

# Summer Clash 2026 Tournament Rules – 9U & 10U

## PLAYER ELIGIBILITY:

1. **Players cannot reach the age of 10 (for 9 year old teams) or 11 (for 10 year old teams) prior to April 30, 2026. Violation will result in forfeiture of all fees and the team will be disqualified.**
2. Team rosters must be turned into the concession stand or emailed into the coach's thread at least 30 minutes prior to your first game. Copies of Birth Certificates must be made available upon request. No player may be added once your roster is turned in.
3. Team rosters will consist of no more than 15 players.

## PLAYING RULE:

1. Little League rules apply with the following exceptions:

## GAME LENGTH:

1. A coin toss will determine the home team. The HOME team is the official scorekeeper. For bracket games, the higher seeded team will be the home team.
2. Games will be 6 innings in length with a time limit of 1 hour 30 minutes. No new inning shall start after the time limit has expired.
3. **The AWAY TEAM must provide someone to run the scoreboard.**
4. There will be no time limit for the semi-final and championship games.
5. A 10 run rule will apply after 4 innings and an 8 run rule will apply after 5 innings for all games.
6. If a game is tied after 6 innings (and time is still remaining), for the following inning the last out from the previous inning will be placed on 2<sup>nd</sup> base. The inning will complete itself with a normal 3 out inning with both teams batting. The game will be completed when a winner has been established -or- the time limit has been reached.
7. In case of rain, 4 innings constitutes a complete game.
8. There is a maximum of 10 players on the field with the 10th player being an extra outfielder.

## PITCHING:

1. **A pitcher may pitch no more than 3 innings in a game and 6 innings for the tournament.**
2. Once a pitcher is on the mound warming up, they are considered to have pitched an inning.
3. Two trips to the mound by the manager or coach to the same pitcher in the same inning will result in that pitcher being removed from the game as a pitcher. Once removed from the mound, a pitcher may not re-enter the game as a pitcher.
4. A new pitcher is allowed 8 warm up pitches. A pitcher who is in their second or third inning is allowed 5 warm up pitches.
5. Intentionally walking a batter may be done by telling the umpire (only with a runner already on base).
6. Games in which an ineligible pitcher has been used shall be declared a forfeit.

## BASE RUNNERS:

1. Base runners must slide on close plays. The umpire's judgment will determine if a slide is necessary.
2. Base runners that do not slide when deemed necessary will be called out.
3. No head first sliding unless diving back to the base.
4. Base runners who avoid a tag by jumping over the fielder, etc. will be called out.
5. Base runners who intentionally run into a fielder will be called out and could result in disqualification.
6. Base runners may advance as many bases as they can at their own risk on an overthrow. If the ball goes out of bounds, the base runners will be awarded the base they are running to plus one base.
7. Base stealing is allowed after the pitch crosses home plate. Base runners leaving early will be called out.
8. Stealing home is allowed.

**SUBSTITUTIONS:**

1. Courtesy runners for the catcher will be allowed with 2 outs. The use of a courtesy runner does not constitute a substitution, entry, or re-entry. The courtesy runner must be the player who made the last out.
2. Continuous batting order will be utilized. Free substitutions are allowed. NOTE: If a player leaves the game because of injury, an out will be recorded during their next at bat only, however they may not reenter the game. If a player leaves for a non-injury it is an out each time their spot comes up in the order.
3. If a player arrives late to a game, they may be added to the bottom of the lineup only if their team has not already batted through the order.

**ADDITIONAL RULES:**

1. The infield fly rule will not be used.
2. Once a bunt is presented, the batter cannot pull back and swing away. The batter will be called out and the play is dead. Any runner(s) on base will return to the base they occupied at the time of the pitch.
3. No metal cleats allowed.
4. Only Bats with USSSA 1.15, BBCOR, or USABats that are not larger than 2 ¾" are allowed. If a batter uses an illegal bat and a ball is put into play, the batter will be called out and all runners will return to their original base.
5. No manager, coach, or player will be allowed behind the backstop while the game in which they are participating is in progress.
6. All players must wear helmets while on the field. The first incident will result in a warning from the umpire. After a warning has been issued, the offending player may be called out.
7. Poor sportsmanship by manager, coaches, players, and fans will not be tolerated. There will be no yelling at or harassing of opposing players, managers, coaches or umpires during or after the game. Intentional throwing of equipment will result in disqualification.
8. NO ALCOHOLIC BEVERAGES ALLOWED IN THE PARK PER CITY ORDINANCE.
9. The use of tobacco in any form is prohibited on the playing field, in the dugout or the bleacher areas.
10. The tournament officials reserve the right to change the tournament format in case of inclement weather.

**POOL PLAY:**

Wins = 2 points

Ties = 1 point

Losses = 0 points

**TIE BREAKERS:**

1. Head to Head
2. Least Runs Allowed
3. Runs Scored
4. Coin Toss

**REMINDERS:**

This is a tournament for the kids. Good sportsmanship should be used at all times.

Managers and coaches are responsible for the conduct of themselves, their team, and their fans. No harassing of umpires, other teams or fans will be tolerated.

1st Offense: Team Warning

2nd Offense: Individual(s) will be asked to leave the ballpark.

3rd Offense: Team forfeits game(s)

**NO CARRY INS ALLOWED. PLEASE SUPPORT OUR CONCESSION STAND.**