



Hershey Little League's 2017 Summer Slam Baseball Tournament Rules

All field areas in use during the tournament are located on School/Township property. A No Smoking/No Vaping/No Tobacco and Alcohol policy is strictly enforced at all properties. HLL and its' representatives reserve the right to disqualify any Coach or Team and remove any parent or fan from any field during any game.

1. All Little League International Baseball rules for 2017, updated Age Restrictions, will apply unless explicitly stated herein. <http://www.littleleague.org/learn/rules.htm>
 - a. This includes the requirement that each player must play in the field for 6 defensive outs and bat at least one time. (Minimum Play Rule)
 - b. A starter who exits the game can return but only in the batting order position that they occupied when they were in the game previously. A pitcher may reenter a game but not at the pitching position.
 - c. A ball that becomes jarred in the padding behind the backstop or in outfield fence will follow the dead-ball rules outlined by Little League.
 - d. An on-deck circle is available for use inside the fenced off area but outside of the dugout itself. Only one player should have a bat in their hands in this area.
 - e. For safety purposes all players who are not on deck should be in the dugout, unless warming up in the bullpen.
 - f. When warming up in the bullpen only the pitcher and catcher should be present and the catcher should be wearing a protective mask with a throatguard.
 - g. Stealing is allowed in all situations including a delayed steal on the throwback to the pitcher.
 - h. A courtesy running is eligible to be used for the catcher only.
 - i. A coach is permitted to "warm up" a pitcher.
 - j. The use of an Extra Hitter (EH) in the offensive lineup is permitted subject to the following conditions:
 - The EH may be placed in any position in the batting order before the game begins.
 - If the EH is replaced, the player occupying that position in the batting order becomes the EH.
 - When the EH enters the game for his Minimum Play Rule defensive play time, he continues to occupy the same position in the order. The player he replaces becomes the EH.
 - If the EH is used and a player in the lineup is no longer able to fulfill this position, the batting order will collapse.
 - k. The act of setting up to bunt, then pulling back and making contact with the ball ("slashing"), is not permitted for safety reasons. Upon contact, fair or foul, the batter will be called out.

2. Conflicts with other events must be addressed and approved with the Tournament Director before the start of the tournament.
3. Teams that do not show within 15 minutes of their Scheduled Game Time a forfeit will be assessed.
4. Each team may have a maximum of 15 players and 4 coaches, including the scorekeeper.
5. All teams must be uniformed.
 - a. If teams carry more kids than they want to participate in a particular game, they must declare the eligible players at the start of the game, which is defined as those players entered in the Scorebook. Otherwise, everyone on the bench will be expected to play the Minimum Play time.
 - b. A team must start with a minimum of 9 players. If due to injury, sickness, etc. a team is reduced to 8 players, they may finish with 8 players. Less than 8 players will result in forfeiture.
6. Eligible players must come from a Municipal/Civic/Recreation League based All-Star Team.
7. A copy of the Team's Insurance Certificate and player roster and birth certificates must be presented to the Tournament Director at time of Team Check-In at North Field.
 - a. Prior to the opening game of the tournament, and preferably at the Coaches Meeting, each team should complete the Team Roster schedule. They should bring 3 copies of the schedule with them to the Coaches Meeting along with copies of birth certificates. No team will be permitted to begin the tournament without such roster in place.
8. The assignment of teams to specific Pools will be determined as follows:
 - a. At the discretion of the Tournament Director multiple teams from the same league will be separated, as necessary.
 - b. Teams will be slotted by the Tournament Director who have a specific conflict to ensure that they are in a Pool that does not interfere with the other commitments.
9. Pitcher eligibility will include the following:
 - a. The maximum number of innings that can be thrown by a pitcher will be 6 innings in Pool Play and 6 innings in the Playoffs.
 - b. One pitch in an inning counts as an inning pitched
 - c. Innings pitched in suspended games count toward the maximum innings pitched.
 - d. The pitcher can reenter the game but not in the position of Pitcher. The pitcher can reenter as the catcher in the same game.
 - e. A Pitching Affidavit will be presented to the opposing team before the start of each game. Each team will mark on the affidavit the innings pitched for the opposing team's players. At the end of the game each Manager/Scorekeeper will sign off on the affidavit. Affidavit's will be secured in the concession trailer at the end of each day and will be available for the Tournament Director, or his designee, to review and verify that the innings pitched rule has not been violated.
 - f. Any violation of pitch innings rules will result in forfeiture of the game that the violation occurred in.
10. No Balks in 9U/10U
11. Balks in 11U 1-Warning per pitcher per game.
12. Intentional walks are permissible in all divisions, when the Defensive Head Coach informs the Umpire in advance of the first pitch being thrown a batter.
13. Dropped 3rd Strike Rule for batter to advance to an unoccupied first base will apply for 11U only.
14. All games, excluding the Championship game, will be limited to no longer than 2 hours. An inning that starts prior to this time limit should be completed. Ties in Pool Play are allowed. During the Playoffs all games must reach a conclusion with a winner determined. The Championship game will run 6 innings or more in case of a tie.

An inning may not begin after 1 hour and 45 minutes.

 - An inning that commenced prior to 1 hour and 45 minutes must be concluded.
 - A game is considered complete after 3 ½ innings if the home team is ahead and the game is called because of weather.
 - In the case of lightning, when a 30 minute delay is required, the clock will continue to run during the delay. If the game being played does not reach regulation and the 1 hour and

45 minute clock runs out, the teams affected will be asked to resume at a later time. Any later game will begin on time assume in the weather threat has dissipated.

- There is a five run maximum per inning in the first 4 innings. On a play where more than 5 runs are scored the runs allowed will be limited to the first 5 scored. No continuation play will be counted which exceeds 5 runs in thoseinnings.
 - The 5th inning and beyond will have no run limits.
15. If after 4 complete innings, or 3 ½ innings if the home team is ahead, one team has a 10 run or more lead, the game ceases and shall be considered an official game (*Mercy Rule*) As always, if the home team is behind they will be allowed to bat in the bottom of theinning.
 16. Coaches may occupy the 1B and/or 3B coaching box. If a player is used, they must wear a protective helmet. Under no circumstance should a coach be positioned on the field for any other reason. No coach can reside outside the fenced in dugout area.
 17. Any dispute with an umpire is to be addressed by the Manager only. The discussion should remain respectful at all times. The umpire’s decision is final. If a player, manager or coach is ejected from the game, they will not be allowed on the Memorial Field complex for the remainder of the game and the next game. If they are ejected a second time, they will be subject to removal from the tournament.
 18. Coaches should direct questions to the umpire or Tournament Director and should refrain from questioning an opposing coach.
 19. Please do not allow horseplay and maintain safety of all in the dugout and batting cage areas.
 20. Please pick up trash at the end of each game from teams’ respective dugout area.
 21. If you are playing in the first game and want to speak to your team afterwards, please exit the dugout first and address your team at a discrete place outside of the field area.
 22. Only coaches and players are allowed in the dugout area. All other spectators must remain outside the marked areas.
 23. During Pool Play the Home team is designated as per the schedule. During the playoffs the higher seeded team will be the Home team.
 24. Team’s on-deck for next game have priority use of all Cages. If cages are unoccupied, tournament teams may use for team practice at 45-mins per use.
 25. Teams are allowed to begin batting practice in the designated cage 1-hr before listed game time. Nobody can take infield practice until games are completed, teams have cleared dugout and field is prepped. Teams will be permitted 15-minutes each of on-the-field pregame warm-ups.
 - a. North Field Cages, located directly behind North Field Outfield Fence
 - b. South Field Cages, located beyond Right Field Outfield Fence
 - c. Memorial Field Cages, located adjacent to Memorial Field (High School/Legion Field) and may be used ONLY if there is no Legion or Teener Game.
 - d. Plaza Field Cage, located at Plaza Field
 - e. Koons Field Cage, located at Koons Field
 - f. Pre-game warmups are at a maximum of 15 mins per Team.
 - g. The Tournament Director or Umpire may reduce or eliminate this time interval at their discretion. This may be required in cases where Tournament game schedule must be maintained.
 26. The Tournament Director, his designee, or the Field Prep staff will determine if the games are to be cancelled prior to the start of the game. Once the game has begun, it is the umpire who will call the game.
 27. Problems that arise or protests that are made will be heard and the outcome determined by the Tournament Manager or Director. All protests must be filed within 30-minutes of game completion and prior to leaving the premises the day/night that the game was played along with a Protest Filing fee of \$50.00. A decision will be made by the Tournament Director and HLL prior to the next game being played for the teams in question.
 28. At the end of Pool Play a select number of teams will advance to a single elimination Playoff. The number of teams making playoff round is at the discretion of the Tournament Director and based upon the total number of registered teams. The following will be used to break any ties that result from Pool

Play:

- Head-to-head winner if two teams are tied and played each other.
 - The number of runs allowed during pool play.
 - Ties must be broken for all seedings from the top seed to the 8th seed. If the tie is between two teams that will decide the 8th seed, a coin toss will be used to determine the 8th seed.
 - For all other seeded positions where a. and b. still result in a tie, a coin toss will be administered to position the teams.
29. The Tournament Director will provide umpire fees, balls, scoreboard operation but will not provide an Official Scorekeeper until the Semi-Finals. A Tournament Field Manager will be present at each Field. Each team is responsible for their own scorekeeper and differences must be resolved between the coaches, scorekeepers, and umpire in-charge.
- a. The Home Team is the official game scorebook of record.
 - b. At the completion of game, both teams confirm scorebook and pitcher affidavits and shall submit to Tournament Field Manager a record of both.
30. Bats shall comply with all applicable Little League International rules and regulations. All bats shall be checked before each game for splinters and dents. At the discretion of the umpire any bat can be removed from competition for safety reasons. All bats must be marked with "Little League" If an illegal bat is used, the batter is out and it is a dead ball situation.
31. Weather Policy:
- a. If **0 Games Played** – Full Credit towards Next Year's HLL Summer Slam Tournament
 - b. If **1 Game Played** – Full Credit towards Next Year's HLL Summer Slam Tournament – minus \$100 credit toward Tournament Registration
 - c. If **2 or More Games Played** – No Refund