

11U SUMMER SLAYER TOURNAMENT RULES

1. Games	 A game is scheduled for 6 innings. Three full innings constitute a legal game if the time limit has been reached. If the game is called due to inclement weather there will be a continuance game scheduled to finish the remaining time. (1 hour 50 minutes picnicking up where the game was suspended) Ten run rule is in effect. If after the fourth or fifth inning (mid-fourth or mid-fifth, (if the home team is ahead) one team has a lead of ten runs or more, the game is over. Field 50/70
2. Start Time	 Games shall start <u>immediately</u> at scheduled game time. The only acceptable delay to the start of a game would be weather or Umpire availability. If a team (9 Rostered Players) is not present at the scheduled start time, the game is forfeit. Win goes to opposing team. (Note: DHLL may allow for a 15 min. grace period in extenuating circumstances. Considered on a case by case bases.)
3. Time Limit	 All games have 1 hour and 50 minute time limit from the start time. If an inning is not completed at the time limit, the score will revert back to the previous completed inning, Time Limit is DROP DEAD the game stops at 1 hour 50 minutes. An inning should not start if the 1 hour 40 minute mark has been reached. If a game is called/suspended before it becomes a regulation game, it shall be resumed exactly where it was suspended. In Bracket Play, there must be a winner. If there is a tie at the end of Six innings or the time limit, there will be a continuance game set up. (Continuance will be decided by the league.)
4. Home Team	Home Team determined by a coin toss, except in playoffs, in which case the higher seed in the home team (Seed #1 is the highest).
5. Coaching	 Teams are permitted only four adults coaches: A manager, two base coaches, and a scorekeeper. These individuals are the only adults permitted in the dugout. Adult coaches will be permitted to warm-up pitchers. Adult base coaches may be used. Teams are permitted two trips to the mound per inning for the manager or coach to confer. A third trip in an inning requires a change of the pitcher. A fourth trip per pitcher in a game requires a change of the pitcher. A manager or coach may confer with any other player or players including the catcher during a visit with the pitcher. A manager or coach who is granted time out to talk to any defensive player will be charged with a visit to the pitcher.
6. Scoring	 The home team will be responsible for keeping the official score book. (It is encouraged teams verify with each other during each half inning) All teams (Home and Visitors) are required to record scores, pitch logs and game highlights with a tournament representative at the pavilion. An inning will end after a max of 5 runs, 10 batters or 3 outs.
7. Batting/Hitting	 Continuous batting – All players will be placed in the batting lineup at the start of the game. Players arriving after the game has started will be added at the end of the batting order No on deck batter permitted to have bat in hand. Infield fly applies. Legal Bats - USA Bat or BB Core -5, only. (No triple AAA bats)



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8. Runner/ Base Stealing	 Leads are permitted Stealing is unlimited.
9. Courtesy Runner	Teams may use a courtesy runner for a catcher with two outs. The courtesy runner must be the last player to make an out in the inning.
10. Player Participation	Continuous batting, must bat everyone. It's up to each coach to play his players in the field.
11. Substitutions	N/A – bat everyone.
12. Pitching	 Ripken Rolling 6 inning rule. A player may pitch any combination of 6 innings over a 2 games span. Delivery of a single pitch constitutes having pitched an inning. Pitchers may not return to the mound after being removed as a pitcher. Manager may call for intentional walk without any pitches being thrown.
13. Illegal Pitches	Illegal pitches (Balk) will be scored only as one additional ball to the batter's count, or if runner is on base they will be awarded one base.
14. Throwing the bat	Each team will be allowed only one warning, an out will be charged for each subsequent occurrence. Ruling: Dead ball out.
15. Overthrows	Little League Rules Apply
16. Cancellations	 Cancellations will be done at the field by a board member. Text DHLLSUMMER to 84483 to get up to the minute weather notifications.
17. Rules	 Unless otherwise indicated in these rules, Little League Rules will apply. No FOOD in dugouts -seeds only. No GUM
18. Contacts	 Ryan Ripley – 484-843-6135 Sean Lee – 610-202-4785
19. Sportsmanship	 Throwing of equipment and other outward displays of violent disapproval of an umpire's decision is prohibited. The umpire shall first give warning that such disapproval shall cease. If such action continues, the offender shall be ordered out of the game. Anyone ejected is suspended and may not play in the next game. Coaches Included. Spectators & parents are expected to act like adults and will be held to the same rules as the players and coach. If unruliness continues after the first warning the team may be disqualified from the tournament.
20. Standings/	Teams will be seeded based on record of wins.
Playoffs	Tie breakers are:
	1st Head to Head
	• 2 nd Runs Allowed
	3 rd Runs Scored 4 th Coin Flin
	4 th Coin Flip