# Summer Slam May 22-24th, 2026

# Cost $800

# Includes: 3 games guaranteed, balls, MVP, Sportsmanship player of the games. Trophy/rings for champions, medals for runners up. 1 lunch will be given to every team. (Usually after your second game)

# If Tourney is cancelled due to weather, all but $100 will be refunded. Only 1 game is 50% refund, 2 games is no refund.

# RULES:

# NO INFIELD PRACTICE PRIOR TO ANY GAME.

# Every team is guaranteed 3 games.

# Pool play is coin toss for home team. Elimination games, the best seed is the home team.

# Tie Breakers:

# 1. Head-to-head

# 2. Runs allowed.

# 3. Runs scored.

# 4. Coin Toss

# 5. If there is a 3-way tie, it will be settled by Head-to-Head. After that, it goes to runs allowed, then runs scored.

# Rosters must be turned in by May 15th, 2026. NO EXCEPTIONS!!!

# COI: Prior to first game proof of insurance required for all teams. COI should read: Baltimore County, Maryland, a body corporate and politic, 400 Washington Ave., Towson, Md 21204. Please email this to john.parkvillerecbaseball@gmail.com@gmail.com by 5/15/2026.

# Gold Division = A, Silver Division = B/C

# No guest players will be allowed unless they are from a younger age group in your organization. If you have an illegal player, you will forfeit that game and the manager will be removed from the tournament.

# Pool play games. No new inning after 105 minutes, drop dead 120 minutes. (revert to prior inning if needed) Ties are possible in pool play. Seeded games will have no time limit.

# Game changer will be used for rosters, scheduling, standings and any other tournament needs.

One official pitch in an inning counts as an inning pitched.

2-minute max between half innings, 7 pitches for warmup.

One Visit to the mound per pitcher per inning. The second visit results in removal of pitcher.

If a pitcher hits 2 batters in an inning or 3 in a game they will be removed.

Runners must slide into home at any play at the plate to avoid contact. Umpires’ discretion.

7-8: Pitching distance 40’; bases set 60’ apart; Home to 2nd base 84’10”

9-10: Pitching distance 46’; bases set 60’ apart; Home to 2nd base 84’10”

11-12: Pitching distance 50’; bases set 70’ apart; Home to 2nd base 99’

13 and above: 90’ bases/60’6” pitching required (Home to 2nd base 127’3”).

**Offensive:** Team may bat 9 players, the entire lineup or in-between. Once the number of batters is determined, it must remain for the entire game. An ejection may result in an out if a substitute is not available. A substitute is anyone not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either one may bat or run in that position ONLY.

If batting entire line-up, a player arriving late will be added to the bottom of the line-up. Players leaving early will result in an out.

If only 8 players are available, the 9th spot in the batting order will be an automatic out.

Should a player be injured their spot in the batting order be removed from the lineup without penalty. If an injury occurs while the player is at bat, the next player in the lineup shall assume the injured batters’ count as play is resumed. Once removed from the batting order, that player may not reenter the game offensively or defensively.

**Defensive:** Any player on the roster may play in any defensive position at any time, regardless of being in the batting order.

**COURTESY RUNNER:** A courtesy runner can be used for the Pitcher or Catcher of record at any time. A courtesy runner must 1st be a player not in the lineup. If everyone is in the lineup then the courtesy runner must be the last recorded out.

**8U RULES :**

8U Only Rule – All players must play a minimum of 2 innings per game in the field.

**PITCHING LIMITS:** Pitchers in the 8U age group may pitch:

A maximum of 2 total innings a game, 3 innings in a day. 60 PITCHES PER DAY (if pitcher starts an at bat prior to pitch 60 he may finish the at bat)

**STEALING:** Stealing and leading will not be permitted.

**SLIDING:** "Diving back" to the base is not permitted.

**BUNTING:** No BUNTING

**THROWING THE BAT:** Throwing the bat after a batted ball will result in a “Dead Ball” violation. The first violation results in a team warning. The second and all subsequent occurrences by that team result in an automatic “Out”.

**GAME LENGTH:** Six (6) innings only.

**SCORING:** In innings 1 through 3, the team batting may score a maximum of 5 runs  **WITH continuation’ runs will be recorded**). During innings 4-6 and extra innings, there is unlimited scoring.

**MERCY RULE:** If the losing team has batted three (3) innings and is losing by 15 or more runs or four (4) innings and is losing by ten or more (10) runs, the game will be considered complete.

**FIELD SIZE:** 60' bases / 40' pitching

**OUTFIELD:** Four (4) fielders are allowed in the outfield. All outfielders must be positioned in the outfield grass.

**INFIELD FLY RULE:** The infield fly rule will not be in effect.

**ENDING A PLAY (DEAD BALL RULE):**  An infielder must have control of the ball and inside of the baseline to call time. Placement of Runners – A runner who is halfway or more to the next base before the play ends will advance to the next base. If the runner is less than halfway to the next base when the play ends, the runner goes back to the previous base. Placement of the runners shall be in the sole discretion of the umpire.

# Division Rules: 9U/12U

**PITCHING LIMITS:**

**9/10U** 3 innings in a game, 4 innings a day. 80 pitches per day (if pitcher starts at bat prior to pitch 80 he may finish the at bat)

**11/12 U** 6 INNINGS PER DAY. 90 pitches per day (if pitcher starts at bat prior to pitch 90 he may finish the at bat)

**BALKS:** Balks will be called in the 11 through 14 divisions. One (1) warning will be issued per pitcher in 11U and 12U.

**SLASH BUNT:** Slash bunting is not allowed in 9U-12U. A slash bunt is when the batter assumes the position for a bunt and then changes the grip and takes a swing at the ball. *Any batter pulling the bat back to a hitting position (changing their grip) after assuming the position for a bunt will be deemed guilty of slash bunting whether the baseball is put into play or not).*

* 1st Offense: The batter is out, the runners go back to their bases, and the manager/coach is given a warning.
* 2nd Offense: The batter is out, the runners go back to their bases, and the manager/coach is ejected.

**THROWING THE BAT (9U-12U):** Throwing the bat after a batted ball will result in a “Dead Ball” violation. The first violation results in a team warning. The second and all subsequent occurrences by that team result in an automatic “Out”.

**COURTESY RUNNER:** A courtesy runner can be used for the Pitcher or Catcher of record at any time. A courtesy runner must 1st be a player not in the lineup. If everyone is in the lineup then the courtesy runner must be the last recorded out.

**11/12 STEALING:** Stealing and leading will be permitted.

**9 and 10 Only:** A runner may not lead in the 9 or 10 age group. The ball must cross the plate before the runner can leave the base. If a runner leaves the base early, in the judgment of the umpire, he must return to the base from which he came. One warning per team will be given to runners who leave early. On the second time the runner will be called out. Delayed steals are not permitted. Once a ball is in possession of the pitcher within the mound area, no runners may advance. A batter, upon a walk, may advance past first base only on a passed ball only. The intent of this rule is to promote fair play.

**11/12:** Infield fly is in effect and Drop 3rd strike are in play.

ALL OTHER RULES FOLLOW LITTLE LEAGUE RULES.

Tournament Directors have final say.