



TOURNAMENT RULES

Check-In Procedure

- Please check in to the concession stand nearest to your field to receive your welcome packet.
- The packet will have 2 MVP awards (2 pool play games) and miscellaneous information.

Paperwork

- Submit the following to **FentonFastpitchTD@gmail.com** electronically or turn into a concession stand prior to first game:
 1. Signed Parent Waiver & Roster Form.
 2. Certificate of Insurance.

School Rules

- 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/Ejections

- Unsportsmanlike conduct by any coach, player, or spectator will not be tolerated.
- Any verbal abuse of opposing teams, other fans, officials, or tournament staff will result in an automatic ejection.
- In the event of an ejection, please leave the tournament grounds immediately.
- If a player or coach is ejected from a game, they will 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 responsible for the behavior of their team and fans.
- Any spectator ejected is banned from the remainder of the tournament.

Umpires

- Judgment calls may not be protested.
- 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. Conflicts with the umpire are to be worked out at the time of the disagreement. All decisions made by the umpire are final. The umpire may choose to confer with the Tournament Director or Head Umpire.

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 teams will **REPORT SCORES to Jeremy Juhl @ (810) 265-5300**.
- Ensure both teams agree on the final score before leaving the 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.

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: 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 (max 8 runs per game)
 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:

- POOL PLAY
 - 6 innings or 70 minute time limit, finish the inning.
 - No new inning will start after 70 minutes.
- BRACKET PLAY
 - 6 innings or 80 minute time limit, finish the inning.
 - No new inning will start after 80 minutes.
- CHAMPIONSHIP GAME
 - 6 innings or 90 minutes, finish the inning.
 - No new inning will start after 90 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 70 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:

- 12 run lead after 3 innings.
- 10 run lead after 4 innings.
- 8 run lead after 5 innings.

Max Runs per Inning:

- 8U/9U/10U - 6 runs scored per inning max.
- In the event of an over the fence or an inside the park home run, max run limit per inning still applies.
- All other divisions - no max runs per inning

Game Time

- Teams shall be ready 20 minutes prior to scheduled time. Games will begin early if fields are available.
- If a team is not present at the regular scheduled game time, it will be considered a forfeit.

Warm-ups

- No infield warmups on the field prior to games.

Uniform

- Players must have a visible number on the back of their uniform that corresponds with 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 has been made prior to discovering the infraction remains 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, the player can only re-enter in the same spot in the batting order.
- Lineups are to be turned into the opposing scorekeeper prior to the start of game.
- Lineups must include each player's jersey number and last name.

- 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 & 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	12U	9/1/2012-8/31/2013
9U	9/1/2015-8/31/2016	13U	9/1/2011-8/31/2012
10U	9/1/2014-8/31/2015	14U	9/1/2010-8/31/2011
11U	9/1/2013-8/31/2014		

- A player may play up but no player is allowed to play below their age level.
- A game played with an 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 only 2 teams tied for position)
3. 3+ team tie; Record amongst 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 because their loss was against a 2-0 team

-Team D would receive the lowest seed amongst the 4 because their loss came against a 1-1 team

4. Run differential (max 8 runs per game)
5. Least runs allowed
6. Most runs scored
7. Coin toss

Forfeit

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

Spikes/Shoes

- 8U-12U: No metal cleats. If a player is in violation, they will be ejected.
- 13U & 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 & up: Pitching Distance = 43 feet
- All Divisions: Bases = 60 feet

Batter

- 8U/9U/10U: Dropped 3rd strike rule: No. Infield Fly Rule: No
- 11U & 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 & 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 the 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 (No intentional walks for 8U).

Pitching Limits / Hit Batter Limitations

- No pitch or inning limits.
- If the umpire determines a hit batter to be intentional, the pitcher is ejected from the game.

Warm-up Pitches

- Pitchers allowed 5 warm up pitches to start the game and 3 pitches per inning after.
- 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 the 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.
- 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 infielder's 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 an 8 ft diameter circle. The 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.