



BASEBALL

2026/2027 OFFICIAL RULE BOOK

NFHS Rules with Grand Slam-specific exceptions

PLAY HARD. PLAY GRAND SLAM.

All age divisions play by NFHS Rules with the Grand Slam exceptions

found in this rule book. Individual states may use local/state rules that

differ from these rules when approved by Grand Slam Corporate.

TABLE OF CONTENTS

Quick reference to the official Grand Slam Baseball rules and event policies

1. NEW FOR THE 2026/2027 FALL & SPRING SEASON	15. BASEBALLS
2. 2026/2027 SANCTION FEE, GATE FEES & EVENT REFUND POLICY	16. TIEBREAKERS
3. . PITCHING RULES	17. NO-SHOW TEAMS RULE
4. BATTING ORDER	18. CONDUCT
5. COURTESY RUNNERS	19. AGE CONTROL
6. MERCY RULE - ALL AGE DIVISIONS	20. TEAM INSURANCE
7. HEAD-FIRST SLIDE	21. STEEL SPIKES / ILLEGAL PLAYERS
8. FAKE BUNT / SWING RULE	22. FIELD SIZE
9. HOME TEAM DETERMINATION	23. AWARDS
10. PROTESTS	24. ORGANIZATION PROTECTION IN BRACKET PLAY - WORLD SERIES ONLY
11. UNIFORMS	25. ROSTERS
12. BATS	26. 2026/2027 GRAND SLAM 7U CP & 8U CP RULES
13. GAME LENGTH / OFFICIAL GAME	27. 2026/2027 GRAND SLAM 7U & 8U KID PITCH RULES
14. OFFICIAL GAME	

1) NEW FOR THE 2026/2027 FALL & SPRING SEASON

1. Daily Pitching Limits - 8U Kid Pitch through 12U: maximum 6 innings per day. 13U-14U: maximum 7 innings per day. A pitcher who reaches the daily maximum may not pitch the next calendar day and must receive one full day of rest. Daily limits do not change the total event pitching limits.
2. Bat Requirement - 7U-14U: only bats with a USSSA BPF 1.15 stamp are allowed. 15U and older follow NFHS bat rules. See the detailed Bat Rules below.
3. Forfeits - Official forfeit score is 10-0. For tiebreaker purposes, the forfeiting team receives a -7 run differential, 0 runs scored and 10 runs allowed. Pitching used before a forfeit counts for both teams. Directors may override website bracket placement when needed.
4. Ejections - A coach or player ejected for any reason may not participate in the team's next scheduled game. An ejected parent/spectator must leave the park immediately and may not return for the remainder of the event. Tournament Directors may use discretion.
5. Unplayed Pool Games - A pool-play game that cannot be played because of weather or another Act of God is recorded as a 0-0 tie for seeding/tiebreaker purposes.
6. Anti-Stalling - With 5 minutes remaining in any time-limit game, all timeouts, including pitching changes, stop the game clock.

2) 2026/2027 SANCTION FEE, GATE FEES & EVENT REFUND POLICY

1. Grand Slam World Series and Grand Slam All-American Games are NON-REFUNDABLE, regardless of when a team withdraws. This supersedes the regular-event refund rules below.
2. If a regular weekend tournament is completely cancelled before play due to weather or another Act of God, the entry fee is refunded minus a \$125 administrative fee.
3. If a team plays at least one game and the tournament is then completely cancelled, the team receives 50% of its entry fee.
4. If a team completes its second game and the tournament is then cancelled, there is no refund. This also applies to World Series events.
5. If a team withdraws more than 7 days before the official event start, the entry fee is refunded minus a \$125 administrative fee.
6. If a team withdraws less than 7 days before the official event start, there is no refund.
7. Sanction fees are non-refundable.
8. Daily and team gate fees are 100% non-refundable.

3 PITCHING RULES

Division	Regular Weekend	World Series
9U-12U	8 innings	14 innings
13U-15U	10 innings	14 innings
16U & 18U	No limit	No limit

1. Daily maximums: 8U KP-12U = 6 innings/day; 13U-14U = 7 innings/day. A pitcher who reaches the daily maximum cannot pitch the next calendar day and must receive one full day's rest. Daily limits do not change total event limits.

4 BATTING ORDER

1. Teams have five lineup options:
2. Bat 9 straight.
3. Bat 9 with a DH.
4. Bat 10 / play 9 with an EH.
5. Play 10 or 11 using an EH and a DH.
6. Bat the entire roster (continuous batting order) with free defensive substitutions.
7. If there is no eligible substitute for a player who is injured, ejected or otherwise unable to bat, that player's turn is an automatic out.
8. Exception: If a player is injured/incapacitated and cannot participate for the remainder of the tournament, the lineup may be collapsed without penalty as long as the team has at least 8 players. The coach must notify the umpire and the player is removed from the roster for the remainder of the event.
9. Minimum 8 players to start.
10. A 9th player may be added to the bottom of the lineup when they arrive; until then, the 9th spot is an automatic out.
11. If a team chooses to play the entire game with 8, the 9th spot remains an automatic out.
12. Dropping below 8 players results in an immediate forfeit.

5 COURTESY RUNNERS

1. Courtesy runners are allowed for the pitcher and catcher once they first reach base.
2. The courtesy runner must be a legal substitute not currently in the game, including a starter who has been substituted for but is eligible for re-entry.
3. If batting the entire roster, the courtesy runner must be the last batted out.
4. A courtesy runner may not be entered after a pitch has been thrown to the next batter.
5. If the normal courtesy runner is unavailable because that player is on base, revert to the next eligible last batted out; when necessary, use the last batter in the lineup.

6 MERCY RULE - ALL AGE DIVISIONS

1. 12-runs after 3 innings | 10 runs after 4 innings | 8 runs after 5 innings. The run rule applies to all games, including Championship Games.

7 HEAD-FIRST SLIDE

1. In 12U and younger, a player wearing a helmet with a face guard, C-flap or chin strap may not slide head-first while advancing toward a base. Players without this type of helmet may slide head-first. First team violation: warning. Each later violation: player is out. This is a delayed-dead-ball situation.

8 FAKE BUNT / SWING RULE

1. 9U-13U: A batter may not fake a bunt and then swing. Penalty: batter is OUT. Contact with the ball is not required.

9 HOME TEAM DETERMINATION

1. Pool play: coin toss at the plate meeting.
2. Elimination games: highest-seeded team is home.
3. Double-elimination championship: undefeated team is home regardless of seed.
4. If an 'IF' game is required: coin toss determines home team.
5. Home team may choose its dugout unless the opponent is already occupying it from the preceding game.
6. Home team provides the official scorekeeper; visiting team provides the scoreboard operator. No game starts until both are in place.

10 PROTESTS

1. Protest fee: \$300 cash. Only rule interpretation or player eligibility may be protested, and the protest must be made before the game officially ends.
2. If a certified birth certificate and/or report card is requested before or during a game, it must be provided by the end of that game. Failure to comply results in forfeiture of that game only. Documents are viewed only by the Tournament Director and, when necessary, the player's parent/guardian and head coach.

11 UNIFORMS

1. Team uniforms should be consistent in color and style. Duplicate jersey numbers are highly discouraged. Uniform concerns must be raised at the plate meeting before the game. Umpires determine whether a uniform issue creates an advantage or whether attire is inappropriate; a player may be removed until the issue is corrected.

12 BATS

1. Bat Rules: Must be a baseball bat. All bats made completely of wood that are not altered or defective are legal. BBCOR certified bats are legal unless otherwise banned by the NFHS Association. **All other bats must be stamped USSSA 1.15 BPF** or have a certified BESR rating imprint. Age groups 8-U through 12-U do not have a restriction on the weight/length ratio for non-wood bats. The 13-U age division for ALL GRAND SLAM EVENTS must swing either a -5 stamped 1.15 BPF or have a certified BESR rating imprint bat or -3 non wood bat that must be BBCOR certified. This applies to ALL GRAND SLAM SANCTIONED EVENTS, regardless of where it is held, NO exceptions! 14-U through 18-u age divisions must use -3 bats that are either BESR, 1.15 BPF or BBCOR certified. The penalty for use of an illegal bat will be governed by NFHS rules. A player must swing a bat that is required in a particular age division when playing in that particular age division (EX: A 12U eligible player playing UP in the 13U age division must swing a -5; a 13U eligible player playing UP in the 14U age division must swing a -3, etc...) The ONLY exception is IF a player is a grade exception player, example: a 13U eligible player playing on a 12U team due to the grade exception rule, this player will need to swing a -5 bat since he is a 13U eligible player from an age standpoint (Playing down) as he will NOT be allowed to swing a 12U eligible bat (-10). The same applies if a 14U eligible player is playing on a 13U team due to the grade exception rule, this player will need to swing a -3 bat since he is a 14U eligible player playing DOWN and NOT a -5 bat. This will apply to ALL age divisions with grade exception players.

13 GAME LENGTH / OFFICIAL GAME

Division	Game Length
8U-10U	6 innings or 1:30
11U-12U	6 innings or 1:40
13U-18U	7 innings or 1:45

1. No drop-dead time limit.
2. State Directors may set their own age-division time limits.
3. No game is played beyond the applicable time/inning limit except elimination games, which must continue until a winner is determined.
4. When time expires with the home team batting and ahead, the game ends immediately; the inning is not completed.
5. Umpires keep official time.
6. August 1-June 1: regular age-division time limits apply to all games, including championships.
7. June 1-August 31: Championship Games have no time limit unless the State Director chooses to enforce one.
8. Unplayed pool games due to weather/Acts of God are recorded 0-0 for tiebreaker purposes.
9. Tournament Directors may start games early; teams should be ready at least 30 minutes before posted game time.
10. Double-elimination 'IF' games always use the applicable age-division time limit.
11. With 5 minutes remaining in any time-limit game, all timeouts, including pitching changes, stop the clock.

14 OFFICIAL GAME

1. A stopped game that cannot reasonably continue becomes official after 3 1/2 innings with the home team winning, or 4 complete innings if the home team was losing after 3 1/2.
2. If stopped after the 4th inning, the winner is determined from the last inning in which both teams completed an equal number of at-bats, unless the home team has already taken the lead in the bottom of the unfinished inning.
3. If stopped before becoming official and cannot be continued, the team leading after the last completed inning is the winner unless the home team has taken the lead in the bottom of the inning in which play was stopped. Only a Tournament/Site Director may stop a game and declare it official. Games never started and officially cancelled are recorded 0-0.
4. Forfeits: official score 10-0; forfeiting team receives -7 run differential, 0 runs scored and 10 runs allowed for tiebreaker purposes. Directors may override website bracket placement when needed.

15 BASEBALLS

1. Each team must provide 2 new baseballs per game unless baseballs are provided by your respective Tournament Director.. Teams are responsible for retrieving foul balls. For 2026/2027 World Series games, Grand Slam will provide two new Wilson 1030 baseballs per game.

16 TIEBREAKERS

1. Games may end in a tie except elimination games. If an elimination game is tied when the time limit expires or regulation innings are complete, use the International Tiebreaker: last batted out starts on 2nd base with no outs.
2. Seeding order:
3. Head-to-Head - only when exactly 2 teams are tied.
4. Least Runs Allowed.

5. Run Differential - 7-run maximum.
6. Most Runs Scored - 10-run maximum.
7. Coin Toss.
8. For a 3+ team tie, head-to-head is not used initially. Apply the tiebreakers to identify and seed the lowest-ranked team, remove that team, then restart the tiebreaker process. Once only two teams remain, head-to-head may be used if they played each other; otherwise continue to the next tiebreaker.

17 NO-SHOW TEAMS RULE

1. A team that no-shows without prior notice and receives pool-play forfeits is automatically the lowest seed in bracket play, regardless of other tiebreakers.

18 CONDUCT

1. Ejections: A coach or player ejected for any reason may not participate in the team's next scheduled game. An ejected parent/spectator must leave the park immediately and may not return for the remainder of the event. Tournament Directors may use discretion.
2. Coaches/Umpires Line: No coach or individual may cross the 1st- or 3rd-base foul line to enter the field to argue a call. Exceptions are mound visits and attending to an injured/incapacitated player. A coach may request time and speak from the foul line; the umpire should remain on the field side.
3. First offense: warning and coach restricted to the dugout.
4. Subsequent offense: automatic ejection for the current game and the team's next scheduled game.

19. AGE CONTROL

1. Home-schooled players are NOT eligible as grade-exemption players. Grand Slam may move teams up or down in classification when necessary. Maximum 2 school-grade exemptions per team.

Division	Not Eligible If...	Grade Exemption (max 2/team)
18U	Turns 19 before May 1 (unless HS senior); turns 20 before Aug. 1	12th grade; turns 19 before May 1, 2027
17U	Turns 18 before May 1; turns 19 before Aug. 1	11th grade; turns 18 before May 1, 2027
16U	Turns 17 before May 1; turns 18 before Aug. 1	10th grade; turns 17 before May 1, 2027
15U	Turns 16 before May 1; turns 17 before Aug. 1	9th grade; turns 16 before May 1, 2027
14U	Turns 15 before May 1; turns 16 before Aug. 1	8th grade; turns 15 before May 1, 2027
13U	Turns 14 before May 1; turns 15 before Aug. 1	7th grade; turns 14 before May 1, 2027
12U	Turns 13 before May 1; turns 14 before Aug. 1	6th grade; turns 13 before May 1, 2027
11U	Turns 12 before May 1; turns 13 before Aug. 1	5th grade; turns 12 before May 1, 2027
10U	Turns 11 before May 1; turns 12 before Aug. 1	4th grade; turns 11 before May 1, 2027
9U	Turns 10 before May 1; turns 11 before Aug. 1	3rd grade; turns 10 before May 1, 2027

Division	Not Eligible If...	Grade Exemption (max 2/team)
8U	Turns 9 before May 1; turns 10 before Aug. 1	2nd grade; turns 9 before May 1, 2027
7U	Turns 8 before May 1; turns 9 before Aug. 1	1st grade; turns 8 before May 1, 2027

20 TEAM INSURANCE

1. Grand Slam Sports Tournaments encourages each team to maintain its own team insurance policy.

21 STEEL SPIKES / ILLEGAL PLAYERS

1. Steel spikes are allowed only in 13U and older. Use of an illegal player or illegal pitcher results in immediate forfeiture of that game only.

22. FIELD SIZE

Division	Pitching	Bases
8U KP	40'	60'
9U-10U	46'	65'
11U-12U	50'	70'
13U	54' or 60'	80' or 90'
14U+	60'	90'

1. The Tournament Director determines whether 13U uses 54'/80' or 60'/90'.

23 AWARDS

1. If rain prevents completion of the event, awards are based on team seeding relative to each side of the bracket at the time the tournament is called, unless the game in progress is official under the Official Game rules.

24 ORGANIZATION PROTECTION IN BRACKET PLAY - WORLD SERIES ONLY

1. If two teams from the same organization would meet in the first round of World Series bracket play, Grand Slam may move the lower-seeded team one seed to avoid the matchup. Organizations must notify Grand Slam staff before the event that they have multiple teams in the same age division.

25 ROSTERS

ALL WORLD SERIES & STATE TOURNAMENT TEAM ROSTERS FREEZE JUNE 1 (midnight of May 31) of the current season.

1. Every team in a Grand Slam event must have an online roster.
2. Every rostered player must have a corresponding birth certificate available at the tournament. If requested, documentation must be provided by the end of that game or the team forfeits that game only.
3. Each player must be approved by a parent/guardian through the Grand Slam system. If all players are visible to the Tournament Director in admin, they are considered legal even if a parent/guardian cannot access email to approve.
4. An illegal player or illegal pitcher, once protested and confirmed illegal, results in forfeiture of that game only.
5. Teams may ADD up to 3 players before June 15 for all World Series and State events.
6. Teams may REPLACE up to 3 players by June 15 for WS I & II, June 25 for WS III, and July 15 for WS IV. A replaced player is completely removed and cannot participate.
7. Roster limit: 24 players.
8. Once frozen, a player may not be listed on or play for another team in the same age division unless released in writing by the original team's manager. A player who played for multiple teams before the World Series may choose which roster to be frozen to.
9. A player may be a pick-up player for another team only if the original team is not participating in the same event. That player may not be frozen to the pick-up team's World Series roster unless released by the original team.
10. A frozen player does not need a release to play in another age division if otherwise eligible.
11. A player may not play for two teams in the same Grand Slam tournament or on the same weekend/week, regardless of age division, location or whether the games are separate events.
12. Every player - regular, pick-up or guest - must appear on the participating team's roster.
13. A player may appear as a guest player for a maximum of 5 teams per season. A team can have a maximum of 3-guest players in an event.
14. State Directors may establish different roster-freeze dates for their state events, including State Tournaments.

26 2026/2027 GRAND SLAM 7U CP & 8U CP RULES

1. The following Coach Pitch rules apply in addition to applicable Grand Slam rules.
2. A regulation lineup is 9 players; however, a team may start with 8 under the minimum-player rule below.
Lineup options: bat 9 straight; bat 9 with DH; bat 10/play 9 with EH; or bat the entire lineup with free defensive substitutions. The official Grand Slam lineup card must show the option chosen and list all eligible substitutes. A player not listed on the lineup card is not eligible for that game. Lineups may collapse only when a player is incapacitated and unavailable for the remainder of the event; otherwise, if no eligible substitute can bat, that spot is an automatic out.
3. Teams may use 9 or 10 defensive players. One must play pitcher and one catcher. With 10 defenders, 4 must play in the outfield.
4. Teams may start and finish with a minimum of 8 players. If playing with 8, the 9th batting position is an automatic out. If a team drops below 8 players, the game is a forfeit and the official forfeit score is 10-0.
5. 8U CP is an Open division in all World Series events. Time limit: 1:15. When time expires and a team is mathematically eliminated, the game is over.
6. A 30-foot safety arc extends from the back tip of home plate from the first-base line to the third-base line. A batted ball must pass the arc to be fair/in play.
7. Fielders must remain beyond the safety arc until the ball is hit.
8. Coach may pitch from the 40-foot pitching plate or from inside the pitching circle as long as one foot remains inside the circle when the pitch is thrown.
9. The pitching circle has a 10-foot radius centered on the pitching rubber (front at 30 feet, plate at 40 feet, back at 50 feet). The defensive pitcher must remain inside until the ball is hit. First early departure: offense may accept the play or take a no-pitch. Second by the same pitcher: removed from pitching position for the rest of the inning. Any later occurrence: removed from pitching position for the rest of the game.
10. Each batter receives 6 pitches or 3 strikes. A foul ball on the 6th pitch keeps the at-bat alive until the batter misses or puts the ball in play. No intentional walks.
11. Maximum 7 runs or 3 outs per inning.
12. If a fair batted ball unintentionally hits the coach-pitcher, it is a foul ball. If contact is intentional, the batter is out and runners may not advance.
13. Bunting is not allowed.
14. Umpires call time after every play and declare the ball dead when the lead runner stops attempting to advance or the ball is possessed by a fielder in the infield.

27 2026/2027 GRAND SLAM 7U & 8U KID PITCH RULES

1. A regulation team consists of 9 players. Lineup options: bat 9 straight; bat 9 with DH; bat 10/play 9 with EH; or bat the entire lineup with free defensive substitutions. The team must start with at least 9 but may finish with 8. Lineups may collapse only if a player is incapacitated and unavailable for the rest of the event. If no eligible substitute can bat, that spot is an automatic out. All eligible substitutes must be listed on the official lineup card; unlisted players are ineligible for that game.
2. Maximum 7 runs per inning. When time expires and a team is mathematically eliminated, the game is over.
3. Pitchers are limited to 6 innings for a weekend event and 10 total innings for a World Series, counted by thirds (1 out = 1/3 inning). The 8U KP-12U daily maximum is 6 innings. Daily limits do not change total event limits.
4. No infield fly rule.
5. No dropped-third-strike rule.
6. Base stealing is allowed only after the ball reaches home plate. Once a runner reaches 3rd, the runner may score only on a batted ball or when forced home by a bases-loaded walk. A runner stealing 2nd may continue to 3rd on the same play unless 3rd is occupied. The ball remains live until an umpire calls time.
7. If a runner leaves early, the ball is immediately dead and a no-pitch is declared. Runners return to their previous bases and the batter's count remains unchanged.
8. Pitching distance: 40 feet. Bases: 60 feet.
9. Balk rules do not apply.