

MLK Tournament Rules

Thank you for your participation in the MLK Tournament. Below are the tournament rules. We will utilize modified NFHS rules for this tournament. *Please read all carefully.*

This tournament is set up as 2 pool play on Monday, followed by single elimination brackets. Depending on the number of teams in each age bracket, it is possible there can be a 1st round bye to establish brackets.

COACHES/ADMINISTRATIVE/CONDUCT:

1. Teams must sign in at the tournament check-in table before the start of their 1st game. We will NOT provide paper packets. All information for coaches will be found online. We will provide **3 coaches passes** per team as well as **MVP ribbons** for each pool play game. Coaches must have completed rosters with players' names and birthdates. Please have copies of birth certificates available should there be a challenge from an opposing coach. Any challenge must be lodged prior to the start of the game. Failure to provide proof of age shall eliminate player in question. Team insurance must be shown, but will not be collected. We will accept any roster form and any insurance.
2. All coaches, by participation in the plate conference at each game, agree that all equipment used by their teams complies with the rules and assumes ALL liability of use of illegal equipment by his/her team members.
 - 2.1. Specific equipment approval stamps MUST include the NFHS logo.
 - 2.2. Alternatively, any bat with the ASA/USA Softball stamp, or USSSA Softball stamp is authorized.
3. Only **Head Coaches** may consult with the umpires. Failure of a non-manager to remove themselves from any discussion after being warned will result in ejected from the tournament and subjects the Head Coach to possible ejection or restriction.
 - 3.1. Any persons exhibiting poor sportsmanship or abusive behavior to players, officials, or ANY other person will be removed from the event with no return privileges for the balance of the event as well as liable for criminal charges is applicable.
 - 3.2. Head coaches are responsible for actions of players, fans and assistant coaches. Head Coach will be warned to curb improper behavior and failure to do so will result in his/her ejection.
 - 3.3. Smoking, tobacco, **sun flower seeds**, or alcohol use on the field, in the dugouts, or around the fields is prohibited.
4. Unless authorized by the respective city or park ownership, alcoholic beverages are not permitted to be consumed or displayed at the facilities, including parking areas. Persons found in violation are subject to removal for the balance of the tournament and any applicable State or Local laws. Parking areas may be subject to routine police patrols to ensure adherence to local laws, provide safety, and aid security of facilities. However, vehicle owners ultimately park at their own risk.
5. All facilities have rules pertaining to pets, grills, smoking and use of the facilities. The Tournament Director does not have the authority to make changes, grant waivers or alter these requirements. It is the Coaches, parents and fans responsibility to know and adhere to facility rules. No pets allowed in the dome.
6. Game results must be reported to the Tournament Headquarters immediately following the completion of your game. Text the score, include both team names to **(567) 408-4612**. Scores recorded at the tournament headquarters will be final when the tournament director leaves at the end of each day. No changes may be made after the tournament director leaves. Scores will be viewable live, as games are completed. Check the online scores to verify correct entry was made by the TD.

7. Teams playing an extra pool game (if necessary) will not have the runs scored or allowed, nor the win/loss counted toward their seeding. If playing an extra game, the last game listed on the schedule for the team playing the extra game will be the game that does not count.
8. The tournament reserves the right to change the schedule as needed. Any changes will be sent via the online tournament system. Coaches are to be responsible to check their email and/or text messages for any changes. If a coach has opted “out” of the text messaging system, there may be delays in notifications.
 - 8.1. All coaches should verify they have a valid account and that their team is listed in the tournament at: <https://nwoladyirish.leagueapps.com/login>. This will be the most expedient method to receive game, schedule, and other tournament updates.
9. Refund Policy: There is no refund for withdraw within 30 days of the tournament start date. Weather is not a factor at our indoor tournaments.
10. Awards will be presented to the Champions and Runners up in each age bracket. Players on the championship teams and runner up teams will also receive an individual medal or award. *Other awards may be given based on the individual tournament.*

GENERAL GAME RULES:

1. All NFHS rules apply, unless specified otherwise.
2. Pitchers must start with both feet on the rubber and are **NOT** permitted to step back.
 - 2.1. Pitching Distance: 10U - 35', 12U - 40', 14U and above - 43'.
3. **NO Metal cleats are permitted in the dome.**
4. **LINE UPS & CARDS.**
 - 4.1. Line up cards **MUST** be submitted to the home plate umpire prior to the start of the game.
 - 4.2. Teams are permitted to bat their entire roster. If you are batting all your players, you are allowed free defensive substitutions and may use last batted out as a courtesy runner. If a team bats its entire lineup and an injury occurs, an out will **NOT** occur when that batter's spot comes up, as long as the team doesn't fall below 9 batters in its line up.
 - 4.3. Any substitutes on a lineup card are to be used as a courtesy runner. If a team has a substitute listed on the line up card, they **MUST** be used as the courtesy runner - no exception. An alternative to 4.2, teams may instead choose to bat 9, or utilize the DP/Flex. In this case, courtesy runners **MUST** be a substitute not already entered into the game. Standard substitution rules apply.
 - 4.4. In either case, courtesy runners may run for a pitcher or for a catcher but may not run for both in the same inning.
 - 4.5. Players may **NOT** be added to the line up card after it is accepted as official by the umpire.
5. Mercy rules for all games, both pool play and bracket play are 15 runs after 3 innings, 12 runs after 4 innings, and 8 runs after 5 innings.
6. A team not on the field ready to play at game time forfeits that game unless granted an extension by the tournament director for good cause. Forfeited games will be scored 1-0 for the winner. Teams must be at the field and ready to play 5 minutes prior to the scheduled start time. Games will start early if possible.
7. If an official protest is to be filed, the umpire and the official scorer must be notified before the next pitch (play). *Current game situation, strike count, base runner positions, and game time must be recorded by the home book.* Play will then resume under protest. The protesting team must immediately send a team representative to the Tournament Director. Failure to take these actions immediately will result in the

protest being overruled. If all steps were followed, the Tournament Director will rule on the protest.

- 7.1. If the protest is granted, play will cease and the game will be resumed from the point of the protested call.
 - 7.2. If the protest overruled, play will continue at its current spot.
 - 7.3. A \$75.00 non-refundable fee will be collected in advance of any decision.
8. All balls hitting the roof of the dome, or any other overhead obstruction, will be a dead ball, foul ball.
9. 8U ONLY RULES - applies to both pool play and bracket play.
- 9.1. 30 foot pitching distance
 - 9.2. Base distance is 60 feet.
 - 9.3. 11" ball
 - 9.4. No infield fly rule
 - 9.5. No drop 3rd strike rule
 - 9.6. No stealing on pass ball
 - 9.7. No bunting when/if there is coach pitch.
 - 9.8. 4 balls on batter and then batter's coach pitches the remaining strikes. All pitches thrown by coach are strikes.
 - 9.9. Base runners must be at halfway line between bases when ball is in the pitcher circle to be able to advance to next base.... Or they must return to last base touched.
 - 9.10. 6 run rule per inning. Team may tie the score and score an additional 5 runs.
 - 9.11. Batters may lead off on the release of the ball by the pitcher.
 - 9.12. If pitchers are struggling to pitch strikes, she does not have to pitch 4 balls for the coach to come in to pitch.
10. Speed up the game: To speed up the game and allow for maximum play during the reduced time frame, the following additions will be made:
- 10.1. Pitchers will get 3 warm up pitches for the first inning, 1 warm up pitch for all remaining innings. New pitchers to the game will get 3 warm up pitches.
 - 10.2. Mounds visits will be kept short and enforced by the umpire. 30 seconds is the goal.
 - 10.3. Hitters must keep one foot in the box at all times while taking the signs.
 - 10.4. **Umpires have the discretion to determine if a team is intentionally stalling. If it is determined that an offensive team is intentionally stalling, a strike may be awarded to the batter. If it is determined that a defensive team is intentionally stalling, a ball may be awarded to the batter. These penalties may be repeated, at the umpires discretion, for continued stalling tactics. We are all here to play the game with class and sportsmanship. Stalling is a technique used frequently in time limit games, but with the very short time limits on indoor tournaments, we're asking that you DO NOT implement this strategy. Just play the game.**
11. There are only 5 minutes scheduled between games. NO on-field pre or post game huddles. Please shake hands, present MVP Ribbons, and exit the field and dugout areas immediately at the end of the game. We are relying heavily on coaches and umpires to expedite the transition between games. There are a couple of occasions where a team has to switch fields to play the next game back-to-back. We will be patient while trying to hurry!
12. As with most indoor tournaments, there will be limited warm-up space. Please exercise extreme sportsmanship while sharing warm-up space available. We have 200' outfield fencing. It is strongly encouraged for spectators to watch from the outfield fence. Dugouts will be screened for player safety. Incoming teams can stage equipment at the end of the dugout for easy and quick transition for the next game. Please talk to your players and help us keep the schedule on track.

13. *Any fan, parent, player, coach or other spectator found **pushing down the fencing** will be ejected from the facility with no refund, no return allowed. The coach for the team involved will also receive their first official warning. **Second game warning for any reason will result in ejection from the tournament.** The fences are both a safety factor as well as giving the girls a home run goal. Pushing down the fencing for spectators to improve their view not only damages the fences and lowers the home run mark, but could increase the number of balls exiting the field of play which could be a danger to spectators.*

POOL PLAY SPECIFIC RULES: Martin Luther King

1. One hour and ten minute time limit per game, or 7 innings. No inning shall start after time limit has expired. Drop Dead at 70 minutes. The new inning starts when the final out of the previous inning occurs. Games may end in a tie.
 - 1.1. If the inning is not complete at the end of the time limit, the following rules will apply
 - 1.1.1. If the VISITING TEAM **is batting** in the top half of the inning, the the score will revert to the score of the last completed inning.
 - 1.1.2. If the HOME TEAM is batting and **has taken the lead or tied the game during their current at bat**, the game will end with the current score when time expired. If the visiting team tied the score during the top half of the inning, or the home team is behind and the home team **HAS NOT completed their at bat**, the game will revert to the score of the last completed inning.
2. Coin flip shall determine home team. Home team book is official. Coaches must present line-up cards to the plate umpire.
3. Seeding for championship play is determined by pool play points earned. Points are earned by:
 - 3.1. Win = 2 points
 - 3.2. Tie = 1 point
 - 3.3. Loss = 0 pointsIf teams have the same pool play points, the higher seed will be determined as follows:
 - 3.4. Head to head
 - 3.5. Total runs scored against
 - 3.6. Total runs scored
 - 3.7. Coin flip
 - 3.8. *If more than 2 teams are tied with the same record, Head-to-Head is thrown out.

CHAMPIONSHIP (BRACKET PLAY) SPECIFIC RULES: Martin Luther King

1. One hour and twenty minute time limit per game, or 7 innings. No inning shall start after time limit has expired. Complete any inning already started. The new inning starts when the final out of the previous inning occurs. Games **MUST** end with a winner. If tied at the end of 7 innings or at the end of the time limit, International Tie Breaker (ITB) rules will be in effect, until a winner is determined.
2. Higher seeded team shall be the home team. Home team book is official.

For Winter Slam tournament questions, contact
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