

Summer Clash 2026 Tournament Rules – 8U

PLAYER ELIGIBILITY:

1. **Players cannot reach the age of 9 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. **The AWAY TEAM must provide someone to run the scoreboard.**
3. Games will be 6 innings in length with a time limit of 1 hour 20 minutes. No new inning shall start after the time limit has expired.
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 2nd 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 and BATTING:

1. Teams must use the pitching machine provided by Neenah Baseball, Inc. which is a **Louisville Slugger Blue Flame. It will be set at 43 feet on speed setting 4**
2. No walks. The batter will receive 7 pitches, unless the batter strikes out swinging (3 swinging misses). **NO TEES WILL BE USED.** If after 7 pitches the batter has not hit the ball in play, the batter will be considered out.
 - Exception: If the batter fouls off the 7th pitch, it will be considered a foul ball and the batter will get another pitch. If the player continues to foul off pitches after the eighth pitch they will continue to bat until they swing and miss (batter is out), don't swing (batter is out), or the ball is put into play.
3. The pitching coach cannot field the ball. If the coach/machine is hit by the ball, the play is dead and it is counted as one of the 7 pitches. The pitching coach must make every attempt to get out of the way of a batted ball. Failure to do so will result in the batter being called out.

4. 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.
5. All players on the roster must bat in the lineup, with late arrivals being added to the bottom of the lineup.
6. There will be a 6 run rule per inning except in the last inning which will be unlimited.
7. One warning for a thrown bat, a second thrown bat by an individual will result in an out.
8. 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.
9. A helmet facemask is not required.
10. No bunts.
11. No infield fly rule.

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. NO BASE STEALING -OR- LEADING OFF. Base runners may leave the base when the pitch is contacted or crosses the plate. Base runners off the bases can be tagged out.
8. Base runners that are caught leaving early or leading off will be called out.
9. No base runner may advance when any player, with the ball, calls "time out" while inside the baseline. Base runners over half way to the next base when "time out" is called may continue to that base. It is umpires' discretion as to the base runners position. If the lead runner is not halfway ALL runners will return to the previous base attained. (A 1/2 way line will be visible in all base lines except for the 1st base line.)
10. Two adult base coaches are allowed. One at third base and one at first base.

SUBSTITUTIONS and DEFENSE:

1. There is a maximum of 10 players on the field with the 10th player being an extra outfielder. Games may be played with 8 players with the 9th spot in the order being an out.
2. The pitcher position must start within 5 ft. of the pitching rubber at the start of the pitch.
3. The infield must be in regular fielding positions.
4. The outfield (4 players) must be on the outfield grass.

5. Players must stay in the same position for the entire inning. In case of injury, a player may be replaced but only at the same position. No double switches. All umpire/tournament director rulings are FINAL in case of substitutions.
6. One coach will be allowed on the field for the defensive team in the outfield. Another defensive coach can coach from the dugout or near the fence opening of the dugout
7. Courtesy runners for the catcher will be allowed with two 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.
8. 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:

9. No metal cleats allowed.
10. All catchers must wear full protective gear.
11. 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.
12. Once a single pitch has been thrown to the next batter all previous plays will stand as called.
13. No manager, coach, or player will be allowed behind the backstop while the game in which they are participating is in progress.
14. 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.
15. NO ALCOHOLIC BEVERAGES ALLOWED IN THE PARK PER CITY ORDINANCE.
16. The use of tobacco in any form is prohibited on the playing field, in the dugout or the bleacher areas.
17. 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.