



Summer Slam Rules

- **Length of games:**
 - **7U, 8U, 9U & 10U - 6 innings OR No new inning after 1 hour & 35 minutes.**
 - **11U & 12U - 6 innings OR No new inning after 1 hour & 35 minutes.**
 - **13U, 14U & HS - 7 innings OR No new inning after 1 hour & 40 minutes.**
 - Pool Play - games can end in a tie.
 - Elimination games ending in tie. International Tie Breaker (last out at 2B and 0 out). If still tied goes to bases loaded and 1 out.
 - Championships add 10 minutes to time limits (no Drop Dead).
- **If Age appropriate, players are permitted to play in multiple age groups, but not for different teams in the same division. Example - 10U player can also play on an 11U team.**
- **Mercy Rule in all divisions – 15 runs after 3 innings, 10 runs after 4, 8 runs after 5**
- **Pitching restrictions are as follows:**
 - 7U, 8U, 9U & 10U – 6 innings per day per pitcher, 9 innings per tournament per pitcher
 - 11U- 12U – 6 innings per day per pitcher, 9 innings per tournament per pitcher
 - 13U, 14U, HS – 7 innings per day per pitcher, 9 innings per tournament per pitcher
- **If a pitcher throws more than 3 innings in a day, they are not able to pitch the following day.**
- Once a player is removed from the mound, he may not pitch again in that game. Violations of pitching rules will result in automatic ejection of offending manager and Player.
- In all divisions teams may elect to bat 9 players and/or bat 10 players, with the defensive player being an EH.
 - The EH is considered a defensive player and may switch in and out defensively.
 - Starters may re-enter one time in their original batting spot when batting nine.
- **13U, 14U, 15U/ HS - Fake to Third and Throw to First is LEGAL for this Tournament. Pitcher does not have to throw ball.**
 - Teams may also bat their entire roster. Free Substitution applies when the entire roster bats.
 - If the team bats its entire roster and has no subs when a starter is injured, then an out is recorded the first time the injured player's spot comes up.
 - Teams must have 8 players to start the game.
- **Courtesy Runners - Teams may run for their pitcher and catcher at anytime.**
 - The runner has to be someone not currently in the game, unless
 - If batting entire line up, runner must be last out.
 - Second Courtesy Runner – if no add'l out has been recorded, must use batter prior to last out, except in following:
 - If lineup has turned over, and last out (or batter prior to last out) are on base, at

bat, on deck, or in the hole, umpire has discretion.

- No metal cleats in 11U and under. **NO METAL CLEATS on PORTABLE MOUNDS.**
- **Protest Rule:** If a protest is filed a \$100 protest fee must be paid at the time of the protest, this is to eliminate false protest to stall game. If protest is granted in your favor the fee will be returned. The game will be stopped at that point and ruled upon by the TOURNAMENT DIRECTOR.
- All managers are responsible for their fans.

BAT RESTRICTIONS - Wood Bats ok for all divisions

- 7U THROUGH 12U – All bats must have the USSSA 1.15 stamp on it or the bat will not be allowed to be used. 13U -5. 14U/ HS is BBCOR -3 or Wood only. Bats with USA Baseball Stamp are also ok to use. Violation of rule will be an out the first time and ejection of player and coach on the second violation.

7U & 8U DIVISIONS

- Bunting is allowed
- The infield fly rule is NOT in effect.
- Runs restrictions – 5 Runs for first 4 innings & unlimited in 5th and 6th innings.
- Pitching restrictions are 3 innings per game. 1 pitch is considered an inning. Once a pitcher is removed from mound, he may not return to pitch in that game.
- Balk rules do not apply in 7U OR 8U.
- No lead-offs. Players cannot leave base until ball is released from pitchers hand.
- Stealing is allowed. Runners may advance once the ball is released from the pitchers hand, at their own risk. If a player leaves early he is OUT, no warning will be given.
- Stealing home IS allowed.
- To intentionally walk a batter, no pitches are thrown. Coach is to inform umpire and point to first base.
- Courtesy runners are allowed for pitcher or catcher at anytime.
- It is the base runner's responsibility to avoid contact with fielder in possession of the ball.
- Batters may not advance to first on dropped third strikes.

Tie Breaker Rules

1. Winning Percentage
2. Number of Wins
3. Number of Loses
4. Tied Teams (vs. each other) Winning Pct. – Descending (more than 2 teams tied, skip this tie breaker)
5. Total Runs Against
6. Total Runs Scored
7. Run Differential
8. Coin Toss

Field Locations

- **Encino Franklin Fields (EFF)** - 17301 W Oxnard St, Encino, CA 91316. Field 7 is the Crespi High School Field
 - The fields are denoted as 1, 2, 2A, 3, 4, 5, 6, 6A, 7/ Crespi & 8.
- **Las Palmas Park** - 505 S Huntington St, San Fernando, CA 91340
- **Sylmar Independent Baseball League (SIBL)** / Village Christian HS Field (also at SIBL) - 12800 Harding St, Sylmar, CA 91342
 - SIBL Baseball Complex does charge \$5 per spectator over 4 years old. Coaches and players are no cost.
- **Montrose Park** - 3529 Clifton Pl, Glendale, CA 91208
- **North Hollywood Park Baseball Field** - 11430 Chandler Blvd, North Hollywood, CA 91601
- **Aleman High School** – 11111 N. Aleman Drive Mission Hills, CA 91345.
- **Dunsmore Park** - 4700 Dunsmore Ave, Glendale, CA 91214
- **Northridge Little League** - 18755 Devonshire St, Northridge, CA 91325