

Game Play Rules

Grand Slam America follows NFHS rules unless specified below.

1. Ties: On Fridays and Saturdays, games can end in a tie. No extra innings will be played.

On Sundays, games must have a winner. The international tie breaker rule will go into effect when either the time limit runs out or the innings limit is reached. For each additional inning played the last out of the previous inning will be begin the inning on second base. The inning begins with zero outs.

2. Mercy Rule: For all age groups: After 3 innings 15 runs

After 4 innings 10 runs

After 5 innings 8 runs

Home team will not bat if ahead by mercy rules.

Any additional run scored will not be counted. For example, if a team hits a homerun that scores its 15th, 16th, and 17th run only the 15th run will count towards the final score.

3. Time limits: 8U to 12U six innings **or** 1 hour 50 mins

13U to 18U seven innings **or** 2hrs.

Semi Final Games **will** follow time limit rules.

Championship Games have **NO** time limit.

Once an inning is started it must be completed regardless of the time constraints. The beginning of the inning starts as soon as the last out of the previous inning is recorded.

The start time of each game will be announced at the plate meeting between the umpires and coaches before the beginning of each game. The **ONLY** time keeping devices that will be used to keep game time will be held by either field director or one of the umpires. Coaches', players', or fans' time keeping devices will not be taken into consideration when determining game time.

4. Courtesy Runners: Courtesy runners are allowed for the **established** pitchers and catchers only.

If a team is **not** batting the entire lineup then a sub will be used as the courtesy runner.

If a team is batting the entire lineup then the **last recorded out** will be used as the courtesy runner.

There will be **NO** courtesy runners in the first inning until an out is recorded.

5. Bunts: No slash bunts for any age groups. Once the batter offers bunt he may not pull back and swing. The batter can either take the pitch or attempt the bunt.

An automatic out will be given if a slash bunt is attempted.

This rule is for the protection of the infielders.

6. Balks: 8U to 10U No Balks

11U to 12U First offense results in a warning

Second offense results in advancement of runners

13U to 18U Regular balk Rules apply

Pickoff Move: the fake to third throw to first **will not** be allowed. This will be considered a balk. Age specific balk rules apply.

Hybrid pitching stance: this will not be allowed this year under NFHS rules. If you need clarification on this rule please consult your umpire team before the game starts.

7. Bat Regulations: 8U to 14U no bat restrictions

15U to 18U Mandatory drop -3 BBCOR 15 NFHS Certified

Wood Bats can be used at any age levels

For wood bat only tournaments: no composite wood bats and no bamboo

8. Home/visitor: For pool play games home team will be decided by a coin flip.

Once teams are seeded the higher seed has choice of home or visitor.

9. Cleats: 8U to 12U **no** metal cleats

13U to 18U **no** restrictions

10. Lineup: Teams may bat either a) Nine with the pitcher batting

b) Nine with the DH hitting for the pitcher

c) Ten with an EH (extra hitter)

d) The entire lineup

Once the game begins the lineup is set and may not be changed.

While batting the whole lineup, if a player becomes injured and needs to be removed from the game, his spot in the lineup will be skipped. An automatic out **WILL NOT** be given.

While batting the whole lineup, if a player is ejected an automatic out **WILL** be given each time that player's spot comes up in the lineup.

Extra Hitter (EH): when batting ten players with an EH, the EH can go into the field for any of the other nine players. That player then becomes the EH. The batting order does not change.

11. Re – entry: A starter may be replaced by a substitute and re-enter the in his original batting position once throughout the game. If a starter is replaced a second time he may not re-enter the game.

When substitutes are removed they may not re-enter the game.

If a team bats their entire lineup, and a player is injured while playing the field, he has until his spot comes up in the lineup to re-enter the game. Once the player's spot in the lineup is skipped he may not re-enter the game.

If a team bats their entire lineup, and a player is injured while on the base paths, he may not re-enter the game at any time. The last recorded out will take the runner's place on the base paths.

12. Sliding: 8U to 10U must slide feet first into all bases.

11U to 18U may slide head first at players own risk.

When sliding into a base contact must be avoided. (Runners may be determined out at umpire's discretion)

13. Leads: 8U to 10U **no** leads permitted. If a player leaves a base too early an automatic dead ball occurs. First offense by team results in a warning. Second offense by team results in the base runner being called out.

14. Steals: 8U to 10U ball must cross plate before runner can leave the base

11U to 18U all base running is live.

8/9U Age Group May Not Steal Home.

15. Ejections: If ejected players, coaches, and fans must leave the field immediately.

Before the game can resume the ejected person must be out of sight of the field where the game is being played. Failure to do so will result in the forfeiture of the game by the team associated with the ejected person.

Ejections last for the remainder of the day. The ejected person may return the following day.

16. Infield Fly Rule: 8U to 10U no infield fly rule.

11U to 18U infield fly rule in effect.

17. Mound Visits: Coaches are allowed one mound visit per inning per pitcher. The pitcher will be removed on second mound visit. If a pitcher is injured, it will not count as a mound visit as long as no game strategy is discussed.

18. Number of Players: A team must have at least nine players to start, but may finish the game with less than nine.

19. Dropped Third Strike: for age groups 8U to 10U the batter may not advance to first on a dropped third strike. For all other age groups regular rules apply.

20. Catching Equipment: All catcher's masks worn behind the plate must be equipped with throat protectors.

21. Warm-up Pitches: When a pitcher enters a game he is allowed a maximum of eight warm-up pitches. Any subsequent inning he is allowed a maximum of five pitches. The amount of warm-up pitches may be reduced at the umpire's discretion.

22. Field Dimensions: 8U to 10U 46' – 60'

11U to 12U 50' – 70'

13U to 19U 60' – 90'

Tournament Policies

1. Age Restrictions: The player's age as of April 30th will determine the age group in which he will be competing. All player's move up an age group on September 1st.

2. Birth Certificates: We do not require that each player's birth certificate be submitted to Grand Slam America. However, it is highly recommended that each coach should bring a copy of their player's birth certificates in case an issue regarding a player's age arises.

If a coach decides he wants to appeal a player's age he must first submit a \$100 in cash to the field director. Once the field director has the \$100 the coach may present his case. **The burden of proof is on the coach that is appealing.** If the coach does not have sufficient evidence to win his appeal then the \$100 dollars is forfeited. The money will be returned if the appeal is won. **These appeals are ONLY to be used for age related issues.**

The penalty for any game an illegal player participates in is the forfeiture of that game by the player's team.

3. Roster Waiver Form: All teams must hand in their roster waiver form signed by all parents and coaches prior to the start of their first game. If a team plays in multiple tournaments a new roster waiver form must be submitted for each tournament. Once a team has started a tournament no players may be added to a roster. A player can't be rostered on multiple teams.

4. Proof of Insurance: Teams must have their certificate of additional insured, **with Grand Slam America LLC. 1003 Towamencin Ave. Suite D206 Lansdale PA 19446 listed as additional insured,** submitted a week prior to the first tournament day.

5. Pitching Restrictions: There are no limits for innings pitched for any age group. However, coaches are responsible for their player's safety and health, so please use caution when delegating pitching responsibilities.

6. Jewelry: Players may not wear jewelry (necklaces, earrings, bracelets, etc). Cloth jewelry will be allowed unless the umpire considers it a safety hazard.

7. Protective Head Gear:

On deck batters and any player acting as a base coach must wear a helmet.

Catcher's masks must be worn by anyone warming up a pitcher including: coaches, players, and parents.

8. Tournament format:

Teams will begin the tournament by playing either two or three pool play games depending on the weekend.

Once Pool Play is completed, the teams are seeded by pool play results for the playoff round.

Seeding is determined by: 1) Pool Play Record

2) Runs Allowed

3) Runs Scored

4) If teams played each other head to head record

5) Coin toss

The amount of teams that make the playoff round will vary depending on the amount of teams competing in the tournament. Teams that do not make the playoff round will play in a consolation game.

9. NO HITTING SOFT TOSS INTO FENCES

NO ALCOHOL, TOBACCO (INCLUDING CHEWING TOBACCO) OR DRUGS

NO PETS

NO PARKING ON THE GRASS AT ANY LOCATION. IF PARKED IN THE GRASS YOUR CAR WILL BE TOWED.

Coaches are responsible for the behavior of everyone associated with their team including additional coaches, fans, and players. Unruly behavior by coaches, fans, or players will lead to ejections and possible forfeiture of the game.

In the event that there are not enough teams in a specific age group, Grand Slam America reserves the right to combine that age group with an adjoining age group. Three teams or more constitutes enough participants to hold a tournament.

Grand Slam America LLC. Also reserves the right to change game times, game lengths, and tournament formats due to weather or time constraints.