



## Walther Farms Spudfest 2025

### Rules

All games will be governed using the using the 2025 NFHS (MHSAA) rules book. Where differences between the NFHS and supplementary tournament rules exist, the tournament rules will supersede the NFHS rules book.

#### GENERAL RULES (ALL DIVISIONS)

##### Coaches Uniform

Coaches are exempt from NFHS coaches' uniform requirements. Coaches are expected to dress appropriately.

##### Insurance, Waivers, and Documentation

- All teams must provide evidence of appropriate insurance. Walther Farms Baseball, and the Clio Facility must be listed as named insured.
- All player's parents or guardians must sign the waiver
- Coaches must maintain copies of all player's birth certificates in the event a player's age is challenged. Failure to provide evidence of a player's age (or player being too old for their division) will cause the current game to be ruled a forfeit. For the purposes of calculating standings, if the challenging team is winning at the time of the challenge, that score will be used. If the challenged team was winning, score will be recorded 1-0 in favor of the opponent.

##### Lineup Cards

A paper lineup card must be prepared and provided to both the umpire(s) and the opposing team at the pregame conference for each game. This will be the "official" lineup. This will be the lineup reviewed in the event of a batting order or substitution discrepancy. Any substitutions or changes must be reported to the umpire(s). Tournament management nor the umpires are responsible for bookkeeping errors or incorrect Gamechanger entries.

##### Beginning Game and Gameplay

Teams must have a minimum of 7 players present to begin the game. If the total number of players drops below 7 during play, the game will end with a win being granted to the opponent. For the purposes of calculating standings, if the opponent is winning, that score will be used. If the opponent



was losing at the time of the team's lineup dropping below 7 the score will be recorded 1-0 in favor of the opponent.

If the lineup has only 7 or 8 players, the missing spots will be counted as outs at the time the missing batters would have come to bat.

### Pitching

The tournament will not require teams to submit pitch counts, innings pitched, or any other pitching data to the tournament directors. It is the responsibility of coaches & parents to ensure that their players' health and safety is considered. Several organizations provide guidance on age-specific limits for pitching. The tournament will not enforce any pitching limitations.

**We Strongly suggest that teams follow the Pitch Smart Guidelines and/or USSSA Guidelines. We as directors, much like your players' parents trust you put your team's health over hardware!**

### Protests

Rule interpretations may be protested by a coach of either team where they feel that a rule has been misapplied. A protest must be declared before the next pitch or play. There is a \$100 (cash only) protest fee that must be paid to the umpire directly. The umpire will pause the game clock and contact the tournament director (or UIC?). If the protest is upheld, the money will be returned to the coach. If the umpire was found to be correct in their interpretation of the rule, the protest fee will be forfeited to tournament management. Upon resolution of the protest, play will be resumed considering the result of the protest. The judgement of the tournament director is final. Judgement calls cannot be protested.

### Sportsmanship

Good sportsmanship is expected by all coaches, players, and spectators. Game and tournament management is paramount for the safety and experience of the players. Poor sportsmanship will be dealt with swiftly. Coaches and spectators ejected for poor sportsmanship must leave the facility for the remainder of the tournament. Players who are ejected will miss the remainder of the game where the offense occurred and the next game.

### Game Timing and Time Limits

The umpire(s) is responsible for maintaining the time limit of the game. The umpire shall begin the time at the conclusion of the pre-game conference and declare the time to both coaches. The umpire(s) shall be the sole arbiter of the game clock.

The time limit for each division will be declared in each division's specific rules. No new inning shall begin after the time limit expires. A new inning begins at the completion of the previous innings 3<sup>rd</sup> out. Championship games shall not have a time limit in any division.

### Internation Tie breaker for bracket play

(1) At the beginning of each team's at-bat in the first extra inning, the last batter from the previous inning is placed on 2nd base.

(2) At the beginning of each team's at-bat in the 2nd extra inning or later, the last batter from the previous inning is placed on 3rd base and the next to last batter is placed on 2B.



NOTE: It is not sudden death. Each team has an opportunity to bat in each inning. The game ends when one team is ahead at the end of a complete inning. To help keep the tournament on schedule, WFBC has adopted the International Tie Breaker rule for all extra-inning games, including the championship game. The International Tie Breaker rule goes into effect when:

- (A) Score is tied at end of 7 innings
- (B) Has reached time limit

#### Seeding Procedures

To seed teams the following criteria will be used:

Head-to-Head Record

Runs Allowed

Runs Scored

Run Differential

Coinflip

Mercy Rule – 12 after 3, 10 after 4, and 8 after 5 innings



## **RULES (8U Coach Pitch)**

Pitching Distance            42 feet

Base Distance                60 or 65 feet

### Bats

Bats must be:

- USSSA 1.15 BPF marked (no weight restriction) or
- USA Baseball marked (no weight restriction) or
- BBCOR marked or
- Single piece wood per NFHS rules

Questions regarding a bat's legality should be directed to the tournament director prior to its use. The penalty for use of an illegal bat shall be per the NFHS rules book.

### Pitching

The games will be Coach-Pitch. Batter will be pitched to by their own coach.

- Batter is out after 5 pitches.
- 3-swinging strikes is an out.
- If the batter fouls off the 5th pitch it will be treated as a 3rd strike foul and the batter will get another pitch unless the foul ball is caught.
- The Coach can pitch anywhere in between the 30' Safety Arc and the 42' Pitching Circle
- If the pitching coach is hit by a batted ball in play the ball will be ruled dead. Runners do not advance, and batter will assume previous count. If the umpire rules the coach purposely let the ball hit themselves, the batter will be ruled out.

### Defensive Gameplay

All outfielders must begin each pitch in the outfield grass between the foul lines.

Teams can field up to 10 players on defense. If 10 players are used, the team must use 4 outfielders.

### Game Length

A complete game will be either 6 complete innings (5-1/2 if the home team is winning after the completion of the top of the 5<sup>th</sup> inning) or 90 minutes.

### Lineup

Teams must bat their entire lineup. No player may be added to or removed from the lineup after the pre-game conference has been completed. If a player is injured, they may be skipped without penalty unless the number of batters in the lineup drops below 9.



### Baserunning

There is no stealing, baserunners may not leave the base until the ball crosses home plate. Runners may advance on batted balls only. Play will stop when a defensive infielder has control of the ball on the infield. Control is considered when a player raises both hands up and is in fair territory. Once control is established no defensive plays may be attempted.

There will be a midpoint line between 1st and 2nd, 2nd and 3rd, 3rd and home. If runner has not passed the respective line before the defense has control of the ball on the infield the runner will have to return to last base occupied.

### Walks, Balks, Dropped 3<sup>rd</sup> Strike, Infield Fly Rule and Bunting

- No balks will be called in the 8U division.
- There are no walks in the 8U division.
- There is no dropped 3<sup>rd</sup> strike rule or infield fly rule in the 8U division.
- Bunting is not allowed. An attempted bunt, in the plate umpire's judgment, will result in the batter being declared out.
- Max of 8+1 runs maybe scored in an inning a team that is trailing may come from behind plus one run
- Unlimited runs in the last inning of play
- Mercy Rule – 12 after 3, 10 after 4, and 8 after 5 innings



## **RULES (9U)**

Pitching Distance            46 feet

Base Distance                65 feet

### Bats

Bats must be:

1. USSSA 1.15 BPF marked (no weight restriction) or
2. USA Baseball marked (no weight restriction) or
3. BBCOR marked or
4. Single piece wood per NFHS rules

Questions regarding a bat's legality should be directed to the tournament director prior to its use. The penalty for use of an illegal bat shall be per the NFHS rules book.

### Defensive Gameplay

All outfielders must begin each pitch in the outfield grass between the foul lines.

Teams can field up to 10 players on defense. If 10 players are used, the team must use 4 outfielders.

### Game Length

A complete game will be either 6 complete innings (5-1/2 if the home team is winning after the completion of the top of the 5<sup>th</sup> inning) or 90 minutes.

### Lineup

Teams must bat their entire lineup. No player may be added to or removed from the lineup after the pre-game conference has been completed. If a player is injured, they may be skipped without penalty unless the number of batters in the lineup drops below 9.

### Pitcher Reentry

Pitchers may not reenter the game as a pitcher once a new pitcher throws their first pitch to a batter or makes any other type of play.

### Baserunning

Runners are not allowed to lead off prior to the pitch. Runners may lead off and/or steal only after the ball crosses home plate. Runners on 3rd base may advance home only on an attempted pickoff from the catcher, a batted ball or a walk where runners are forced to advance.



## Walks, Balks, Dropped 3<sup>rd</sup> Strike, Infield Fly Rule and Bunting

- Walks, Balks, dropped 3<sup>rd</sup> Strike, Infield Fly Rule and Bunting No balks will be called in the 9U
- There is no dropped 3<sup>rd</sup> strike rule or infield fly rule in the 9U division.
- Bunting is not allowed. An attempted bunt, in the plate umpire's judgment, will result in the batter being declared out.

## **RULES (10U)**

Pitching Distance            46 feet

Base Distance                65 feet

### Bats

Bats must be:

1. USSSA 1.15 BPF marked (no weight restriction) or
2. USA Baseball marked (no weight restriction) or
3. BBCOR marked or
4. Single piece wood per NFHS rules

Questions regarding a bat's legality should be directed to the tournament director prior to its use. The penalty for use of an illegal bat shall be per the NFHS rules book.

### Defensive Gameplay

All outfielders must begin each pitch in the outfield grass between the foul lines.

Teams can field up to 10 players on defense. If 10 players are used, the team must use 4 outfielders.

### Game Length

A complete game will be either 6 complete innings (5-1/2 if the home team is winning after the completion of the top of the 5<sup>th</sup> inning) or 90 minutes.

### Lineup

Teams must bat their entire lineup. No player may be added to or removed from the lineup after the pre-game conference has been completed. If a player is injured, they may be skipped without penalty unless the number of batters in the lineup drops below 9.

### Pitcher Reentry

Pitchers may not reenter the game as a pitcher once a new pitcher throws their first pitch to a batter or makes any other type of play.

### Balks

Each pitcher will get 2 balk warnings per game. After the warning, penalties for balks will be assessed per NFHS rules.

Mercy Rule – 12 after 3, 10 after 4, and 8 after 5 innings



## **RULES (11U & 12U)**

Pitching Distance            50 feet 6 inches

Base Distance                70 feet

### Bats

Bats must be:

1. USSSA 1.15 BPF marked (no weight restriction) or
2. USA Baseball marked (no weight restriction) or
3. BBCOR marked or
4. Single piece wood per NFHS rules

Questions regarding a bat's legality should be directed to the tournament director prior to its use. The penalty for use of an illegal bat shall be per the NFHS rules book.

### Game Length

A complete game will be either 6 complete innings (5-1/2 if the home team is winning after the completion of the top of the 5<sup>th</sup> inning) or 90 minutes.

### Lineup

Teams must bat their entire lineup. No player may be added to or removed from the lineup after the pre-game conference has been completed. If a player is injured, they may be skipped without penalty unless the number of batters in the lineup drops below 9.

### Pitcher Reentry

Pitchers may not reenter the game as a pitcher once a new pitcher throws their first pitch to a batter or makes any other type of play.

### Balks

Each pitcher will get 1 balk warning per game. After the warning, penalties for balks will be assessed per NFHS rules.

Mercy Rule – 12 after 3, 10 after 4, and 8 after 5 innings



## RULES (13U)

Pitching Distance            54 feet

Base Distance                80 feet

### Bats

Bats must be:

1. USSSA 1.15 BPF marked (Maximum -8 Drop) or
2. USA Baseball marked (Maximum -8 Drop) or
3. BBCOR marked or
4. Single piece wood per NFHS rule

Questions regarding a bat's legality should be directed to the tournament director prior to its use. The penalty for use of an illegal bat shall be per the NFHS rules book.

### Game Length

A complete game will either be 7 complete innings (5-1/2 if the home team is winning after the completion of the top of the 5<sup>th</sup> inning) or 90 minutes.

### Lineup

Teams may bat their entire lineup or straight 9(or 10). Use of a designated hitter (DH) is not allowed.

- If a team chooses to bat their entire lineup and a player is injured, they may be skipped without penalty unless this drops the number of batters in the lineup below 9.
- If a team bats a straight 9 or 10 and a player in the lineup is injured, that player must be substituted for. If a substitute is not available, that spot in the lineup will be recorded as an out.

### Pitcher Reentry

Pitchers may not reenter the game as a pitcher once a new pitcher throws their first pitch to a batter or makes any other type of play.

Mercy Rule – 12 after 3, 10 after 4, and 8 after 5 innings



## RULES (14U)

Pitching Distance          60 feet 6 inches

Base Distance              90 feet

### Bats

Bats must be:

5. USSSA 1.15 BPF marked (Maximum -5 Drop) or
6. USA Baseball marked (Maximum -5 Drop) or
7. BBCOR marked or
8. Single piece wood per NFHS rules

Questions regarding a bat's legality should be directed to the tournament director prior to its use. The penalty for use of an illegal bat shall be per the NFHS rules book.

### Game Length

A complete game will either be 7 complete innings (6-1/2 if the home team is winning after the completion of the top of the 5<sup>th</sup> inning) or 105 minutes.

### Lineup

Teams may bat their entire lineup or straight 9 (or 10). Use of a designated hitter (DH) is not allowed.

- If a team chooses to bat their entire lineup and a player is injured, they may be skipped without penalty unless this drops the number of batters in the lineup below 9.
- If a team bats a straight 9 or 10 and a player in the lineup is injured, that player must be substituted for and must not play the rest of the game. If a substitute is not available, that spot in the lineup will be recorded as an out.

### Pitcher Reentry

Pitchers may not reenter the game as a pitcher once a new pitcher throws their first pitch to a batter or makes any other type of play.

Mercy Rule – 12 after 3, 10 after 4, and 8 after 5 innings



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