

Roster Information

Roster limit is 18 players. Teams gaining entry to the state tournament through tournament qualifier play must utilize the team roster, which was used at the qualifier. If qualifier roster had less than 18 players, up to three players may be added provided they meet the designated eligibility requirements.

A properly completed MSF State Tournament Roster must be hand carried to the tournament site. Any team with an improperly completed roster shall be withheld from competition. Once the roster has been submitted at tournament headquarters it may not be amended in any way. MSF roster limit is 18.

The roster must include the residence or school address, which qualifies each team member as eligible for the MSF State Tournament. Players claiming eligibility through school attendance shall provide the schools address. Players claiming residence through their residence shall provide their home address.

Each player appearing on the MSF State Tournament roster must have in their possession (to be presented at team check-in) a copy of one of the following to verify their age and birth date: birth certificate, computer printout from school showing birth date, certificate of age from church on letterhead, valid passport, certification of age on letterhead signed by a superintendent/principal/attendance officer, hospital certificate of birth, school issued I.D. which includes birth date, baptismal certificate.

Players must be prepared to prove their age upon the request of a MSF Tournament Representative. Any team found to have used an ineligible player will be immediately disqualified from competition. MSF reserves the right to investigate eligibility matters at any time, including after the event.

Players, teams, or coaches who have been disqualified by their local association for unsportsmanlike conduct or other inappropriate acts, provided due process was provided, are not eligible for MSF Qualifier or State Championship play.

MSF Game Equipment

1. Unless modified here, all game equipment shall be in accordance with specifications listed in the **National Federation of High School** rulebook. Decisions made by the MSF Umpire in Chief regarding equipment are final.
2. All teams must wear numbered jerseys of the identical color, duplicate numbered jerseys are to be considered illegal and will not be allowed. Tape numbers are not acceptable. Illegally uniformed players must be withheld from competition until they become legal.
3. Metal spikes – High School rules will apply for the 13-, 14- and 15-under age groups. They will not be allowed in the 10-, 11-, and 12-under age groups.
4. Proper helmets must be worn while batting, base running and catching in accordance with the NFHS guidelines.
5. Bats:
 - 10-14 year old teams:**
Bats must:
 - 1) have the **1.15 BPF or USABat** stamp; or
 - 2) have a **BBCOR** stamp; or
 - 3) be a wooden bat
 - 15 year old teams:**
Bats must comply with NFHS standards: bats must be stamped BBCOR.50, and be no more than 2 3/4" in diameter, and be less than 36" in length



6. Knee, elbow, hand, wrist, arm guard or brace made of plaster, metal or any other hard substance, even though covered or insulated with soft packing, is illegal. A hinged knee brace, if properly covered and padded with no metal protruding is LEGAL.
7. Teams must supply their own first-aid kits. Athletic trainers may or may not be present. Should a serious injury occur, player's parent/guardian and coach shall be allowed on the field. Parent/guardian or coach shall determine if an ambulance/paramedics should be called at the injured party's expense.

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 teams 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 feet	60 feet
11	45-46 feet	65 feet
12	52-54 feet	70-75 feet (75 feet at State Tournament)
13	52-54 feet	75-80 feet
14 & Up	60.5 feet	90 feet

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.**

****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 once the time limit is reached. When the time limit is reached after an inning has started, the game will end immediately if the home team is ahead or scores the go ahead run in the bottom half of the inning or when the inning is completed.**

9. 10,11,12,13-U must use free substitution and must bat entire bench. Coaches are expected to follow the spirit of the rule here by batting the entire bench in all games during tournament play. If a player who is present is prevented from sitting on the bench to avoid the spirit of the rule, the head coach shall be prohibited from coaching any remaining games in the tournament and the game in question shall be forfeited. Note: High school rules regarding designated hitter and re-entry for 14 & 15-U. **MSF Exception:** Replacement of injured



players and/or courtesy runners. If an active player sustains an injury that requires them to leave the game and their team has used all available substitutes, the coach may substitute for the injured player with the first player on the bench who had previously lost their eligibility via the re-entry rule.

10. 10-13U – A courtesy runner will be allowed for the current catcher or pitcher anytime. This means the catcher/pitcher must be the catcher/pitcher 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/pitch the next inning.
14-15U – A courtesy runner will be allowed for the current catcher/pitcher 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/pitch 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. (Ages 10-13): If a player arrives late to a game or leaves early, in an entire roster batting order you close the batting order up (eliminate the batting spot if player leaves) or for the player coming late you open up the batting order (add the batting spot at the bottom of the order). If a player is injured you close the batting order up (eliminate his batting spot and the player may not return that game). It is not an out when his spot comes up to bat. If a player is ejected in a 10-13 year old game then that batting spot is an out each time it comes up.
13. 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).
14. Only players listed on the MSF State Tournament roster may occupy the team bench. One batboy and one scorekeeper may occupy the bench in addition to team coaches. The tournament director reserves the right to limit the number of coaches per team.
15. Based on feedback received following the 2018 season, the MSF will be moving from Innings Pitched to a Per Day and Per Tournament Pitch Count limit, effective January 2, 2019. We believe the decision to move to a pitch count (though more bookkeeping will be necessary) will protect younger arms, while also requiring teams to develop pitching skills for all players. At the State Tournament, both teams are required to have a volunteer to keep track of pitches during games. Pitch counters are to keep track of pitches for both teams, and should check in with each other every half-inning and every pitching change to avoid discrepancies, and must also report pitches thrown to the umpire. If there is a discrepancy, it must be resolved before play resumes. The per day and per tournament pitch count limits are listed below.

10U: 75 pitches per day, 140 pitches per tournament
11U: 85 pitches per day, 150 pitches per tournament
12U: 85 pitches per day, 150 pitches per tournament
13U: 95 pitches per day, 160 pitches per tournament
14U: 95 pitches per day, 160 pitches per tournament
15U: 95 pitches per day, 160 pitches per tournament

NOTE: If a player reaches his per day or per tournament limit during an at bat, he shall be allowed to finish that at bat but must then be removed from the game. Pitches which are batted foul, even those thrown with two strikes, shall be counted as pitches thrown.

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 pitches thrown with the tournament director, who will keep a running total through out the tournament.

15. 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.



16. 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.

17. 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.

18. 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.

19. 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 champion from the remaining championship bracket teams (and remaining consolation bracket teams) using the following criteria: 1) Overall winning percentage 2) Head-to-head (if two teams are tied) 3) Least average number of runs allowed per game 4) Average run differential (max plus or minus 10 runs per game 5) Coin Toss

20. 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.

21. POOL PLAY STANDINGS are determined by:

1. Won - Loss records
2. Head-to-head
3. Fewest runs allowed in pool play
4. Run differential in pool play (maximum plus or minus 10 runs per game)
5. Coin Toss

If a three-way tie exists, please follow examples below:

Example #1: Team A = 6 runs allowed; Team B = 9 runs allowed; Team C = 13 runs allowed...
Team A is #1 seed from pool, Team B is #2 seed, Team C is #3 seed

Example #2: Team A = 5 runs allowed; Team B = 8 runs allowed; Team C = 8 runs allowed...
Team A is #1 seed in pool, #2 seed is determined by run differential in pool play

Example #3: Team A = 7 runs allowed; Team B = 7 runs allowed; Team C = 10 runs allowed...
Team C is #3 seed in pool, #1 seed is determined by run differential in pool play



Concussion Management Guidelines

A concussion is an injury to the brain and any injury to the brain is serious. It is caused by a blow to the head or a blow to the body resulting in an injured brain. Even a seemingly minor blow or jolt can cause a brain injury.

All umpires and youth coaches in Minnesota who officiate or coach games in which 18-under players participate, must have undergone concussion training within the past three years at the website provided below. Umpires and coaches should print and keep their certificate of completion in their possession.

Common Concussion Symptoms

Headaches
Balance Off
Sensitive to Light
Numbness and Tingling
Difficulty Concentrating
Nervousness

Nausea
Dizziness
Sensitive to Sound
Visual Problems
Difficulty Remembering
Drowsiness

Vomiting
Fatigue
Ear Ringing
Mentally Foggy
Confusion
Slurred Speech

Return to Participation

Athletics should not return to play until:

Evaluation and clearance by Health Care Professional

Athletes must be symptom free at rest and during progressively demanding exercises.

Athletes must remain symptom free upon returning to practice/play.

Detailed Concussion Training is available at www.cdc.gov/headsup/youthsports/training/.

Additional resources available at www.mnata.com/resources/concussion-management/ or www.braininjurymn.org.

Lightning Protocol

Tournament directors and umpires should familiarize themselves with information on dealing with adverse weather from the local office of the National Weather Services.

A few recommendations are listed below:

- 1) If you can hear the thunder from a thunderstorm you could be in danger of being struck by lightning (lightning can travel as far as 10 miles from the parent cloud).
- 2) Always go indoors during a thunderstorm if possible. If not possible, avoid things that might attract lightning such as metal, tall trees, fences or power lines. If you are caught in the open, with no shelter available, crouch down with your hands on your knees.
- 3) Employ the 30 minute rule. Once play has been suspended due to the presence of lightning, thunder or high winds, wait 30 minutes until the last clap of thunder is heard or a flash of lightning is seen.

