



TOURNAMENT RULES

Check-In Procedure

- Teams playing 8:30am games in Fenton and Linden need not check in (so long as your waiver & roster have been emailed). Your welcome packet including MVP awards for the first 3 games will be delivered to your field prior to the end of the first game. Report to your field for your first game.
- All other teams playing at AGS or FHS please check in to the concession stand at your complex to receive your welcome packet.
- All other teams playing in Linden please find a Fenton Fastpitch coach to receive your welcome packet.

Paperwork

- Submit the following to FentonFastpitch@gmail.com electronically.
 1. Signed Parent Waiver & Roster Form.
 2. Certificate of Insurance.

Courtesy Rules

- Spectators are not allowed on the field, bleachers only.
- Bring chairs, limited number of bleachers available.
- Teams & fans, please clean up your area before you leave. This includes dugouts and bleachers.
- Snacks will be available at the concession stands.
- There are no pets allowed.
- No smoking allowed at any of the facilities.
- No alcohol on school grounds.

Team Rules

- Roster: Teams must have a minimum of 9 players. No changes or additions can be made to a team's roster after the start of the tournament.
- Each manager is responsible to have copies of their team's birth certificates on hand. In the event of an age challenge, a player will be suspended and not allowed to return until documentation is provided.
- No player can be rostered or appear in a game for more than one team per division.

Good Sportsmanship

- Please remember these are youth games. Unsportsmanlike conduct by any coach, player, or spectators will not be tolerated.
- Any verbal abuse of opposing teams, other fans, officials, or tournament staff will result in an automatic ejection. Stay calm and enjoy watching your daughter play.

Ejections

- In the unlikely event you or a member of your team are ejected, please leave the tournament grounds immediately. Failure to do so will result in a forfeit by your team.
- If a player or coach is ejected from a game, they will also be required to miss the next game, even if it's the Championship. The ejected player's position in the batting order will be declared an 'out' for the remainder of the game from which they are ejected.
- If an ejected player or coach refuses to leave, the game will be considered a forfeit.
- Coaches are reminded they are responsible for the behavior of their team and fans.
- Any spectator ejected is banned from the remainder of the tournament without exception

Umpires

- Judgment calls are final and may not be protested. A coach may calmly question a rules violation call to the umpire. You must work out any conflicts with the umpires at the time of the disagreement. All decisions made by the umpire are final. Settle it and move on.
- In the event of a rule dispute, the HEAD COACH ONLY may confer with the umpire. No other coach or parent shall address a dispute with an umpire. The umpire may choose to confer with the Tournament Director or Head Umpire.
- All umpire decisions are final. Judgement calls MAY NOT be disputed.
- THERE WILL BE NO PROTESTS.

Unforeseen Circumstances

- Unforeseen circumstances could necessitate change to the format of the tournament games impacting time limit or innings per game.
- Tournament Director has discretion to alter format or shorten time limits as necessary to get all games in.

Reporting Scores

- Winning team will report scores to Jeremy Juhl @ (810) 265-5300.
- Make sure both teams agree on the final score before leaving field. Results will be available on Tourney Machine as soon as possible.

Rules

- All rules will follow MHSAA unless specified as different.

Weather Refund Policy

- 100% refund if no games played.
- 50% refund if only 1 game played.
- 2 games played, no refund.

Payment Policy

- Entry fee required 30 days prior to the start of the tournament.
- The tourney director reserves the right to replace your team in the tournament if you have not paid by this deadline.

Refund Policy

- 30-day cancellation policy. If you cancel more than 30 days in advance of the start of the tourney you can receive a 100% refund.
- No refunds within 30 days of the start of the tournament.

Rosters

- All games must begin with nine (9) defensive players regardless of reason for absent players.
- Due to injury or ejection, you can finish a game with 8 players. 9th batter will be recorded as an out every time due up.
- If at any point a team only has 7 players, the game will be recorded as a forfeit regardless of the score of the game.
- No maximum roster size limit.

Defensive Players:

- 8u/9u/10u: Max 10 defensive players. 4 players must be outfielders. Outfielders must start in the outfield.
- 11U-18U: Max 9 defensive players
- All Divisions: Free defensive substitution.

Home/Away Team:

- Pool Play: Home/away team determined by coin toss. Coin toss called by team who traveled the furthest.
- Bracket play option to be home or away is given to the higher seeded team. In the event 2 teams with the same seeding play each other in bracket play, the tie breakers are as follows;
 1. Run Differential
 2. Least Runs Allowed
 3. Most Runs Scored
 4. Coin Toss

Dugout Selection:

- 1st come, 1st serve in pool play and bracket play.

Time Limit & Inning Limits:

- 6 Innings or 75-minute time limit, finish the inning.
- No new inning will start after 75 minutes.
- If time expires mid inning, finish the inning, unless the home team is up to bat and winning, then the game will end.
- When the outcome of the game is determined do not extend games for tie breaker purposes after the 75 minutes has expired.
- A new inning starts immediately after the 3rd out in the bottom of an inning.
- Ties stand in pool play.
- International tie breaker rule in bracket play games.

International Tiebreaker Rule

- Last batted out of previous inning will start the extra inning on 2nd base. Batter will start with a no count (0-0) and there will be no outs.

Mercy Rule:

- 15 run lead after 3 innings
- 10 run lead after 4 innings
- 8 run lead after 5 innings

Max Runs per Inning:

- 8u, 9u & 10u: 5 runs scored per inning max.
- All other divisions: no max runs per inning max.

Game Time

- Teams should be ready 40 minutes prior to scheduled time in the event of a game ending early or a mercy. Games will begin early if fields are available.
- If a team is not present at the regular scheduled game time they will forfeit.

Warm-ups

- No infield warmups on the field prior to games.

Uniform

- Players must have visible number on back of their uniform that corresponds to their team roster.

Batters / Lineups / Rosters

- All games must begin with nine (9) batters regardless of reason for absent players.
- Due to injury or ejection, you can finish a game with 8 players. 9th batter will be recorded as an out every time due up.
- If at any point a team only has 7 players, the game will be recorded as a forfeit regardless of the score of the game.
- No maximum roster size limit.
- If a player is ejected their spot will be declared an out and will be an automatic out every time that player would have batted.
- Batting order established with exchange of lineup card.
- Batting out of order is an appeal play by the defensive team.
 - If error is discovered while the incorrect batter is at bat, the correct batter takes his/her place and legally assumes any balls or strikes.
 - If error is discovered after the incorrect batter has batted and before the next pitch to the following batter, the player who should have batted is out. Any advance or score made because of a batted ball by the improper batter's advance to first base on a hit, an error, or a base on balls shall be nullified.
 - The next batter is the player whose name follows that of the player called out for failing to bat. Any out that have been made prior to discovering the infraction remain an out.
 - If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal and all advancements or runs scored are legal. The next batter shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
- If batter skipped, player can only re-enter in the same spot in the batting order.

- Lineups are to be turned in to the opposing scorekeeper prior to the start of game.
- Lineups must include each player's jersey number and last name.
- You have the option to bat a minimum of 9 batters up to your entire roster. If not batting the entire roster indicate name and number of your substitutes.
- You may utilize DP/Flex, Twinning of players and subs. Indicate this on your lineup card pregame.
- 1 set of twinned players is allowed. Indicate pregame on your lineup card. Both players must be written on one line on the lineup card and indicate (twin) next to their names.

Game Balls

- Tournament provides all game balls to be used for tournament play.
- ALL BALLS MUST BE RETURNED INCLUDING HOME RUN BALLS.
- 8u/9u/10u: 11" Balls
- 11u and up: 12" Balls

Player Age

- 2026 roster year. Players division is determined by their age as of 8/31/2025. Players born on or before 8/31 must play with their birth year or older. Players born on or after 9/1 may play with the following birth year.
 - 8U 9/1/2016 & younger
 - 9U 9/1/2015-8/31/2016
 - 10U 9/1/2014-8/31/2015
 - 11U 9/1/2013-8/31/2014
 - 12U 9/1/2012-8/31/2013
 - 13U 9/1/2011-8/31/2012
 - 14U 9/1/2010-8/31/2011
- A player may "play up" but no player is allowed to play below their age level.
- A game played with ineligible player will result in a forfeit.

Standings / Tie Breakers - Final Standings will be determined using the following;

1. Record
2. Head-to-Head Competition (if 2 teams tied for position)
3. 3+ team tie. Record vs those tied.
 - Example: Team A 1-1 — Team B 1-1 — Team C 1-1 — Team D 1-1
 Team A record against B, C, D (1-0)
 Team B record against A, C, D (1-0)
 Team C record against A, B, D (0-0)
 Team D record against A, B, C (0-1)
 - Teams A & B would receive the two highest available seeds, and revert to tie breakers 4-7 to determine who is higher.
 - Team C would receive the third highest available seed amongst the 4 (this is because their loss came against a 2-0 team)
 - Team D would receive the lowest seed amongst the 4 (this is because their loss came against a 1-1 team)

4. Run Differential (max 10 runs per game)
5. Least Runs Allowed
6. Most Runs Scored
7. Coin Toss

* Bracket play option to be home or away is given to the higher seeded team. In the event teams with the same seeding play each other in bracket play, the tie breakers are as follows;

1. Run Differential (max 10 runs per game)
2. Least Runs Allowed
3. Most Runs Scored
4. Coin Toss

Forfeit

- In the event of a forfeit, the score will be entered as 1-0 for the purpose of tie breakers.

Bat Restrictions

- Bats must be stamped USSSA 1.20 BPF. Team managers will be responsible for enforcing bat rules.
- If a player is found to be using an illegal bat, that bat will be removed from play at that point and play will continue.
- If that bat is used again during the game, manager or head coach of team will be ejected and bat removed from play.
- Any ejected individual will receive a minimum 1 game suspension

Spikes/Shoes

- 8u-12U: No metal cleats. If a player is in violation, they will be ejected.
- 13U and up: Metal cleats are allowed.

Batting Mask

- Required for all divisions.

Fielding Mask

- All Divisions: Pitcher: required / Infield: recommended / Outfield: optional

Electronic Devices

- Teams are permitted to use one-way electronic communication devices to communicate from the dugout (when on defense) and from the coach's box (when on offense). The decision to use such devices is optional and may include a single player, several players, or all on-field players, provided the communication is one-way from the dugout to the field.

Field Dimensions

- 8u/9u/10u: Pitching Distance = 35 feet
- 11u/12u: Pitching Distance = 40 feet.
- 13u and up: Pitching Distance = 43 feet
- All Divisions: Bases = 60 feet

Batter

- 8u/9u/10u: Dropped 3rd strike rule: No. Infield Fly Rule: No
- 11u and up: Dropped 3rd strike rule: Yes. Infield Fly Rule: Yes
- Thrown Bat: 1st offense: warning, 2nd offense: out at the umpire's discretion

Base Running

- Sliding: Malicious contact will be at the umpire's discretion and will result in the player being out and ejected from the game.
- No fake tags

Stealing

- No leading off
- 8u: No Stealing. 9u and up: Stealing allowed on the release of pitch.
- No limitations on stealing of any base including home.

Courtesy Runner

- A courtesy runner is allowed for the pitcher or catcher at any time.
- In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as pitcher and catcher. Thereafter, the pitcher and catcher are identified as the last players who physically played that position on defense.
- The courtesy runner must be the player who made the last out.
- If no outs in the 1st inning, courtesy runner must be last possible player to bat.

Intentional Walk

- At any time, a manager may elect to "intentionally walk" a batter by verbally letting the home plate umpire know. It is not necessary to throw 4 pitches.

Pitching Limits / Hit Batter Limitations

- No pitch or inning limits.
- If umpire determines hit batter to be intentional (umpire discretion) pitcher is ejected from game.

Warm-up Pitches

- Pitchers are allowed 5 warm up pitches at the start of the game and 3 pitches per inning afterwards.
- Should there be a pitching change, the new pitcher will receive 5 pitches.

Errors/Omissions

- Tournament host reserves the right to add, delete or alter any rules as needed.
- Tournament host reserves the right to correct any rule errors or omissions as needed.
- In the event a rule is not clearly defined in this packet, Michigan High School Athletic Association (MHSAA) rules will be considered the governing rules.

Additional 8u Machine Pitch Division Specific Rules

- Games are machine pitch. The machine will be set at 35' from home plate.
- Batter is out after 5 pitches. No base on balls.
- 3-swinging strikes is an out. If batter does not swing, it is not a strike.

- If the batter fouls off the 5th pitch it will not be treated as an out, and the at bat continues.
- A hit ball that makes contact with the machine or the coach loading the machine is a dead ball. The batter gets 1st base and only forced runners advance 1 base.
- No stealing. Runners are allowed to leave the base after the ball crosses home plate. Advancement on an overthrow is limited to 1 base per attempt made at a base. Overthrows made to the pitcher do not apply for advancement.
- In the event of an over the fence or an inside the park home run, max run limit per inning still applies. The max run limit per inning can NOT be exceeded.
- No infield fly rule
- No Bunting
- Play will stop when either;
 1. The kid pitcher possesses the ball inside the pitching circle.
 2. The ball enters the pitching circle or vicinity of the pitching circle from an infielders attempt to throw to the kid pitcher.
 3. If an outfielder throws the ball into the infield, the ball must be possessed by the kid pitcher inside the pitching circle for play to stop.
- There will be a mid-point line between 1st and 2nd, 2nd and 3rd, 3rd and home. If a runner has not passed line before 1., 2., or 3. have occurred, the runner will have to return to last base occupied.
- Pitcher's mound will have 8 ft diameter circle. Player pitcher must have at least one foot inside this circle until a batted ball is put in play.
- Player pitcher must wear a mask or helmet with a mask.

Pool & Bracket Play Format

- 8U: There are 2 pools (4/3 teams). After pool play, each team will be seeded within their pool. The number one seeded team in the orange pool will receive the first round bye. Remaining teams will be placed accordingly in the bracket and matched with an opponent from the opposite pool for the first round of bracket play.
- 9U: There are 2 pools of 5 teams each. After pool play, each team will be seeded within their pool. Teams will be placed according to seeding in the bracket to face an opponent from the opposite pool for the first round of bracket play.
- 10U: There is one pool of 13 teams. After pool play, all 13 teams will be seeded accordingly. Teams 1-7 will be placed in the Gold Bracket with the overall number one seed receiving a first round bye. Teams 8-13 will be placed in the Silver bracket. Both Gold and Silver Brackets will receive awards for champions and finalists.
- 11U: There are 2 pools of 5 teams each. After pool play, each team will be seeded within their pool. Teams will be placed according to seeding in the bracket to face an opponent from the opposite pool for the first round of bracket play.
- 12U: There is one pool of 5 teams. After pool play, all 5 teams will be seeded and placed in the bracket accordingly.
- 13U: There are 2 pools of 5 teams each. After pool play, each team will be seeded within their pool. Teams will be placed according to seeding in the bracket to face an opponent from the opposite pool for the first round of bracket play.
- 14U: There are 2 pools of 3 teams each. After pool play, each team will be seeded within their pool. Teams will be placed according to seeding in the bracket to face an opponent from the opposite pool for the first round of bracket play.