50% refund

- iii. 2 or more games played – no refund
- d. Gate Fees are non-refundable