

GRAND SLAM TOURNAMENTS BASEBALL RULES

Grand Slam Sports Tournaments abides by "**National Federation**" (<http://www.nfhs.org>) rules with the following exceptions:

+ **PITCHING RULES** >>> 10-INNING TOTAL for 9-Under through 12-Under & 12-INNING TOTAL for 13-18-UNDER. THERE ARE NO LIMITATIONS as to the number of innings a pitcher can pitch in a day and still pitch the next day.

+ **BATTING ORDER** >>> Continuous batting order with FREE Defensive Substitutions (Remember, if you bat ALL your players and one gets hurt or leaves, etc., it is an AUTOMATIC OUT when that player's turn comes up in your lineup) OR Bat 9/Play 9 with DH OR Bat 10/Play 9 with EH (let umpire know and other team which one will be used) You must have NINE players at ALL times in order to play. IF you drop down to EIGHT for ANY reason, your game becomes a forfeit! If you start with 10 and you lose a player for whatever reason and have NO player to replace him with, you can still play with 9 but an automatic out will be taken.

+ **COURTESY RUNNERS:** For the Pitcher AND Catcher ONCE they FIRST reach base! The courtesy runner MUST BE A SUB currently NOT IN THE GAME. IF you are batting your entire roster, the courtesy runner MUST BE THE LAST BATTED OUT!

+ **MERCY RULE:** 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Run Rule remains in effect in ALL Games, including CHAMPIONSHIP GAME!

+ **HEAD FIRST SLIDE:** Head First slide is NOT allowed in 12-U age divisions when the player is wearing a helmet with a face guard; C-flap or chin strap. This is a safety measure. Players NOT wearing this type of helmet may slide head first.

+ **FAKE BUNT/SWING RULE:** A Fake Bunt and then Swing in age divisions 9-U through 13-U is NOT ALLOWED! Penalty for a fake bunt and then swing will result in an OUT!

+ **HOME TEAM DETERMINATION:** Home team is determined by flip of the coin at the home plate meeting. For Elimination games, the home team will be the HIGHEST SEEDED TEAM! The home team will furnish the official scorekeeper and the visiting team will furnish the scoreboard operator. A FREE SCOREKEEPERS PASS is given to each TEAM! NO game will start until there is an official book and scoreboard operator.

+ **PROTESTS:** There will be a \$300.00 fee payable in cash for any protest. You can ONLY Protest a RULE INTERPRETATION!

+ **CONDUCT:** Team coaches & managers are responsible for the conduct of parents, players and other team spectators. Use of profanity will not be tolerated. If any manager or head coach is thrown out of any game by the umpire, that manager WILL NOT be eligible to coach/manage in his/her team's next scheduled game. The Tournament Director can override this rule by letting the manager coach in his/her next game if he so chooses. NO ALCOHOLIC BEVERAGES ALLOWED.

+ **GAME LENGTH:** 8-U-12-U = 6 innings or 1:40; 13-U-18-U = 7 innings or 1:50; NO DROP DEAD TIME LIMIT! No game will be played out after time limit or inning limit. In elimination play, games have to be played out until there is a winner! When time limit is up & home team is batting & home team is ahead, the game is over regardless of score! We will NOT complete the inning. The Final score is the score at the end of the time limit! Umpires will keep official time. NO Time Limit in Championship Games!

+ **BASEBALLS:** Each team must provide (2) two new baseballs per game. Each team is responsible for shagging foul balls.

+ **TIE BREAKERS:** Games can end in a tie in EVERY GAME except ELIMINATION GAMES! In Elimination games, IF the game is still tied after regulation play (ALL 6 or 7-innings completed) AND the time limit has expired, ONE more regulation inning will be played. IF the game is still tied after this inning is played, the International Tie-breaker will be put into effect. IF we have not played all 6 or 7-innings AND time has expired, we will play ONE more regulation inning prior to the International Tie-breaker being put into effect. The Last player to have an official at-bat in the previous inning will go to 2nd base to start the next inning.

+ **SEEDING:** Tiebreakers for determining seeding will be as follows >> 1. Head-to-Head (IF Applicable); 2. Least Runs Allowed; 3. Run Differential (7-Run MAX); 4. Most Runs Scored (10-Runs MAX); 5. Coin Toss! In the event of a 3 or more way tie, we will determine the Highest Seed using the aforementioned tiebreakers and after ONE team has been determined; we will revert back to the FIRST tiebreaker and go from there. This will allow us to use Head-to-Head as a tie-breaker once we get down to 2 or 3 teams.)

+ **OFFICIAL GAME:** If a game is called because of rain or other acts of God and cannot be resumed; it is an official game if FOUR INNINGS have been completed in a 6-inning game OR if the HOME team is ahead in the bottom of the 4th inning. It is an official game if FIVE INNINGS have been completed in a 7-inning game OR if the HOME team is ahead in the bottom of the 5th inning. If the game is called prior to this point, the score shall be the same as it was at the end of the last COMPLETED INNING.

+ Age Control date is APRIL 30th, 2008

+ Use of an illegal player or the use of an illegal pitcher in a game will result in immediate forfeiture.

+ Steel Spikes allowed ONLY in age divisions 13-U and up!

*** YOU MUST HAVE PROOF OF INSURANCE in order to play in a GRAND SLAM TOURNAMENT!

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Grand Slam Sports Tournaments abides by "**National Federation**" (<http://www.nfhs.org>) rules with the following exceptions:

ROSTERS

- + EVERY team that participates in a Grand Slam Event must go to our website at <http://www.grandslamtournaments.com> and register your team creating a unique team name, login and password. Once you do this you will be able to create a roster online. This online roster **MUST BE CREATED** prior to your participation in a Grand Slam Tournament. Copies of each player's birth certificate that is listed on your roster must also be turned in to a Grand Slam staff member at team registration on the day of the event you are playing in. These copies of birth certificates will remain on file with Grand Slam for the entire season.
- + Once a team qualifies for a Grand Slam World Series, regardless of whether they accept the berth or not, their on-line roster is **FROZEN**.
- + A team may **ADD** up to **FIVE** additional (5) players to this roster at any time up to 30-days prior to the World Series.
- + A team may **REPLACE** up to **FOUR** (4) players to this roster at any time up to 15-days prior to the World Series.
- + Roster limits are 24-players.
- + Once a player is **FROZEN** on a team's roster, that player may **NOT** be listed on another team's roster or be eligible to play for another team in a Grand Slam Event **IN THE SAME AGE DIVISION** unless the manager from the original team **RELEASES** that player. This must be done in writing to Grand Slam Tournaments.
- + A player may become a "PICK-UP" player for another team, other than his original team, **IF** the player's original team is not participating in the same event that the team he has "PICKED UP" with. **IF** this team qualifies for the World Series, this player **MAY NOT** be included on this team's **FROZEN ROSTER** unless the player's **ORIGINAL** team releases him.
- + A player who is **FROZEN** on a team's roster does **NOT** have to be released **IF** this player goes to play for another team in another age division, provided he/she is eligible to play in another age division.
- + A player may **NOT** play on **TWO** different teams in **TWO** different age divisions in the **SAME** tournament.

GRAND SLAM TOURNAMENTS 8-UNDER COACH PITCH RULES

- 1. A Ball must go 20-feet in front of home plate to be fair. A FAIR BALL Arc will be drawn on the field!**
- 2. Infielders must stay behind the SAFETY ARC until the ball is hit. This line is 30-feet from the 1st base to the 3rd base line in front of home plate.**
- 3. A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is NOT allowed.**
- 4. 10-Players will play in the field with 4-outfielders. The 4th outfielder may NOT assume an infield position. All outfielders must stay BEHIND the base line.**
- 5. The batting order shall constitute ALL players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. ALL players on the roster shall bat before returning to the top of the order.**
- 6. A MAXIMUM of 7-runs per inning or 3-outs, INCLUDING the last inning. There is NO OPEN INNING.**
- 7. FREE substitution on defense. Batting order must remain the same.**
- 8. NO bunting!**
- 9. Defensive coaches are NOT allowed on the field of play and must coach from the dugout!**

10. Umpires will call time after EVERY PLAY and declare the ball dead. Time should be called as soon as the lead runner is not attempting to advance. Time does NOT have to be called by the participants.

11. A player can only be intentionally walked one time per game.

12. Infield fly rules do NOT apply.

13. A batter shall receive a MAXIMUM of 6-pitches or three swinging strikes. A player fouling the ball off on the 6th or subsequent pitches can continue their at-bat until they take a pitch, swing and miss or hit the ball.

14. The Coach who is pitching MUST HAVE BOTH FEET in the PITCHERS CIRCLE when pitching.

15. Courtesy runner for the catcher ONLY! Must be the player that made the last out. IF no outs have been recorded the courtesy will be the previous batter NOT on base.

16. When a batted ball hits the Pitching Coach, the following rules shall apply: A) If in the umpire's judgment, the coach did not make a legitimate attempt to avoid contact, the batter is declared out and no runners shall advance. The ball becomes dead and no pitch is declared.

17. The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no pitch and play over. 1st offense is a warning and 2nd offense is removal from the pitching position.