



GREENFIELD BASEBALL PARK

Summer Slam

July 17-20, 2025

Greenfield, Indiana

9U & 10U Rules

General Information:

- Tournament dates are July 17th – 20th.
- 1st and 2nd place rings will be awarded for each age.
- Each team is limited to 13 players on their official roster.
- Age of player is defined by age as of April 30th, 2025.
- All teams need to have the Birth Certificate for all rostered players available upon request and have proof of team insurance along with their full team rosters before the start of their first scheduled pool play game.
- Teams should check in at least ½ hour before their first Pool Play game if their team roster and insurance information has not yet been provided to the Tournament Director. There will be a check-in table at the concession stand area to do so, if needed.
- Full concession stand with food and drinks will be available throughout the course of the tournament.
- If the entire tournament is cancelled due to weather, a 100% refund will be given. If only one is played, 50% refund will be given.

Facility Rules

- Please remember that these are children playing a game who are trying to learn teamwork and sportsmanship.
- Coaches are responsible for the behavior of their team's players and fans. Any inappropriate verbal or physical conduct towards umpires, opposing coaches, or the opposing team's players will result in a warning. A second violation will result in ejection from GYBA grounds for the offending coach, fan, and/or player.

- Alcohol and all tobacco products are NOT permitted on GYBA grounds.
- Any lightning in the area that is spotted by the umpire, Tournament Director, or GYBA Board Member will result in a 30-minute delay from the time of the last lightning strike. All teams will be asked to return to their vehicles until an all clear is issued by the Tournament Director or GYBA Board Member.

NO GRILLS of any type are allowed on property including parking lots and open grass areas.

General Rules for all Divisions:

- All pool play games will be 90 mins finish the inning. Top of inning starts on the last out of previous inning. Bracket Games will have 1 hour, 45-minute time limit with no inning starting after the 1 hour, 45-minute mark. Teams will be allowed to finish the inning being played if time has expired.
- All Championship games will have a 1 hour, 45-minute time limit, with teams allowed to finish the inning if time has expired.
- For both Pool Play and Tournament games, time starts at the end of the coaches meeting at home plate.
- The batting order will consist of all team members. The batting order must be maintained throughout the course of the game. If a player misses his turn in the batting order or a player bats out of order, an out will be charged. The only exception is if an injury occurs during the course of the game.
- If a player leaves the game due to injury, his spot in the lineup will be skipped without penalty (assuming the team still has nine (9) or more players). The injured player can return later in the game assuming his spot in the lineup. If a player leaves due to an ejection, that spot in the lineup will be considered an out when passed.
- An automatic out will be recorded for each batting position when the offensive team is batting less than 9 batters in the line-up. A game will be considered a forfeit if the team is unable to field at least 8 players from their roster at the listed start time of the game.
- One representative from the team (Head Coach of record at start of game) will be allowed to speak to the umpire during the course of the game. If there is a question about a play, please have that representative approach the umpire and ask the question. Umpires being subjected to constant questioning/heckling from multiple coaches and/or parents will not be tolerated.
- The official score book will be kept by the home team. Any disputes regarding scores will be determined by the home team scorebook. Scores should be verified between each team scorekeepers after each half inning of every game.
- For Pool Play games, home team designation will be determined by a coin flip at the beginning of the game. For pool play games, dugouts are determined on a first come first serve basis.

- For all Tournament/Championship games, the team with the best seed will be the home team, occupy the 3rd base dugout, and keep the official book.
- Umpires will have an official scorecard that both head coaches will need to sign at the completion of each game.
- At least four (4) innings, or 3.5 innings if the home team is ahead, will constitute a complete game if the game is suspended due to weather or darkness.
- If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a completed game, then the result of that game will revert to the previous full inning played.
- Tournament seeding tie breaker rules:
 - A. Win-Loss Record.
 - B. Head-to-Head Record
 - C. Fewest Runs Allowed for all pool play games
 - D. Coin Flip
- During Pool Play, if the game is tied after 6 innings or the time limit runs out, the game will be considered a tie.
- A 10-minute grace period will be provided if the previous game has caused the next game to run over the scheduled start time.
- Any rule dispute will be decided by the Tournament Director or GYBA Board Member present at the time, with their decision being final.

Division Specific Rules

- A complete game will consist of six (6) innings, however, if a team is leading by 15 runs (after 3 innings), 10 runs (after 4 innings), or cannot mathematically come back, the game will be called via the Mercy Rule. There is a six (6) run limit per inning for all games with unlimited runs in the 6th inning and thereafter.
- If needed, for tournament games only, extra innings will be played for tiebreakers.
- Base paths are 60 feet for 9U and 10U.
- Pitching distance is 46 feet.
- A pitcher shall be permitted to pitch in a maximum of three (3) innings in a game. One (1) pitch during an inning will count towards this maximum. Only the starting pitcher will be allowed to return to that position once during the same game, if eligible. Maximum of 6 innings per day.
- Balks will not be enforced. If a pitcher balks, the umpire will call time and reset play.
- Bunting will be allowed. A bunt that results in a foul ball with two strikes will result in an out.
- Fake bunt/swings (e.g. slash bunts, butcher boys, etc.) are not permitted under Cal Ripken rules. A player who attempts this (contact is not needed) is out, the ball is dead, and no runners may advance.
- Courtesy runners are encouraged for the pitcher and catcher at any time so that they can put equipment on and maintain speed of game play. The last

batted out will be the replacement. Note: The player replaced must be used in the pitcher/catcher position during the next inning.

- A batter throwing his/her bat or helmet will be given one (1) team warning by the umpire. A second offense by any batter will be considered an automatic out.
- The last player to make a batted out will replace any player sustaining an injury that occurs during baserunning.
- Only the batter at the plate & on deck batter shall be on the field of play, all other players must remain in the dugout.
- Runners are not allowed to lead off. Baserunners can only steal when the pitch crosses home plate. A baserunner can steal multiple bases on one (1) pitch. If base runner leaves early, then runner will be returned to previous If the runner leaves early and the batter puts the ball in play, after play is over, the umpire will place the runner(s) back on their original base if possible. If that base is occupied, they will move to the next base. Any outs on the play stand. Any runs scored will stand. In all circumstances, when a runner leaves early, the ball remains live until all action stops. The runner is not out for merely leaving the base early.
- Infield fly rule will apply.
- Dropped 3rd strike will not apply.
- Players may tag up on caught fly balls.
- No mandatory slide rule will be enforced.
- No headfirst slides will be allowed unless returning to a base. The runner will immediately be called out but play will continue so the defense has the opportunity to record more outs. For close plays, the players must slide feet first and avoid contact.
- A coach cannot touch or assist a player between the bases during a play. Any coach contact with a player will result in an automatic out.
- On a close play at any base (umpire judgment) the runner must avoid contact.
- Base runners who intentionally interfere with the defensive player will be called out.
- Defensive players must remain out of the base paths and not block bases or home plate. If a Defensive player interferes with the base runner or intentionally blocks a base or home plate, the player is automatically awarded the base he was heading towards.
- An overthrow that goes out of the field of play shall result in batter advancing two bases from time of pitch and any subsequent overthrows are two bases from previous base occupied.
- The table below summarizes what constitutes a legal bat:

Type	Barrel Size	Length	Weight
Wood	Up to 2 ¾"	33" Max	-10oz. max
USA Baseball	Up to 2 ¾"	33" Max	-10oz. max
USSSA BPF 1.15	Up to 2 ¾"	33" Max	-10oz. max