

Spartan Slam 10U Tournament Rules

Team & Roster

- 1) Players may NOT be 11-years old before May 1st.
- 2) The maximum number of players per team roster is 14.
- 3) Each team must submit a roster of players along with providing proof of insurance coverage prior to their first game. 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 intramural program) during the year. All players on a team must be from the same intramural 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.
- 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 the round robin, 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 45-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.
- 6) There is a 'mercy-rule' limit of a 10-run lead after 3-½ innings.
 - a) If the home team is ahead by 10 or more runs at any point after 3-½ innings, the game is complete.
 - b)** If the away team is ahead by 10 or more runs at the completion of the 4th or 5th inning, the game is complete.
 - c) This rule is in effect for both pool-play & the tournament rounds.
- 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 (2-points for a win, 1-point for a tie)
 - b) Head to Head (not applicable for 3-way ties)
 - c) Least runs allowed (maximum of 10 per game)
 - d) Run differential (maximum of 10 per game)
 - e) Most runs scored (no limit)
 - f) Coin flip
- 9) If a team has to forfeit a game, it will result in a 1-0 defeat for that team.
- 10) Weather related delays are at the sole discretion of the umpire.
 - a) During pool play, games delayed due to weather may continue if the 1:45 time limit has not expired. Otherwise:
 - i) Games with 4-complete innings (or 3.5-innings if the home team is ahead) will be considered complete and the score will revert to the score at the end of the last complete inning.
 - ii) Games with fewer complete innings will resume at a later time as determined by the tournament director.
 - b) During the semifinals and finals, all games must be played to completion and any games delayed due to weather will resume at a later time as directed by the tournament director.

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 NOT in effect. A batter with 3-strikes is 'out' regardless of whether the catcher completes the catch.
- 9) Infield fly-rule is in effect (applies when there are runners on 1st & 2nd or 1st, 2nd, & 3rd with less than two-outs).
- 10) Once a player shows bunt on a pitch, they may not swing away on that pitch. Violators will be called out.
- 11) No wiggling the bat when attempting a bunt will be tolerated. Violators will be given one warning. A second violation will result in the batter being called out.
- 12) Only Little League approved bats may be used (USA Bat Standards).

Pitching & Catching

- 1) Pitching is limited to fastballs and changeups (no breaking balls allowed).
- 2) A pitcher may pitch a maximum of 3-innings per game.
- 3) A pitcher may pitch a maximum of 6-innings per calendar day.
- 4) A pitcher may pitch a maximum of 10-innings within the entire tournament – including the semi-finals and finals.
- 5) A single pitch or pick-off attempt in an inning is considered 1-full inning.
- 6) Each team must complete a 'pitchers log' upon completion of each game. Opposing coaches must verify by signing.
- 7) Each pitcher may receive one coach's mound-visit per inning and two-visits per game.. A pitcher who receives two coach's mound-visits in the same inning, or three visits in the same game, must be replaced.
- 8) Once replaced during a game, a pitcher may not return to pitch later in the game.
- 9) Balks are not enforced.
- 10) There are no restrictions on a player who might play as both a pitcher and catcher in the same game/day.
- 11) There are no restrictions on the number of innings a player may play as catcher.
- 12) 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) Baserunners must remain on base (may not advance) until a pitched ball crosses home plate. First-time offenders will be instructed to return to their original base without penalty. Repeat offenders will be called "out."
- 2) No "delayed steals." First-time offenders will be instructed to return to their original base without penalty. Repeat offenders will be called "out." However, baserunners may advance if the throw back to the pitcher results in an error (e.g. overthrow by the catcher).
- 3) 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.
- 4) No head-first slides are allowed, except to dive back into a base. Violators will be called "out."
- 5) A courtesy runner may be used for injured players.
- 6) A courtesy runner may be used for the catcher with 2-outs in an inning.
- 7) The player who recorded the last "out" will be the courtesy runner.
- 8) A courtesy runner may not be used for the pitcher.
- 9) 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) Arguing any calls may result in immediate ejection. This applies to all players, coaches, and spectators.
- 5) All ejections must be reviewed with the tournament director before the individual in question is permitted to attend subsequent games.
- 6) 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.
- 7) 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.