



2026 Redwood City Summer Slam TOURNAMENT RULES

1. USA Softball Rules: All games will be governed by the current year official USA Softball Fastpitch Rules, except as modified by local tournament rules.
2. Check-in procedure: Payment is submitted and team provides proof of roster (with proof of age) and team insurance. Being a mid-summer tournament, this process should be standard and all rosters/insurance should be in a team binder.
3. Game Time: Game time is forfeit time. Should the previous game end early, games may start up to 15 minutes prior to the scheduled start time. Though not frequent, please arrive early and be prepared to play once the field is ready.
4. Time Limits: No new inning will start after the time limit from the first warm up pitch of the game. Game time is kept by umpires on the field. A new inning starts with the third out of the previous inning.

Division	Pool Games	Bracket (Quarterfinals)	Bracket Semis and Finals
8C and 8R	70 min (or 6 full innings)	75 min (or 6 full innings)	75 min (or 6 full innings)
10B and 10C	75 min (or 6 full innings)	75 min (or 6 full innings)	90 min (or 6 full innings)

5. Application of Mercy Rule: The game will end if one team leads by 15 or more runs after 3 innings, 12 or more runs after 4 innings, or 8 or more runs after 5 innings for **ALL** games.
6. Tie Breaker Rule: Pool games may end in a tie. Only Sunday bracket games, at the end of time or inning limit, can use a tie-breaker. The next and subsequent inning will start with a runner (player due to be last in the inning) at 2nd base.
7. Pool Play Points for Sunday Seeding: Winners of each Pool Play game will receive 3 points. Losers of each Pool Play game will receive 0 points. If the game is tied at the end of the time or inning limit, each team will receive 1 point. A forfeit will be recorded as a 7-0 win and the forfeiting team will receive minus 1 point. Bracket seeding will be based upon (in order): (a) Total Pool Play Points (Win = 3 points, Tie = 1 point, Loss = 0 points, Forfeit = -1 point), (b) Total wins, (c) Head-to-Head Play (for ties between three teams or less), (d) Fewest Runs Allowed, (e) Most Runs Scored and (f) Flip of a coin. Games will only count if complete.
8. Home Team: Teams listed first on the schedule for each game will occupy the 3rd base dugout (unless occupied by the opponent, having just completed a game on the same field). Home team status

will be determined by a coin toss prior to the start of each game for pool play. During bracket play, the higher seed is the home team.

9. Line-up: Each manager must submit a line-up card to the Umpire and opposing team 10 minutes prior to the start of the game. Please include player's first and last names and uniform number on the line-up cards. Please also designate starting Pitcher and Catcher.

10. Player Limits: A team may not start with fewer than 8 players. All batters, on deck batters and runners must wear helmets while on the field. All players must wear their official team uniforms with their shirts tucked in. Helmets are also to be worn by all players in dugouts without overhead protection.

11. Field Dimensions & Equipment: The following USA Softball-standard field specifications and equipment requirements are in effect for all games. Coaches and umpires should confirm correct equipment prior to the start of each game. Pitching distances (30 feet for all 8U and 35 feet for all 10U) are measured from the front of the pitching plate to the back tip of home plate. The distance between bases will be 60 feet, which is consistent with USA Softball and local tournament standards.

12. Playing Rules — 10U division and above: The following rules are in effect for all divisions 10U and above, and NOT in the 8U divisions:.

- Infield Fly Rule: The infield fly rule is in effect for 10U and above.
- Dropped Third Strike: A batter-runner may advance to first base on a dropped third strike in all divisions 10U and above.

13. Coaches on Field: During play, only the manager and two (2) base coaches are permitted on the field. Coaches occupying the coaching boxes must be listed on the official team roster. Teams are responsible for ensuring only authorized personnel are on the field during live play.

14. Ground Rules: All Fields — when a cone line is used on a given field, any ball which lands over the cone line is a HOME RUN, as judged by the umpire(s). Any ball which crosses the cone line after first making contact with the field of play, or a player in the field of play, is a ground-rule double.

15. Scorebook: The designated home team will be responsible for keeping the official scorebook for the game and for reporting the scores by completing a scorecard (provided to each team during check-in) or emailing to scheduler@rcgsi.org within 30 minutes of the game's finish. Please include division, team names, and final score.

16. Protests (10U and Above): Protests must be made at the time of the incident and before the next pitch. Only rule interpretations, eligibility, or equipment issues may be protested. Judgment calls are not subject to protest. A non-refundable \$100 cash fee is required to file a protest. Protests do not stop the game clock. The tournament director's decision is final.

17. Sportsmanship: Coaches are responsible for their players and parents conduct during a game. Any player, coach, or fan displaying unsportsmanlike behavior will subject themselves and/or their team to suspension from the game and/or forfeit of the game/tournament. Any parent or coach asked by the Tournament Director or Field Coordinator to leave the premises at any venue must do so immediately. **This is especially sensitive for 8U games using JUNIOR UMPIRES – they are not to be approached or questioned by spectators. The tournament will have volunteer staff at all sites and if they observe and/or informed of umpire abuse, they are within their powers to end the game and remove the offending team from the tournament.**

18. No Glass Containers or Alcohol Allowed at the Tournament. In addition, please do not consume GUM, SUNFLOWER SEEDS, or any SHELLED NUTS as they all tend to make a mess on the field as well as spectator areas.

19. Participation: You participate in this event at your own risk and realize that the activities may have an element of hazard. You take full responsibility for your actions and physical condition. You agree to indemnify and hold harmless RCGSL, their agents, the umpires, the Redwood City Department of Parks & Recreation and their employees, the Sequoia School District and their employees, and the San Mateo Unified High School District and their employees from any liability, loss, or expense (including attorney fees, medical and ambulance costs).

20. For the 1st annual Redwood City Summer Slam, there are four separate divisions across two age groups: 8-Rec, 8C, 10B, and 10C.

Please note the warm-up areas at the two locations:

Harper School Lower and Upper Field - please share the space behind the cone line with the other teams. There is very limited space on Lower Field. There is no infield practice allowed before or between games.

Hawes Park Field – please share the space behind the cone line with the other teams. This is a large, enclosed field with ample space in the outfield turf to accommodate warm-ups. There is no infield practice allowed before or between games.

Woodside High School JV and Varsity Field - please share the space between the two fields - known as "rookie" field, as well as areas behind the cone line. There is no infield practice allowed before or between games.

For 10B & 10C:

Games in the 10U division will be umpired by USA Softball Umpires, as assigned by the Peninsula Youth Umpires Association (PYUA). The 10U division will follow the NorCal 10U Tournament Rules with the following exceptions and clarifications:

- Bases set at 60 Feet.
- Pitching Distance is 35 feet.

a. A team can elect to field 10 players (4 outfielders). The fourth outfielder must be positioned at least 10 feet behind the baseline.

b. Continuous batting and free defensive substitutions are permitted throughout the tournament. Only substitutions involving players in the line-up (i.e. batting order) need to be reported to the umpire and normal player replacement rules apply (i.e. a starter or their replacement can come out and return to the batting order once). Substitutes entering the game on defense do not need to be reported as Substitute to the umpire.

c. Courtesy runners are allowed for **Pitchers** and **Catchers** only and can be any player from the bench or line-up. If a courtesy runner from the line-up is used and their spot in the batting order comes up while they are on base, the runner will be declared out in order to make them available to hit.

The courtesy runner shall be for the pitcher or catcher of record. If the team intends to change the pitcher or catcher in the following inning and notifies the umpire as such, then a courtesy runner may be used for that player. The player, however, **MUST** pitch/catch the following inning as communicated to the umpire. This will help speed the game up and should not be abused.

d. Teams may use the DP/Flex rule throughout the tournament in the 10B and 10C divisions. DP/Flex can be used in combination with continuous batting.

1. 8-Rec Division:

- a. A team may elect to field 10 players (4 outfielders). The fourth outfielder must be positioned at least 10 feet behind the baseline.
- b. Everyone on the lineup card is eligible to bat and free defensive substitutions are allowed for all games. Only substitutes in the batting order need to be reported to the umpire and opposing team and normal player replacement rules apply (i.e. a starter can come out and return to the batting order once).
- c. Players not on the starting lineup card for a game may sit in the dugout and not play at all. Alternatively, players not on the starting lineup card can be used as a substitute during that game (sub in and out), but the number of batters cannot change (e.g. if you elect to bat 12 at the start of the game, you have to bat 12 spots the entire game)

Games in the 8U Rec division will be umpired by youth umpires. The 8U division will follow the NorCal 8U Rec Coach Pitch Tournament Rules with the following exceptions and clarifications:

- Bases set at 60 Feet.
- Pitching Distance is 30 feet.
- Stealing: Runners may steal one base per pitch. No advancement on an errant throw. No stealing home.
- Lead offs are permitted upon the release of the ball by the player-pitcher of up 10 feet. There is no leading off during coach-pitch. Any base runner leaving early will be given a single warning by the umpire. If it happens again, the runner will be called out.
- Run Limits: A team can score 5 runs per half inning. If a team enters their at-bat trailing by 5 or more runs, then they can score enough runs such that they go up by 1 run. There is no continuation beyond the run limit stated herein.
- No Walks / Coach Pitch: A coach-pitcher will enter the circle when 4 balls have been called by the umpire. Coach must pitch 'legal' pitches from the pitching plate.
 - The coach-pitcher will resume the player-pitcher strike count and will throw no more than three (3) pitches with the umpire calling balls & strikes. (Note: The number of pitches the coach-pitcher is allowed to throw is not limited by the ball-strike count they inherit).
 - If the pitch is not put into play by the last pitch, the batter is out. Exception: If the last pitch is a foul ball, pitching continues until the ball is hit and put in play or the batter is called out.
 - If a batted ball hits the coach-pitcher, then the ball is dead, the batter is safe and awarded first base, and all runners advance to the next base. At no time shall the coach-pitcher intentionally obstruct play.
 - Player-Pitcher must have one foot in the circle (or within 8' of the pitching plate when no circle exists) at the time the coach-pitcher is pitching.
 - Coach-Pitcher must stay in the circle (or within 8' of the pitching plate when no circle exists) during play and may not provide coaching assistance.
- Hit by Pitch (HBP): Batters will not be awarded a base on a HBP from a coach-pitcher. Batters will be awarded first base if HBP by a player-pitcher.
- Bunting: Bunting is only allowed on player pitch, not on coach pitch.
- Pitching Limits: 2 inning limit per pitcher per game, plus 1 additional inning if the game goes more than 4 innings. One pitch in an inning constitutes a complete inning.

2. 8-Comp Division:

- a. A team may elect to field 10 players (4 outfielders). The fourth outfielder must be positioned at least 10 feet behind the baseline.
- b. Everyone on the lineup card is eligible to bat and free defensive substitutions are allowed for all games. Only substitutes in the batting order need to be reported to the umpire and opposing team and normal player replacement rules apply (i.e. a starter can come out and return to the batting order once).
- c. Players not on the starting lineup card for a game may sit in the dugout and not play at all. Alternatively, players not on the starting lineup card can be used as a substitute during that game (sub in and out), but the number of batters cannot change (e.g. if you elect to bat 12 at the start of the game, you have to bat 12 spots the entire game)

Games in the 8C division will be umpired by youth umpires. The 8C division will follow the NorCal 8C Tournament Rules with the following exceptions and clarifications:

- Bases set at 60 Feet.
- Pitching Distance is 30 feet.
- Lead offs are permitted upon the release of the ball by the pitcher. Any base runner leaving early will be given a single warning by the umpire. If it happens again, the runner will be called out.
- Stealing: Runners may steal one base per pitch. No advancement on an errant throw. No stealing home.
- Run Limits: A team can score 5 runs per half inning. If a team enters their at-bat trailing by 5 or more runs, then they can score enough runs such that they go up by 1 run. There is no continuation beyond the run limit stated herein.
- Hit by Pitch (HBP): Batter will be awarded first base if HBP by a player-pitcher.
- Pitching limits – NO pitching limits for 8C games, pool or bracket.

3. Other Rules Across 8U:

1) The Designated Player DP/Flex will not be used.

2) No courtesy runners shall be used except in case of injury while on offense, the last out may be used for the injured player. If a player cannot bat and run the bases the next time through the line-up, they will be declared ineligible for the remainder of the game for safety reasons. No out will be recorded unless the team has gone short-handed (less than 9 players). Coaches are asked to use their best discretion/judgement during these circumstances.

3) Overthrows rules – UPDATED:

No batter-runner can advance to second base as a result of an errant throw to first base. All other runners may advance one (+1) base past the base they are going to on an errant throw to first base with liability of being put out if the base stays in live ball territory. On a throw to any other base or position, all runners may advance one (+1) base past the base they are going to. Any subsequent errant throws after the overthrow shall be treated as a new situation and follow the same rule. At the conclusion of a play, the umpire may return all runners not put out and advancing beyond the base they were entitled to at the time of the throw with liability of being put out.

Batted ball remains **LIVE** until pitcher has possession within the pitcher's circle.