

MudHen Beach Baseball Tournament



TOURNAMENT POLICIES, INFORMATION, AND RULES

**Produced by: MudHen Events LLC
Partnered with: MudHen Hospitality LLC**

Table of Contents

Tournament Policies & Information.....	4-7
Payment Policy	
Suspended / Regulation Games Policy	
Weather Policy.....	5
Alcohol or Tobacco Products	
Rosters	
Birth Certificates	
Insurance.....	6
Check-In	
Merchandise	
Umpires	
Baseballs/Equipment	
Awards	
Parking	
Admission	
1st Aid Responders/Athletic Trainers	
Uniforms (Jersey, Jewelry and Dress Codes).....	7
Pets	
Dugouts & Home/Visiting Team	

Tournament Rules..... 8-15

Lineups

Injuries/Substitutions

Re-Entry

Pitching & Catching..... 9

Avoid Contact Rule

Time Limit

Slash Bunt..... 10

End of Game

Line-up Cards

Team Tie Breaker System (with Examples)

Forfeits..... 12

Balks

Mercy Rule

Bats Restrictions

On-Deck Batter..... .13

Official Scorebook

of Players

Expected Behavior 13-15

Protests

Confinement to the Bench

Cell Phones/Electronic Devices

Proper Cheering / Noise Makers

Alcohol or Tobacco Policy (Reiterated)

Ejection/Suspension Policy

Rules Summary Sheet..... 16-18

Tournament Policies & Information

TOURNAMENT PAYMENT POLICY *(3 game minimum tournaments)*

Failure to abide by these policies may result in the forfeiture of a tournament spot.

- A non-refundable, non-transferrable (unless otherwise stated (see below) due to inclement weather) fee of **\$1,200** is required for all tournaments.
- A tournament spot is confirmed for a team only after MudHen Events, LLC receives and processes the full \$1,200 fee (either by credit card or check).

SUSPENDED / REGULATION GAMES POLICY

- If a game (pool play, elimination, or consolation) is suspended after it becomes a regulation game (*4 complete innings for a 6 inning game or 5 complete innings for a 7 inning game*) and it is unable to resume, it will be considered official at the end of the last complete inning.
- **Pool play / Consolation games:**
 - If a game is suspended prior to being official and there is not enough time to resume – the game would be considered complete at the end of the last complete inning.
 - If tied at the end of the last complete inning – the game would stand as a tie.
- **Elimination games:**
 - If one inning hasn't been completed and the game is suspended and there is not enough time to resume – the higher seed would advance to the next round.
 - If tied at the end of the last complete inning – the higher seed would advance
 - If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game – we would revert back to the tie-breaking system in place
 - If the championship game starts and is not able to complete due to weather/darkness and there is no time to resume – the game would be considered official at the end of the last complete inning.
 - If tied at the end of the last complete inning – both teams will be named co-champions
 - If one inning hasn't been completed in the championship game and the game is suspended and there is not enough time to resume – both teams would be named co-champions.

WEATHER RELATED CREDIT/REFUND POLICY

LIGHTNING/THUNDER POLICY (See it or hear it)

- When lightning/thunder is detected within 8 miles, all games will be suspended. At that time, players, coaches, and spectators should proceed to the safest possible place.
- Games will be resumed once the lightning/thunder has moved outside of the 8-mile radius from the complex for a period of 30 minutes.
- It should be noted that lightning could be visible (usually in the clouds) over 20 miles away. These observations should obviously alert everyone that a storm may be approaching; however, it does not necessitate the suspension of play

3 game minimum format (Team entry fee)

Play no game: 50% credit or refund

Play 1 game: 30% credit or refund

Play 2 games: 20% credit or refund

NO ALCOHOL OR TOBACCO PRODUCTS – Absolutely no outside alcohol or tobacco products will be permitted on the City of Wildwood Beach or any other City site. Failure to comply with this regulation will result in ejection from the complex. Coaches are not permitted to be drinking in or around dugouts. MudHen Events, Umpires, and City officials will be strictly enforcing on premises.

ROSTERS – There is a limit of 17 players per roster. Up to 3 adults are allowed in the dugout at any one time. Rosters are locked once a team's first game of a tournament begins. Teams must submit the roster form for each tournament they participate in. (i.e. If you have a player arriving late to the tournament, please submit them before your first game.)

**Each player can only be listed on one roster for each tournament. In other words, a player cannot be on two different teams during the same tournament, even if they are in two different age groups.*

BIRTH CERTIFICATES – It is the responsibility of the coaching staff to always carry documentation of birth for all of the players on their roster during the tournament.

- Birth certificates, passports, state IDs or any other government issued document is sufficient. (Must list full name and birth date)
- Coaches may protest the ages of players on another team, only before or during a game.
- If a coach decides to protest the age of another team's player(s), the coach must provide a **\$100 protest fee (cash only)** to the tournament director, who will then request the birth certificates from the team in question. **Parents cannot protest the ages of other players.**
- If the team is unable to provide sufficient documentation, the team will forfeit the current game with a score of 7-0 (7 innings) or 6-0 (6 innings) and will not be permitted to start another game without the appropriate documentation.
- In the case of a successful protest (players are not age eligible or proper documentation cannot be produced), the tournament director will return the protest fee to the protesting coach.
- In the case of an unsuccessful protest (documentation is provided and players are age eligible) the protest fee will be lost.

- The Wildwood Baseball on the Beach Tournament Director may request documentation of a player's age at any time.

If a team is found to be using an illegal player (not age eligible) the team will be **EJECTED from the tournament immediately. All previously played games will be reverted to a forfeit with a score of 7-0 or 6-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.***

TEAM INSURANCE – Each team is required to carry its own insurance and submit a certificate of insurance to MudHen Events, LLC prior to the beginning of the tournament. No team will be allowed to play until we have that information, and it is verified. ***We must have “MudHen Events, LLC” 100 East Taylor Avenue, Wildwood NJ 08260 listed as an ‘additional insured’ in the certificate holder section of the standard certificate of liability form.** This can be obtained by simply calling your insurance company and asking them to list that on the certificate. **Please note: we are not requesting to be added as a ‘named insured’ on your policy.**

TEAM CHECK-IN – A representative from each team is required to check their team in upon arriving at the facility on the first day of the tournament. Team Check-In will take place at the Tournament Information Table, which is located near the fields.

MERCHANDISE – Wildwood Baseball on the Beach Tournament merchandise and tournament specific t-shirts will be on sale throughout each tournament.

UMPIRES – All age groups (9u – 12u) will have one umpire at all games, championship games will have 2 Certified umpires and will be chosen from a professional association.

BASEBALLS / EQUIPMENT – Game balls will be provided by the MudHen Events, LLC for all games. Teams are to bring their own practice balls. All other baseball and safety equipment is the responsibility of each team.

AWARDS – A team plaque will be presented to the championship teams

PARKING – There is plenty of parking available for parents and coaches adjacent to the fields. This is a City of Wildwood Public Parking Lot. There is a fee to use this facility.

ADMISSION – No gate fee for any of our events.

1st AID RESPONDERS / ATHLETIC TRAINERS – A 1st Aid responder or Athletic Trainer will be on-site at each of our tournaments. It is important to remember that 1st Aid responders or Athletic Trainers are not medical doctors. They provide basic first aid, determine the severity of injuries and

make recommendations as to whether or not a player should see a doctor or go to an emergency room.

UNIFORMS – Each player shall wear typical baseball uniforms and shall use sneakers. Spikes, flip flops, and barefeet **are not** permitted on the field of play. For the safety of all players, shorts are not permitted.

JERSEY # ON UNIFORMS – Each player on a team should have a unique number displayed on their jersey.

JEWELRY: In general, jewelry is not permitted during game play. Breakaway nylon necklaces are allowed (must be breakaway such as Phiten or Monsoon necklaces). Rubber bracelets that are not a distraction are also permitted. Jewelry worn for medical reasons is also allowed (in this case, it must be taped to the body). Any item that is deemed unsafe or distracting (Tournament Director's judgment) will not be allowed. The team will receive a warning if a player wears improper jewelry during the game and any players found wearing improper jewelry after the team warning will be ejected for the remainder of the game.

DRESS CODE FOR COACHES – Managers and coaches are not required to be in uniform during the games. However, we do expect the adults on the field to be dressed appropriately.

PETS – Pets are not permitted at Wildwood Baseball on the Beach Tournaments. Our facility, as well as all other satellite facilities, have adopted this policy due to issues in the past regarding pets and pet owners.

DUGOUTS & HOME / VISITING TEAM – Home team will be listed first on the schedule. All dugout selection is based upon a first come first serve basis; any disputes will be determined by the tournament director. During the playoff rounds, the home team will be the higher seeded team. A coin flip will determine the home team if both teams are the same seed in the playoff round. If a team plays back-to-back on the same field, that team can stay in the same dugout for both games. Teams are allowed to remain in their dugouts for back to back games, but will play as respective Home/Visiting per the schedule placement.

Wildwood Baseball on the Beach

Tournament Rules

The default rule book for all Wildwood Baseball on the Beach Tournaments will be the Major League Rule Book. All rule interpretations, protests and other decisions shall be made by the Tournament Director/UIC.

LINEUPS:

- **9u – 12u Tournaments:** 9 bat format in which all nine position players must be in the batting lineup. 9u – 12u teams also have the option to bat more than 9. Example: if a 9u – 12u team has 12 players on their roster, they have the ability to bat 9, 10, 11 or their entire lineup. A team in this situation could bat 9 with 3 substitutes; bat 10 with 2 substitutes; bat 11 with 1 substitute; or bat all 12 players with no substitutes. All players starting in the lineup but not in the field are extra hitters (EH) which are considered defensive starters for substitution purposes. Teams are allowed to use 1 designated hitter (DH) for pitchers only, allowing them to pitch only (PO).
- **Batting the entire lineup** – When a team chooses to bat the entire lineup, each player is considered a starter and the team has free defensive substitution for that game. Furthermore, if a player is injured or ejected during the game in which a team is batting the entire lineup, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped due to an injury, that player is not eligible to return to the game in any capacity.
- ***It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.** Managers must bring any issues to the attention of a Wildwood Baseball on the Beach Tournament Official before the game. If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game – there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.

INJURIES / SUBSTITUTIONS: If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base paths and there no substitute is available, the player that made the last recorded out will take the place of the injured player on the bases.

RE-ENTRY: If a team does not bat the entire lineup and substitutes are available, we use the standard NFHS re-entry rule. Starters may be re-entered once, as long as the player occupies their original position in the batting order.

PITCHING & CATCHING

PITCHING LIMITS :Each pitcher can throw a maximum of 7 innings during the duration of the tournament.

PITCHER'S EQUIPMENT: Pitchers are allowed to wear a protective helmet or headgear. The helmet headgear can't be glossy nor have anything else on it that can be deemed distracting to the batter (umpire's discretion). It is the umpire and tournament director's discretion to determine whether any other equipment or clothing that the pitcher is wearing is distracting to the opposing batter. This includes but is not limited to: Batting gloves, sunglasses, long sleeves, compression sleeves, athletic tape on wrist arm, and two-toned fielder gloves.

MOUND VISITS: We follow Major League Baseball rules regarding mound visits. The pitcher must be removed on the second mound visit in an inning for all age groups.

PITCHER RE-ENTRY: If a pitcher is removed after throwing a pitch and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a warm-up pitch (becoming the new 'pitcher of record'), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

PITCHER OF RECORD: Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

CATCHER'S EQUIPMENT: Catcher's helmet gear must provide ear protection. As a result, no skull caps are permitted.

AVOID CONTACT RULE: Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they may face suspension for their team's next game with the possibility of further sanctions as well. The Tournament Director on-site will make the final ruling on a possible suspension.

In "forced out" situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgment) and the runner could be declared out. In this instance, the batter runner could also be declared out if the fielder was attempting to make a play on that batter runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called.

TIME LIMIT: During Weekend Tournaments, there is a 1:45 hour time limit (unless altered by weather) on all games except the Championship Game. Championship Games 2.15 hour time limit.

- No new inning may start after 1:45 hours. For the purpose of determining if a new inning may start, the time is determined at the time of the last out in the bottom of

the inning. All games should stop in the bottom of the inning if the Home Team is winning when the time runs out, meaning that the visiting team will not be able to bat..

Time in-between innings - Our expectation is that teams will take 2 minutes in between innings. ***Pitchers are permitted to throw 8 warm-up pitches in their first inning of work or 5 warm-up pitches every other inning. If a catcher is still getting dressed, a coach should be ready to warm-up the pitcher.***

INTENTIONAL DELAYS: Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike conduct and will not be tolerated at a Wildwood Baseball on the Beach Tournament. The umpires and/or tournament officials at the game reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit to that team.

SLASH BUNT: For 9u and 10u age groups, a slash bunt (aka butcher boy) is illegal and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

END OF GAME:

Pool Play games may end in a TIE after the time limit is reached. However, all single elimination games, including the Championship game, must have a winner. All extra innings games, or when Time Limit is reached in Single Elimination, will use the following rule: The new inning(s) will be started with Bases Loaded, utilizing the last 3 batters from the previous inning as the runners. Pool Play games must be within the time limit to continue using this rule. ALL GAMES that go to EXTRA INNINGS or reach the Time Limit will start with BASES LOADED

The base runners will be placed as follows:

- Last hitter from previous inning @ 1st Base
- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base

LINE-UP CARDS: Teams must provide their own line-up cards. A copy should be given to opposing team each game.

TEAM TIE BREAKER SYSTEM:

- When 2 teams are tied, follow the list below until the tie is broken
 1. Head-to-head results (if applicable)
 2. Least runs allowed (average per games played)
 3. Highest average run differential per games played
 4. Coin flip

3 (or more)-TEAM TIE BREAKER SYSTEM:

- If 3 (or more) teams are tied with the same record or winning %, use the following to break the tie:
 - Head-to-head results (only applicable if all of the tied teams played each other)

- If one team beat all of the other tied teams, they will be the highest seed of the tied teams. (Even if all tied teams have not played each other)
 - Continue to use head to head results to seed the rest of the teams in the tie
- If one team has been beaten by all of the other tied teams, they will be the lowest seed of the tied teams. (Even if all tied teams have not played each other)
- If all tied teams have the same record against each other, then they are tied at head-to-head and you move to the next item on the list (least runs allowed)
- If all of the tied teams did not play each other, head-to-head is not applicable.
 - Continue down the 2-Team Tie Breaker list as stated above
- When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).

3 (or more)-TEAM TIE-BREAKER EXAMPLES:

- **Example #1**

- Team A2-1 15 runs allowed
- Team B2-1 16 runs allowed
- Team C2-1 16 runs allowed
 - Team A beat Team B f Team B beat Team C f Team C beat Team A
 - All 3 teams are tied at head-to-head
 - Go to next criteria – least runs allowed: Team A is the highest seed of the 3 tied teams
 - There now exists a tie between Team B and Team C and since this is now a 2-team tie, we revert back to the beginning of the 2-Team Tie System (head-to-head) which makes Team B the next highest seed of the 3 teams since Team B beat Team C.

- **Example #2**

- Team A1-1 12 runs allowed
- Team B1-1 13 runs allowed
- Team C1-1 15 runs allowed
- Team D 1-1 16 runs allowed
- Team E 1-1 16 runs allowed
- Team F 1-1 17 runs allowed
 - Team D beat Team E
 - This is a 6-team tie at a 1-1 record.
 - Since all of the teams in the tie did not play each other, head-to-head is not applicable for this 6-team tie and we move to least runs allowed. Based on the 'least runs allowed' criteria, Team A is the highest seed of this group, followed by Team B and then Team C.

- Team D and Team E are locked in a 2-team tie with least runs allowed so we revert back to the beginning of the 2-team tie breaker system (head-to-head). In this case, Team D beat Team E so Team D is the higher seed over Team E.
- Team F is the lowest seed of this group of 6 tied teams.

Winning %:

If teams play an uneven number of games during pool play, winning percentage will be the first tie breaker used to determine the final seeds. Example: Team (A) goes 4-1 in pool play and finishes with a winning % of .800.

Team (B) goes 3-1 in pool play and finishes with a winning % of .750. Therefore, Team (A) will be seeded higher than Team (B) due to having a higher winning %.

FORFEITS: If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in future Wildwood Baseball on the Beach tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6 inning game the score would be 6-0; for a 7 inning game the score would be 7-0).

- If a team chooses to forfeit a consolation or elimination game, they face suspension in future Wildwood beach Baseball tournaments.
- If a team chooses to forfeit a championship game, they are not eligible for tournament awards
- Wildwood Baseball will attempt to replace a forfeited team in an elimination game if possible.
- If a game becomes a forfeit after it has started due to a team having less than the required 8 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit. 7-0

BALKS: We follow the NFHS rules pertaining to balks. For the 11u age group, there will be one warning per pitcher issued for a balk. There will be no warnings issued for 12u and older age groups. Additionally, pitchers are no longer allowed to step toward 3rd base without making a throw (the fake to 3rd base, throw to 1st base move is now a balk).

MERCY RULE: For all games – 12 runs after 3 innings or 10 runs after 4innings - 8 after 5.

BATS RESTRICTIONS: Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure all bats meet the guidelines below.

- **9u – 12u:** All bats must have either the BPF 1.15 or BBCOR or USA designation displayed on the bat. No other weight or size restrictions for these age groups. Coach Pitch bats are not permitted in any age group.
 - **PENALTY FOR USE OF AN ILLEGAL BAT:** If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (*but before the next pitch is thrown to the next batter*), the

defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand. **Second Offense** – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately ejected and could face further suspension.

- **ALTERED BATS** – Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player ejected for use of an altered bat may also face further suspension.
- **WOOD BATS** – Wood bats are permitted in all tournaments. Composite bats are also legal.

ON-DECK BATTER: All on-deck batters must stay near their team's dugout on the warning track with a helmet on.

OFFICIAL SCOREBOOK: The home team will keep the official scorebook.

OF PLAYERS: Teams are permitted to start and/or end a game with 8 players. Anything less than 8 available players at any time during a game will result in a forfeit for that team

EXPECTED BEHAVIOR

Negative behavior and bad sportsmanship at youth sporting events has become a major issue. Wildwood Baseball on the Beach Tournaments are not immune as we still see coaches and parents that choose to act in a negative manner toward the opposing team or an umpire from time to time. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions.

Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself. We simply ask the following:

- **Let the players play**
- **Let the coaches coach**
- **Let the umpires umpire**

Moreover, even when you're not on our complex, your personal behavior is a reflection on your team and the Tournament. We expect players, parents, coaches and family members to act in a positive manner at all times – with respect for people and property throughout our local community.

GENERAL FAIR PLAY / SPORTSMANSHIP: Intentional disregard for the stated rules (or the spirit in which those rules exist) as well as obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk for a possible forfeit or banishment from any

future Wildwood Beach Baseball tournaments. We do hold the right to alter tournament seeds for teams failing to abide by our general fair play and sportsmanship guidelines.

PROTESTS:

The team protesting must make a cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game. A game should never be stopped for umpire judgment calls as those cannot be protested.

CONFINEMENT TO THE BENCH:

Wildwood Baseball on the Beach Tournament Directors as well as the Umpires working a game have the ability to confine a manager or coach and player/s to the bench. If this step is enacted, that individual will not be able to leave the bench dugout. The only exception that will be allowed is for a manager coach to attend to an injured player on the field. If an individual that is confined to the bench violates this stipulation, they will be ejected from that game and will face further suspension as well.

CELL PHONES / ELECTRONIC DEVICES: Cell phones, iPad, and other electronic devices are permitted in the dugout only during the game. Parents/Coaches may record at bats/pitches for documentation by attaching their device to the exterior of the fence, but it is with their own discretion as MudHen Events, LLC. is not responsible for damaged/stolen property. A coach, manager, or scorekeeper is not permitted to have them on the field during the game.

PROPER CHEERING / NOISE MAKERS: All individuals (players, coaches, parents, and fans) are expected to cheer in a positive manner for their own team and never in a negative manner toward the opposing team. Noise makers are not permitted in the dugouts and if they are used by parents fans, they must not cause any sort of distraction to the opposing team. Because the term "distraction" can be subjective, if an issue arises at a field involving noise makers, Wildwood Beach Baseball staff may mandate that they not be used during moments of game play. They would only be permitted to be used when the ball is dead or in between innings. If that stipulation is not followed, the noise makers would be prohibited all together for that team for the remainder of the tournament.

NO ALCOHOL OR TOBACCO PRODUCTS: (To Reiterate) Absolutely no outside alcohol or tobacco products will be permitted on the City of Wildwood Beach or any other City site. Failure to comply with this regulation will result in ejection from the complex. Coaches are not permitted to be drinking in or around dugouts. MudHen Events, Umpires, and City officials will be strictly enforcing on premises. You are expected to conduct yourself in a reasonable manner. Our sponsor and provider, MudHen Brewing Co., has the right to refuse service to anyone exhibiting inebriated behavior.

EJECTION / SUSPENSION POLICY:

- **Managers/Coaches:** Managers or coaches (or scorekeepers or anyone else that is in the dugout or on the field during a game) that are ejected from a game (either by an umpire or by a Wildwood Beach Baseball Official) must leave the facility immediately and will automatically be suspended for 1 additional game. **The Tournament Director**

may also lengthen the suspension to more games or expulsion from the facility for a period of time.

If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.

- **Players:** **If a player is ejected from a game they will be suspended for 1 game and may face further suspension.**
- **Parents / Fans:** If a fan or parent is ejected from a game (either by an umpire or a Wildwood Beach Baseball Official), they must leave the facility immediately and will be suspended for the remainder of the event.
- **Team:** In the event of multiple offenses occurring within the same team, the team will be subject to ejection from the tournament. By reading these rules and policies you are understanding that ejection of the team will not result in a refund of tournament registration fee. Ejection from the tournament may result in suspension from future tournaments, this is up to MudHen Events. LLC & the tournament director's discretion.

**Wildwood Baseball on
the Beach**
Rules Summary Sheet

Rule	9u	10u	11u	12u
Base Distance	60'	60'	70'	70'
Pitching Distance	46'	46'	50'	50'
Pitching Rules	Each pitcher is allotted a maximum of 7 innings per tournament			
Game Length Complete Game	6 innings 4 innings	6 innings 4 innings	6 innings 4 innings	6 innings 4 innings
Leads	*Crosses plate	*Crosses plate	yes	yes
Stealing (Including Home)	*Crosses plate *crosses plate yes yes *Immediate dead ball call if they leave too early (1 st offense per team - warning / 2 nd offense - runner is out)			
Run on dropped 3rd strike	no	no	yes	yes
Mercy Rule	For all games - 12 runs after 3 innings or 10 runs after 4 innings - 8 after 5 Innings			
Balks	warning warning yes yes <i>Educational purposes only 1 warning per pitcher No warnings</i> *We use the NFHS rule book when pertaining to what constitutes a balk *Immediate dead ball for all balks 11u and older (not a delayed dead ball)			
Bats	2 ¼" - 2 ¾" 2 ¼" - 2 ¾" 2 ¼" - 2 ¾" 2 ¼" - 2 ¾" *All bats must have either the BPF 1.15 or BBCOR/USA designation displayed on the bat (9u-12u) -No weight restriction on bats - Wood bats are permitted in all tournaments. -Coach Pitch bats are not permitted in any age group.			
Cleats	sneakers	sneakers	sneakers	sneakers
Bunting	yes	yes	yes	yes
IF Fly Rule	yes	yes	yes	yes
Bunting	yes	yes	yes	yes
Lineup	9u - 12u: Anywhere from 9 to the whole roster can bat in the lineup <ul style="list-style-type: none"> Teams that choose to bat the entire roster will have free defensive substitution during that game Any player starting in the lineup but not in the field is an EH and is considered a defensive starter for substitution purposes It is each team's responsibility to check the opposing lineup prior to the game and call for a Wildwood Baseball on the Beach Official if there is an issue. 			

Rosters	17 players(17) player rosters. Up to 3 adults are allowed in the dugout. Rosters are locked once a team's first game begins. A player must play in one pool play game to be eligible for Playoffs NO EXCEPTIONS
Re-entry	Starters may be re-entered once, as long as the player occupies the same position in the batting order. Starting pitchers may be re-entered, but not as pitchers* <i>*If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game</i>
Courtesy Runners	Permitted Anytime for pitcher and catcher. Catcher/Pitcher is defined as the player who will be playing that position the upcoming inning, not the inning of record
On-deck Batters	All on-deck batters must stay near their own dugout on the warning track with a helmet on.
Mound Visits	Pitchers must be removed on a second mound visit in the same inning (all ages).
Intentional Walk	The pitcher must throw to a hitter during an intentional walk situation (all ages)
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they are automatically suspended for the next game with further sanctions possible. If a player is ejected from a game, and there is no substitute available, that spot in the lineup will be skipped with no penalty. If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.
Injuries	If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty.
Sliding	Head first and feet first slides are allowed.