

# Summer Slam Baseball Tournament Rules

[www.lincolnshiresummerslam.com](http://www.lincolnshiresummerslam.com)

Revised 07/31/23

## Policies and Procedures

- The Tournament Directors reserve the right to change the game schedule, time limit, rules, and/or matchups if weather or time constraints interfere with the established schedule or for the betterment of the tournament. All decisions and interpretations made by the Tournament Directors shall be final.
- For more update to date scores and field information please visit [www.lincolnshiresummerslam.com](http://www.lincolnshiresummerslam.com)
- For field updates due to weather delays, the director will notify teams thru Tourney Machine.
- Please note if THOR, North Park detector, goes off all individuals are to leave the fields immediately to their vehicles. Once THOR gives the all clear games will resume.
- All teams must check in 45 minutes prior to each game to pick up their MVP Medals.
- After each game the winning team is required to submit the score of the game, pitchers number and number of outs recorded by each pitcher to [summerslamsignup@gmail.com](mailto:summerslamsignup@gmail.com) **Since tie--breakers may be a factor, accurate scores are very important. Winning teams that fail to turn submit may be subject to a forfeit.**
- The birthday cutoff is May 1<sup>st</sup>.
- All players must be full time members of the team that have participated in at least 50% of the team's games (unless injured). Score books must be made available for review. *Note: only 12 trophies may be awarded.*
- All teams must be ready to play 40 minutes prior to the scheduled start of their game. If a previous game finishes early, you may be asked to start your game earlier than scheduled. Teams unable to field the minimum number of players at game time may be subject to a forfeit.
- A coin toss by the umpire will determine the home and road teams except for playoff games where the higher seeded team will be the home team. Both teams will be responsible for keeping the official scorecard.
- There will be no infield warm---ups. If time allows, teams can warm---up in the outfield. Do not hit balls into fences or step on foul lines. The North Park batting cages are closed for tournaments. The soccer fields at North Park are available for warm ups, but coaches should keep close watch on the field so they are prepared to start early.
- Bats must not be swung for any purpose outside of the playing field or designated warm---up areas. This is for the safety of the fans.
- A forfeited game shall be recorded as 12---0 for tie--breaker purposes. Any team forfeiting a game may be disqualified from participating in the remainder of the tournament.
- The dugout is limited to players, coaches, and one scorer.
- Shelled peanuts, dogs, firearms, alcohol and smoking are prohibited from the facility.
- The coaches are responsible for the conduct of their team's players, parents, and fans. Use of foul language will not be tolerated. Removal from the game is at the discretion of the umpire or tournament directors. Anyone that is ejected is also disqualified for the remainder of the tournament and must leave the facility. If a parent or fan is ejected, the head coach may also be ejected.
- For every game, each team will be provided a medal that the team will award, after the game, to a player from the opposing team. The medal acknowledges the player's skill, effort, sportsmanship or other notable qualities.

## Rainout Policy

- 0 games played=credit will be applied for the following year, 1 or more games played=no refund
- All efforts will be made to play all games in entirety as our fields drain very well.
- Withdrawal Policy: 60 days prior \$100 refund, anything after no refund.

## General Playing Rules

- No protests are allowed. All decisions of the umpire and/or Tournament Directors are final.
- All rules follow the National Federation High School rules except as noted below.
- All bats must have the BBCOR or 1.15 stamp. No other bat rules apply.
- The orange base is considered the safety base for the runner and should not be utilized by the defensive team.
- Pool games have a "No New Inning" time limit of 1 hour and 40 minutes. Pool games can end in a tie. A pool game is over when either the time limit or inning limit is reached. Extra innings will not be played. **If time limit is reached in the bottom half of the inning with the home team leading, the game is over. Delays due to weather do not stop the time clock for any game.**
- If a game is called due to darkness or due to weather, then the score will revert back to the previously completed full inning.
- Semi-final and championship games will be played until there is a winner, subject to a "No New Inning" time limit of 2 hours. If a playoff game is tied at the end of regulation play (i.e. either the time limit or the inning limit being reached), extra innings will be played using the rules below.
  - Each ½ inning will start with 1 out and the player that made the last out on second base.
  - The hitters will start with a 1-1 count.
- A minimum of eight (8) players are required to play a game.
- All teams will use a continuous batting order and will bat their entire roster. Players leaving the game early will not be called out when their turn in the order comes to bat. Once a player skips an at-bat for any reason, they are officially out of the game. A player that arrives after a game begins may be inserted at the end of the batting order; however, they may not enter a game if their team has already batted through their entire order.
- Once a player is removed as a pitcher, he cannot return as a pitcher for the remainder of the game.
- A team is allowed one visit to the mound per pitcher per inning. A second visit results in the removal of the pitcher.
- Pitching limits are based on innings/consecutive outs as listed in the grid below. Please note that once a player enters a game and throws their first pitch, there is a 1 out minimum charged to that pitcher. This 1 out minimum applies even if this pitcher records no outs.
- If a pitcher goes longer in a game than the consecutive out limit, the pitcher shall be removed from the game as soon as the error is discovered. The head coach will be ejected from the game and tournament. *Please track both team's pitching rotation so as to avoid any issues with this rule. It is for the safety of the pitcher's arms.*
- A player must slide at home plate on a close play. In the judgment of the umpire, if a player did not slide or a player maliciously forces contact on the play, he will be called out and may be ejected from the game. If the tag attempt is "up the line", the runner is not expected to slide prematurely, however malicious contact is still prohibited, and the base runner will be called out and may be ejected from the game.
- A base runner must slide if a fielder is attempting to tag him at the base. Failure to do so will be called an out. *Please note: This rule is not meant to force a runner to slide or dive back to a base on a pick-off attempt or*

during a run-down.

- Squaring to bunt and then taking a full swing is prohibited. The penalty for a fake bunt followed by a full swing is an automatic out, the player is removed from the game and an out recorded every time that position comes up to bat. Please note this rule does not apply to 14U.
- The mercy rules are as follows.
  - 12 runs after 3 innings, or 2 ½ innings if the home team is ahead.
  - 8 runs after 4 innings, or 3 ½ innings if the home team is ahead.
- A courtesy runner may be used for the pitcher or catcher at any time. The player who made the last out shall be the courtesy runner.
- Intentionally walking a batter can be done by telling the umpire.
- If an umpire believes a team is purposely delaying the game, that team will be given a warning. A second offense will result in an automatic out in that team's next at-bat. A third offense may result in game forfeiture.
- If a base runner leaves early the ball is dead and it reverts back to the previous pitch. The base runner team is warned, if it occurs a second time, the base runner is out. Each team receives one warning per game.

## Age Specific Rules

Rule	8U	9U	10U	11U	12U	13U/ 14U
Innings	6	6	6	7	7	7
Bases Path Distances	60	60	65	70	70	80/90
Pitching Distances	44	44	46	48	48	54/60
Drop 3 <sup>rd</sup> Strike	No	No	Yes	Yes	Yes	Yes
Lead Offs	No	No	Yes	Yes	Yes	Yes
Stealing	After Ball Crosses Plate		Yes	Y	Yes	Yes
Steal Home	No	No	Yes	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes	Yes	Yes
Game Pitching Limits	2 innings (6 outs)			3 innings (9 outs)		4 innings (12 outs) <sup>2</sup>
Tourney Pitching Limits	6 innings (18 Outs)			9 innings (27 Outs)		10 innings (30 outs) <sup>2</sup>
Balks	No	No	Yes – 1 Warning per Pitcher	Yes – 1 Warning per Pitcher		Yes – 1 Warning per Team
Pitching Mounds	No	No	No	Yes	Yes	Yes
Metal Spikes	No	No	No	No	No	Yes
Bat Restrictions	None	None	None	None	None	None

### Notes:

- 1) Daily limits for 13U and 14U are 6 innings (18 outs) per day. The per day includes bracket play.
- 2) Daily limits for 8U-12U are 3 innings (9 outs) per day. The per day includes bracket play.

## Determining Championship Match---Ups

- Due to the number of teams participating, some age divisions may have a 2-game pool play, after which the teams will be seeded for a single elimination playoff.
- Age divisions that have three or more brackets may use a wildcard playoff team.
- For those teams that have playoffs determined by bracket winners and wild card teams:

### Determining Bracket Winners:

The team with the best record in the bracket advances.

If multiple teams have the same record, the following tie-breakers will be used:

- a. Head to Head Record (if 2 teams are tied)
- b. Least Runs Allowed
- c. Most Runs Scored (limited to 12 runs per game)
- d. Coin Flip

### Determining Wild Card Teams:

The next best record of a non-bracket champion is the wild card team.

If multiple teams post the same “next best” record, the following tie-breakers will be used:

- a. Head to Head Record (if two teams are tied)
- b. Least Runs Allowed
- c. Most Runs Scored (limited to 12 runs per game)
- d. Coin Flip