



SUMMER SLAM TOURNAMENT RULES

**There is no check-in necessary if you have turned in your waiver and insurance.
Proceed to your first game.**

PAPERWORK:

- Submit the following to fentonsummerslam@gmail.com electronically by Tuesday July 19th.
 - Signed Parent Waiver
 - Complete Roster (Number, Player First & Last Name, Date of Birth). Use the tournament version included at end of rules packet.
 - Certificate of Insurance

TEAM RULES:

- **Roster:** Teams must have a minimum of 9 players. No changes or additions can be made to a team's roster after the starts of the tournament.
- **No player can be rostered or appear in a game for more than one team per division.**
- Each manager is responsible to have copies of their team's birth certificates on hand. In the event of an age challenge, a player will be suspended and not allowed to return until documentation is provided.

GOOD SPORTSMANSHIP:

- Please remember these are youth games. Unsportsmanlike conduct by any coach, player, or spectators will not be tolerated.
- Any verbal abuse of opposing teams, officials, or tournament staff will result in an automatic ejection, so stay calm and enjoy watching your son or daughter play.

EJECTIONS:

- In the unlikely event (hopefully) you or a member of your team are ejected, please leave the tournament grounds immediately. Failure to do so will result in a forfeit by your team.
- If a player or coach is ejected from a game, they will also be required to miss the next game, even if it's the Championship. The ejected player's position in the batting order will be declared an 'out' for the remainder of the game from which they are ejected.
- If an ejected player or coach refuses to leave, the game will be considered a forfeit.
- Coaches are reminded they are responsible for the behavior of their team and fans.
- Any spectator ejected is banned from the remainder of the tournament without exception.

GENERAL RULES:

- Please bring chairs and popup tents. There are limited bleachers available.
- If you're sick – please stay home.
- There are **NO PETS ALLOWED**. Anyone with a pet will be asked to leave.
- No smoking or tobacco allowed at any of the facilities. This includes parking lots.
- Clean up your area (fans and teams) before you leave it! This includes dugouts and fan areas. If you bring it to the field....take it with you when you leave!



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UMPIRES:

- Judgment calls are final and may not be protested. A coach may calmly question a rules violation call to the umpire. You must work out any conflicts with the umpires at the time of the disagreement. All decisions made by the umpire are final. Settle it and move on.
- In the event of a rule dispute, the **HEAD COACH ONLY** may confer with the umpire. No other coach or parent shall address a dispute with an umpire. The umpire may choose to confer with the Tournament Director or Head Umpire.
- All umpire decisions are final. Judgement calls **MAY NOT** be disputed.
- **THERE WILL BE NO PROTESTS.**

WEATHER RELATED/UNFORESEEN CIRCUMSTANCES

Weather conditions or other unforeseen circumstances could necessitate change to the format of the tournament games impacting time limit or innings per game. Tournament Director has discretion to alter format or shorten time limits as necessary to get all games in.

REPORTING SCORES:

Winning team will report scores to the home plate umpire. **All scores will be submitted by the umpire after the completion of game.** Results will be available in Tourney Machine as soon as possible. Please check to ensure they are correct. Be aware that several divisions start bracket play on Saturday afternoon.

RULES: All rules will follow MHSAA unless specified as different.

REFUND POLICY: No Refunds.

These rules are subject to change as necessary. We appreciate your support as we try to have a fun tournament for all the teams involved!

Any questions should be directed to the Tournament Director.



SUMMER SLAM SOFTBALL RULES

TOURNAMENT RULES				
Minimum # of Players	All games must begin and end with nine (9) defensive players regardless of reason for absent players. A team must play with a minimum of nine (9) defensive players to complete the game. If the number of defensive players available is less than nine (9), the game will be recorded as a forfeit regardless of the score of the game.			
Defensive Players	8u: 10 max (i4 outfielders) / 10u – 16u: 9 max			
Home Team	Pool Play: Home team determined by coin toss Seeded Play: Home team determined by top seed			
Dugout Selection	Team listed first on Tourney Machine will take the 1 st base dugout. This includes Bracket and Championship play.			
Time & Inning Limits	AGE	POOL GAMES	BRACKET GAMES	CHAMPIONSHIP GAME
	8u	1:30 time limit 6 inning max Ties Stand	1:30 time limit 6 inning max unless tied Ties: International Tiebreaker Rule	1:30 time limit 6 inning max unless tied Ties: International Tiebreaker Rule
	10u – 16u	1:30 time limit 6 inning max Ties Stand	1:30 time limit 6 inning max unless tied Ties: International Tiebreaker Rule	1:30 time limit 6 inning max unless tied Ties: International Tiebreaker Rule
	<ul style="list-style-type: none"> In pool play no new inning start after completion of time. In Pool Play ties stand after max inning or time (whichever comes first) Ties in Bracket Play or Championship after max innings or time expired (whichever comes first), winner is resolved using the International Tiebreaker Rule (see below) Tournament reserves the right to shorten games. 			
International Tiebreaker Rule	Last batted out of previous inning will start the extra inning on 2nd base. Batter will start with a no count (0-0) and there will be no outs			
Mercy Rule	12 run lead after 3 innings 10 run lead after 4 innings 8 run lead after 5 innings			
Max Runs/Inning	8u – 10u: 7 runs scored per inning max / 12u – 16u: No limit on runs scored per inning			
Complete Game	<ul style="list-style-type: none"> If a game is called during top of inning, the score reverts to the score at the end of the last complete inning. If a game is called during bottom of inning, the score reverts to the score at the end of the last complete inning unless the home team is winning. 			
Game Time	Game time is forfeit time. Teams must be ready 30 minutes prior to scheduled time in the event of a mercy. Please limit team gathering at the pitcher. Teams should hustle on and off the field.			



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Warm-Ups	There is no infield warmups prior to games. There is also no soft toss against fences. There is plenty of open space to warm up, but please be mindful of spectators.
Uniform	Players must have visible number on back of their uniform that corresponds to their team roster.
Hitters in Line-up	8u – 14u All Uniformed Players Hit. Continuous Batting Order. Team must play with a min. nine (9) defensive players to complete game. Free defensive substitutions.
	16u Option of batting all or 9 players with DP/Flex or batting all Uniformed Players in Continuous Batting Order. Please inform Ump at plate meeting.
	<ul style="list-style-type: none"> Teams must finish with the same number of batters you started with, excluding injury or illness. In the event of injury/illness, remove player from the lineup without penalty. If a player is ejected their spot will be declared an Out and will be an automatic out every time that player would have batted. Once skipped, player can only re-enter in the same spot in the batting order.
Lineups	Lineups are to be turned in to the opposing scorekeeper 15 minutes prior to the start of game. Must include each player's jersey number and last name.
Game Balls	<ul style="list-style-type: none"> Tournament provides all game balls to be used for tournament play. Teams are requested to designate someone to collect foul balls from their side of the field. ALL BALLS MUST BE RETURNED INCLUDING HOME RUN BALLS.
Player Age	<ul style="list-style-type: none"> AGE – SOFTBALL: Determined by player age on January 1 A player may "play up" but no player is allowed to play below their age level
Standings / Tie Breakers	Standings will be determined using the following: <ol style="list-style-type: none"> Overall Points (Win = 2 / Tie = 1 / Loss = 0) Head-to-Head Competition (if 2 teams tied for position) Run Differential (maximum +/-8 per game) Least Runs Allowed (total for pool play) Most Runs Scored (total for pool play) Coin Toss (team traveling the furthest calls)
Forfeit	In the event of a forfeit, the score will be entered as 1-0 for the purpose of tie breakers. Any team that forfeits a game is ineligible for Semi-Final or Championship game play. Highest ranked team will take their place.
Errors/Omissions	Tournament host reserves the right to add, delete, alter any rules as needed. Tournament host reserves the right to correct any rule errors or omissions as needed. In the event a rule is not clearly defined in this packet, Michigan High School Athletic Association (MHSAA) rules will be considered the governing rules.



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EQUIPMENT

<p>Bat Restrictions:</p>	<p>Bats must be stamped USSSA 1.20 BPF. Team managers will be responsible for enforcing bat rules. If a player is found to be using an illegal bat, that bat will be removed from play at that point and play will continue. If that bat is used again during the game, manager or head coach of team will be ejected and bat removed from play. Any ejected individual will receive a minimum 1 game suspension.</p> <p>Team managers will be responsible for enforcing bat rules. If a player is found to be using an illegal bat, that bat will be removed from play at that point and play will continue. If that bat is used again during the game, manager or head coach of team will be ejected and bat removed from play.</p>	
<p>Spikes/Shoes</p>	<p>8u - 12u: Rubber or Plastic Cleats Only; No Metal. If a player is in violation, they will be ejected (See Ejections under general rules).</p>	<p>14u - 16u: Metal, Rubber or Plastic Cleats Allowed</p>
<p>Batting Mask</p>	<p>Required</p>	
<p>Fielding Mask</p>	<p>Infield: Required / Outfield: Optional</p>	

FIELD DIMENSIONS

	AGE	PITCHING	BASES
<p>Pitching / Base Distance</p>	<p>8u / 10u</p>	<p>35'</p>	<p>60'</p>
	<p>12u</p>	<p>40'</p>	<p>60'</p>
	<p>14u/16u</p>	<p>43'</p>	<p>60'</p>
<p>Games will be played at existing dimensions as close as possible to above</p>			

BATTER

<p>Dropped 3rd Strike Rule Applies?</p>	<p>8u – 10u: No / 12u – 16u: Yes</p>
<p>Infield Fly Rule Applies?</p>	<p>8u – 10u: No / 12u – 16u: Yes</p>
<p>Thrown Bat</p>	<p>Dead ball. 1st time = warning / 2nd time = out (Umpire discretion).</p>



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BASE RUNNING	
Sliding	Base runners must slide or avoid contact with the defensive player. Malicious contact will be at the umpire's discretion and will result in the player being ejected from the game.
Fake Tag	No fake tags at any time.
Stealing	8u: Yes. No stealing home. 10u - 16u: Yes
Courtesy Runner	A courtesy runner is allowed for the pitcher or catcher at any time but is required for the catcher with two outs. Should be the player who made the last out.
PITCHING	
Intentional Walk	At any time, a manager may elect to "intentionally walk" a batter by verbally letting the home plate umpire know. It is not necessary to throw 4 pitches.
Hit Batter Limitation	8u – 12u Max 3 hit batters per pitcher per game. Pitcher removed from pitching immediately after 3rd hit batter.
	14u – 16u No limit.
	Player may remain in game unless determined to be intentional per umpire discretion. If umpire determines hit to be intentional, pitcher is ejected from game.
Warm-up Pitches	Pitchers are allowed 5 warm up pitches at the start of the game and 3 pitches per inning afterwards. Should there be a pitching change, the new pitcher will receive 5 pitches.

