

MSF Playing Rules

National Federation of High School rules shall govern play, except where modified in this booklet. These rules will be used at the MSF State Tournaments and should also be used in qualifying tournaments.

1. The official schedule is the bracket board posted at tournament headquarters. It is the team's responsibility to be aware of any changes and to be in the right place at the right time.
2. Responsible adults must supervise teams at all times, on and off the field.
3. Home team shall be determined by a coin toss before every game.
4. A 10-minute grace period will be allowed for a team's first game before a forfeit is declared. Game time is forfeit time for all remaining games. A team that is a NO SHOW for their first game has one hour to contact the tournament director regarding the status of their remaining pool play games. If no contact is made within one hour, that team's games will be declared forfeits.
5. A 10 run rule is in effect throughout the entire tournament. Games will end at the conclusion of 4 1/2 innings (home team) or 5 innings (visiting team) if the score differential is 10 runs or greater for all age groups.

6. Pitching / Base Distances:

AGE	PITCHING DISTANCE	BASE PATHS
10	45-46 ft.	60 ft.
11	45-46 ft.	65 ft.
12	52-54 ft.	75-80 ft.
13	52-54 ft.	75-80 ft.
14 & Up	60.5 ft.	90 ft.

7. Base Running Rules:

10 – U: Stealing is permitted however a runner may not leave the base until the ball crosses home plate. If the runner leaves early a dead ball is declared and the runner in violation is out.
Dropped 3rd strike – Batter is out, runners may advance at their own risk, and ball is live.

11 – U: Stealing is permitted; however a runner may not leave the base until the ball leaves the pitchers hand. If the runner leaves early a dead ball is declared and the runner in violation is declared out.
Dropped 3rd strike – batter is out, runner(s) may advance at their own risk – ball is live.

12 – 15 U: High school rules apply to leading off, stealing, dropped 3rd strike, etc.

8. Pool Play Game Length / Time Limits:

10 – 12 – U 6 innings/1 hour 45 minute time limit. No new inning shall begin after 1 hour and 45 minutes. (4 innings minimum)

13 – 15 – U: 7 innings/2 hour time limit. No new inning shall begin after 2 hours. (5 innings minimum)

*There is no time limit in bracket play.

9. 10,11,12,13-U must use free substitution and must bat entire bench. Note: High school rules regarding designated hitter and re-entry for 14 & 15-U.

10. 10-13U – A courtesy runner will be allowed for the current catcher anytime. This means the catcher must be the catcher of record before and after the at bat. The courtesy runner will be the last player that made an out. The player that is run for must catch the next inning. 14-15U – A courtesy runner will be allowed for the current catcher anytime. Players who have participated in the game in any other capacity are ineligible to serve as courtesy runners until all players have participated. If all players have participated, then the courtesy runner will be the last player that made an out. The player that is run for must catch the next inning.
11. Teams must start the game with 9 players. If due to injury or illness, a team may finish a game with 8 players. A team reduced to less than 9 players due to an ejection shall be disqualified.
12. If a team is disqualified from the tournament, it only affects the results of their last game (and only if a legal protest had been filed by their opponent prior to completion of that game).
13. Only players listed on the MSF Sate Tournament roster may occupy the team bench. One batboy and one score-keeper may occupy the bench in addition to team coaches. The tournament director reserves the right to limit the number of coaches per team.

Innings Pitched Restrictions

10-U, 11-U	3 per game, 6 per pool*, 3 per game, 6 per bracket (cannot exceed 6 in one day)*
12-U	3 per game, 6 per pool*, 3 per game, 8 per bracket* (cannot exceed 8 in one day)*
13-U	4 per game, 8 per pool*, 4 per game, 10 per bracket* (cannot exceed 8 in one day)*
14-U, 15-U	7 per game, 10 per pool*, 7 per game, 10 per bracket* (cannot exceed 10 in one day)*

* Tournament Per Day & Tournament Per Bracket Pitching Restrictions are waived and do not apply for the **Championship and 3rd Place Games.** * **THE PER GAME RULE STILL EXISTS.**

VIOLATION of innings pitched restrictions will result in the disqualification of the team for the remainder of the tournament. One pitch in an inning will count as an inning pitched. Teams must keep track of innings pitched during each game and verify with the opposing coach and umpire immediately following the game. Coaches are also responsible for verifying the number of innings pitched with the tournament director, who will keep a running total through out the tournament.

14. Trips to the Mound:

Two trips to the mound are allowed PER PITCHER, PER GAME for 10, 11, 12 & 13-under age groups. On the second trip the pitcher must be removed from the pitcher position. High school rules will apply for the 14 & 15- U age groups.

15. Legal Pitches:

For 10 & 11-U the following pitches are legal, fastballs, straight change-ups, palm balls and knuckle balls. All other pitches, including but not limited to curve balls, knuckle curves, sliders, etc. shall be considered illegal. 1st offense – warning; 2nd offense pitcher and head coach are disqualified for the remainder of that game. High school rules will apply for 12, 13, 14 & 15-U age groups.

16. Balks:

A balk may not be called in the 10 & 11-U age groups unless the umpire judges the pitcher is being intentionally deceptive. A fake pitch will be considered a balk resulting in a dead ball with all runners advancing one base. High school rules will apply for 12, 13, 14 & 15-U age groups.

17. EJECTIONS:

Any player or coach ejected from a game will be suspended for the remainder of the tournament. These individuals may not be within 200 feet of the team bench through out the remainder of the tournament. If the suspended party negatively affects the tournament in any way, they will be removed from the facility and may not set foot on any MSF State Tournament facility for the remainder of the weekend. If the individual(s) refuses to leave promptly and orderly the police will be called. It is possible for the individual/team to face additional penalties regarding future MSF participation.

18. A game that is suspended due to inclement weather (or for any other reason) will 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 but not limited to the changing of the tournament format, shortening games, etc. The decision of the tournament director/MSF staff is final.

If inclement weather (or any other reason) does not allow the tournament to be played out in its entirety, tournament staff may determine a championship from the remaining championship bracket teams (and a consolation champion from remaining consolation bracket teams) using the following criteria on all games played: 1) Head-to-head (if two teams remain) 2) Fewest losses in entire tournament 3) Least average number of runs 4) Average run differential (max plus or minus 10 per game) 5) Coin toss *games won by forfeit do not factor into averages

19. In Pool Play games, if the score is tied at the end of regulation and the time limit has not expired, the game shall continue. Games may end in a tie in pool play. If time expires while a game is tied and in the middle of an inning, complete the inning in progress.

20. POOL PLAY TIE BREAKER METHODS:

1. Head to head
2. Least number of runs allowed in total pool play
3. Run differential in total pool play (maximum plus or minus 10 runs per game)
4. Least number of runs allowed against tied teams
5. Run differential against tied teams (maximum plus or minus 10 runs per game)
6. Coin toss

If three or more teams are tied, please follow examples below;

Example #1: If no teams are tied AFTER applying the tie breaker #2, as in Team A = 8 runs allowed Team B = 10 runs allowed Team C = 11 runs allowed. Then Team A is a #1 seed in the pool, and Team B and Team C will go back to head to head.

Example #2: If two teams are still tied AFTER applying the tie breaker #2 and determining the # 1 Seed as in Team A = 8 runs allowed Team B = 12 runs allowed Team C = 12 runs allowed. Thus team A is #1 seed and the #2 seed is determined by the head to head between Team B and Team C.

Example #3: If two teams are still tied AFTER applying the tie breaker #2 and determining the # 3 Seed as in Team A = 11 runs allowed Team B = 10 runs allowed Team C = 10 runs allowed. Thus team A is #3 seed and the #1 seed is determined by the head to head between Team B and Team C.

****Also note that won-loss record is always the first method to differentiating teams.****