



# 2026 MUDHEN MADNESS TOURNAMENT

## 11U Baseball Tournament Rules

May 30–31, 2026

Live Tournament Draw can be found at [www.mordenminorbaseball.com/content/tournaments](http://www.mordenminorbaseball.com/content/tournaments)

### Game Format

- Saturday – Games are Round Robin format.
- All Round Robin games have predetermined home and visiting teams
- Home team will be the official scorekeeper. Visiting team will be responsible for pitch counts. Please report the score and pitch counts immediately following the completion of the game to the draw master and are entered in pitch count app.
- A walk will be issued after 4 balls have been delivered, no tee will be used
- 5 inning games, on Saturday no new inning to start after 90 minutes (30 minutes prior to next scheduled game). No time limit will be in place for Sunday games.
- All 5 innings to be played in all games (Time permitting on Saturday). 4.5 if home team is leading. (No mercy rule)
- 4 run rule in effect for ALL innings
- All Sunday games will have home team decided by a coin flip
- Semi-Final and Championship only, the 5<sup>th</sup> inning of these games will be an open inning
- Semi-final and Finals tie games use the international tiebreaker rule (Extra inning starts with player on 2<sup>nd</sup> base). All other games will end in a tie
- All other rules will be as per South Central 11U - <https://www.scbaseball.ca/content/2026-11u-age-category-rules>.

### Schedule & Warm-Ups

- Tournament games will be played on Diamond 5 & 6
- Tournament table rep reserves the right to shorten a game if falling behind schedule.
- Infield warm-up is given for the first game of each day only.
- Green space may be used for other warm-ups.

### Round Robin Pool Placement and Tiebreaker

Win = 2 pts | Tie = 1 pt | Loss = 0 pts

### The Tie-Breaking Process

When determining seeding following round robin play or if two or more teams finish pool play with the identical win-loss record, the following criteria are applied in order:

1. **Head-to-Head:** The team with the best win-loss record in games played exclusively between the tied teams places highest.
2. **Runs Against Ratio Between Tied Teams (Runs Against / Defensive Outs):** If still tied, the formula is calculated for games strictly between the tied teams. The team with the **lowest ratio** advances.
3. **Runs For Ratio Between Tied Teams (Runs For / Offensive Outs):** If the ratio is still equal, the formula is calculated for games between the tied teams. The team with the **highest ratio** advances.
4. **Overall Runs Against Ratio:** If the teams remain tied, Steps 2 and 3 are repeated, but applied to **all games** played in the tournament.
5. **Coin Flip:** If all statistical formulas result in a deadlock across the board, a coin toss decides the placement