

Spartan Slam 11U Tournament Rules

Team & Roster

1. Players may NOT be 12-years old before May 1st.
2. The maximum number of players per team roster is 14.
3. Copies of birth certificates must be available upon request.
4. Players must have been a full-time player in the applicant's league (or equivalent rec. program) during the year. All players on a team must be from the same rec. program. No AAU, Academy or multi-school district teams unless pre-approved by the tournament director.
5. Only rostered players, a batboy/batgirl, a score/bookkeeper, and up to 4 adult coaches may occupy the dugout / bench area during tournament games. All batters, base runners, batboys/batgirls, and assistant coaches under the age of 18 must wear helmets when on the field.

Game Logistics & Rules

1. Please have your team ready to play 30 minutes prior to the scheduled game time. In case of bad weather, you must show up to play unless you are contacted by the tournament director.
2. Unless otherwise specified on the game schedule, dugouts are 1st-come, 1st-serve, and a team that uses the same field for two games in a row gets to keep the same dugout for both games. SL will always occupy the 3rd base dugout unless a team before them is in that dugout in which case they don't need to move.
3. A coin flip will determine which team is the home team for the pool play games. The higher-ranked seed will be the home team for all tournament round games.
4. Games are scheduled for 6-innings.
 - a. During pool play, games may end in a tie at the end of 6-innings. No extra innings will be played.
 - b. During the tournament round, extra-innings will occur until a winner is declared.
5. During pool play, no new inning may start after 1-hour 50-minutes from the start of play.
 - a. The home plate umpire and game director will record the start of the game and will notify the teams when the time limit has been reached.
 - b. After the time-limit has passed, if it is the bottom-half of the inning and the home team is winning, the game is complete.
 - c. Otherwise, the inning must be played out until it is completed, regardless of the actual time.
 - d. There is no time-limit for the semifinals & finals – those games are complete by declaring a winner after 6-innings or via the 10-run mercy rule. If a semifinal or championship game goes extra innings, MLB rules will apply with the last batted out starting on second base.
6. There is a 'mercy-rule' limit of 15 runs after three innings, 10 runs after four innings.
7. There is no per-inning limit on the number of runs a team may score.
8. Tournament seeding/ranking is determined by the following:
 - a. Win-Loss Record
 - b. Head to Head

- c. Least runs allowed
 - d. Run differential (Max. 10 per game)
 - e. Most runs scored
 - f. Coin flip
9. If a team has to forfeit a game, it will result in a 10-0 defeat for that team. In addition if a team forfeits a game they are ineligible for the Semifinals/Finals on Sunday regardless of their record in the remaining games.
 10. Weather related delays are at the sole discretion of the umpire once the game starts.
 - a. Games are considered complete when four complete innings (3 ½ innings if the home team is ahead) are completed. Games that have a weather delay will be picked up where left off if time allows.
 - b. During pool play, games delayed due to weather may continue if the 1:45 time limit has not expired. Games with fewer than four complete innings that are not official games will resume at a later time as determined by the tournament director.
 - c. During semifinal/championship games are official after four complete innings (3 ½ innings if the home is winning). Should a game be delayed because of weather and is official and the game can not be continued in a timely manner, the result will stand. Any games that are delayed but unfinished (less than four complete innings), will be picked up where left off at a reasonable time.

Batting & Fielding

1. Each team bats their entire lineup.
2. Free substitution rules apply when on defense.
3. There is no minimum fielding requirement per player.
4. If there is an injury and a player cannot continue, that player's spot in the lineup may be skipped without penalty unless this reduces the lineup to less than 9-players. After an injured player's spot in the lineup has been skipped, he may re-enter the batting order at his/her spot in the lineup.
5. If a player is ejected, or if a coach removes a player from the lineup for disciplinary reasons, that player's spot in the lineup may be skipped without penalty unless this reduces the lineup to less than 9-players. Players that are ejected or intentionally removed by the coach for any reason other than an injury may not re-enter the batting lineup.
6. If a team is reduced to only 8-players, a free-"out" will be recorded each time the last removed player is skipped in the lineup.
7. If a team is reduced to only 7-players, they must forfeit the game.
8. 'Dropped third strike' is in effect.
9. Infield fly-rule is in effect.
10. Per LL Rules head first sliding is not allowed unless diving back to the bag.
11. Once a player shows bunt on a pitch, they may not swing away on that pitch. Violators will be called out.
12. Only Little League approved bats may be used (USA Bat Standards).

Pitching & Catching

1. Pitching rules will follow Little League International and be determined by a player's pitch count with some modifications. Teams will be asked to keep pitch count in their Game Changer accounts for verification purposes. Teams should also check pitch counts after each $\frac{1}{2}$ inning with opposing team so there are no discrepancies. If teams fail to check after each $\frac{1}{2}$ inning and a pitch count is questioned, the Game Changer account associated with that player in question will be official.
 - a. 85 pitches is max allowed in a DAY.
 - b. A pitcher with less than 35 pitches in a game may pitch the next day.
 - c. A pitcher with 36-50 pitches in a game must have one day of rest.
 - d. A pitcher with 51-65 pitches in a game must rest two days.
 - e. If a pitcher pitches more than 65 pitches in a game he must have 3 days of rest.
 - f. No player may pitch in three consecutive games.
 - g. A pitcher may finish the batter if he reaches the 85-pitch count threshold. All other pitch counts are hard counts (IE if a pitcher has 34 pitches and pitches to the next batter and records three pitches for 37 pitches, his count is 37, it does NOT revert back).
2. Each pitcher may receive one coach's mound-visit per inning. A pitcher who receives two coach's mound-visits in the same inning must be replaced.
3. Once replaced during a game, a pitcher may not return to pitch later in the game.
4. There is one balk warning per pitcher.
5. There are no restrictions on a player who might play as both a pitcher and catcher in the same game/day but please use proper judgment for a player's arm health.
6. There are no restrictions on the number of innings a player may play as catcher.
7. At the start of an inning, coaches are permitted/encouraged to warm-up their pitchers when the catcher requires more time to get properly equipped.

Baserunning

1. Free stealing is allowed of any base except home in which you can only steal on a passed ball/wild pitch or throw back to the pitcher to avoid unnecessary contact with the batter.
2. A runner is out when they do not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make the tag. The runner must slide or avoid contact. Umpire's discretion in enforcing this rule is final.
3. No head-first slides are allowed, except to dive back into a base. Violators will be called "out."
4. A courtesy runner may be used for injured players.
5. A courtesy runner may be used for the catcher with 2-outs in an inning.
6. The player who recorded the last "batted out" will be the courtesy runner.
7. A courtesy runner may not be used for the pitcher.
8. No metal spikes are permitted.

Sportsmanship

1. Harassment of opposing players will not be tolerated. This includes, but not limited to:
 - a. Catchers talking to batters.
 - b. Rattling dugout screens.
 - c. Attempting to distract the pitcher.
 - d. Team and/or audience chants that continue once a pitcher has assumed the set position.
2. A team will be given one warning. If it occurs a second time, the head coach will be ejected from the game.
3. Protests will not be allowed. The decisions of the umpires are FINAL.
4. All ejections must be reviewed with the tournament director before the individual in question is permitted to attend subsequent games.
5. Ejections that take place due to behavior deemed threatening to the safety and well-being of any player, coach, spectator, umpire, or tournament staff will result in being banned from the remainder of the tournament.
6. Failure of any player, coach, or spectator to respect and follow any sportsmanship rules may result in having the team disqualified from the tournament. The decisions of the tournament director on this matter are FINAL.

Miscellaneous

1. For any rules not specifically covered by this document, Little League tournament rules will apply.