

GRAND SLAM TOURNAMENTS BASEBALL RULES

Grand Slam Sports Tournaments abides by "National Federation" rules with the following exceptions:

PITCHING RULES: 10-INNING TOTAL for 9-Under through 12-Under & 12-INNING TOTAL for 13-18-UNDER in a weekend tournament. 16-INNING TOTAL for ALL AGE DIVISIONS IN ALL WORLD SERIES EVENTS. 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: You have 4-choices for your lineup: (1) Bat 9-straight, (2) Bat 9 with DH, (3) Bat 10/Play 9 with EH or (4) Bat the entire lineup (Continuous batting order with FREE Defensive Substitutions applies). A team must start the game with at least 9-players but can finish a game with 8-players. THE LINEUP IS NOT COLLAPSIBLE. If you do not have an eligible substitute to replace a player that is injured, ejected or cannot bat for any reason, it is an AUTOMATIC OUT when that player's turn comes up in the batting order. The official Grand Slam lineup card must reflect the option chosen and ALL eligible substitutes MUST BE LISTED.

COURTESY RUNNERS: For the Pitcher AND Catcher ONCE they FIRST reach base! A courtesy runner will not be allowed if a pitch has been made to the next batter. The courtesy runner MUST BE A LEGAL SUB currently NOT IN THE GAME, which includes STARTERS that have been substituted for but are eligible for re-entry. IF you are batting your entire roster, the courtesy runner MUST BE THE LAST BATTED OUT! If a team only has one substitute or only 1-out has been recorded, the courtesy runner will revert back to the last batted out if the substitute is on base or the last batter in the lineup if the last batted out is on base.

MERCY RULE FOR ALL AGE DIVISIONS: 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings. Run Rule remains in effect in ALL Game's, 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! No contact with the ball is required for an out to be called.

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! Game time will not stop unless a formal protest is made to the Home-plate Umpire.

UNIFORMS: Uniforms of all team members should be of the same color and style. NO duplicate jersey numbers allowed. If in the umpire's judgement he deems the players dress to be inappropriate, the player can be removed from the game until he conforms with the requirements set forth.

BAT RESTRICTIONS: Beginning January 1, 2012, all bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard and such bats shall be labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be labeled as approved tamper evident and be marked as to being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half inch on each side and located on the barrel of the bat in any contrasting color (NFHS Rule 1-3-2-3). An aluminum or composite bat meeting the BBCOR standards is legal immediately. The NFHS has banned hollow composite bats unless they meet the Ball Exit-Speed Ratio (BESR) and the Accelerated Break In (ABI) test protocol. The performance of some composite bats can change with use. The ABI protocol is intended to confirm that the performance of such bats does not improve and exceed the BESR ball exit speed limit with use.

To help simplify: 13u and Younger: All bats must be stamped BPF 1.15. Must be a baseball bat – no restriction on weight or length as long as bat has "BPF 1.15" stamp. 14u: -5 or -3 weight/length ratio. All -5 bats must be stamped BPF 1.15. All -3 bats must be stamped BBCOR. 15u and Older: -3 weight/length ratio only. All bats must be stamped BBCOR. Bat rules apply to the age division you are playing in (not the age of the player or team).

If someone knowingly uses an illegal bat, the illegal bat has to be discovered before the next pitch to a batter of either team. If the bat is deemed illegal by the umpire, UIC and/or Tournament Director, the defensive coach has the choice of either the batter being called out and then everyone returns to base at the TOP or take the play. In addition; BOTH HEAD COACH and the PLAYER who used the illegal bat will be EJECTED from the game in progress.

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 after JUNE 1st. Prior to June 1st we will stick with the individual age division time limit for ALL games including the Championship game to try and avoid late finishes on a Sunday night prior to a school day on Monday.

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). Tie Breakers for seeding purposes are 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) and 5. Coin Toss. In the event of a 3 or more way tie, we will determine the Highest Seed using the aforementioned tie-breakers and after the team that gave up the MOST RUNS has been eliminated and seeded, we will then revert back to the FIRST tie-breaker and go from there. This will allow us to use Head-to-Head as a tie-breaker once we get down to 2-teams.

AGE CONTROL DATE is your age on or before April 30, 2012

EACH TEAM MUST PROVIDE PROOF OF TEAM INSURANCE BEFORE PARTICIPATING IN A GRAND SLAM SPORTS TOURNAMENTS, INC. EVENT
STEEL SPIKES ALLOWED ONLY in 13-U AGE DIVISION AND ABOVE