



2026 WSC GRAND SLAM RULES

NFHS rules with some modifications listed below.

8U - Plays with 10 Defensive players.

9U-17U - plays with only 9 players on defense.

RUN RULES. 12 runs after 3 innings. 8 runs after 4 innings. 6 runs after 5 innings. (exception if losing team has not had all participants bat we will flip flop the next inning for them to bat).

No Slash Bunts. (showing bunt, pulling back and then swinging the bat) Batter will be called OUT on an attempt, even if the player doesn't make contact. Base runners return to the base they started at if stealing on the pitch. If the batter makes contact and the play results with a more favorable outcome for the defensive team, they can take that option if they wish.

TIME LIMITS

POOL GAMES - 8U-17U - 1 hour 30 minute time limit. **NO NEW INNING.** The next new inning begins immediately after the 3rd out is recorded in the previous inning. (There's no hard stop unless home team is winning and batting when time runs out)

BRACKET GAMES – 8U-17U- 1 Hour 35 min Time limits & run rule is IN effect for ALL games for all ages.

CHAMPIONSHIP GAMES –8U-17U – 1 Hour 40 min Time Limit & run rule is IN effect for ALL games.

ALL GAMES 6 INNINGS WILL BE A COMPLETE GAME.

TIME WILL START IMMEDIATELY AFTER COIN FLIP OR IN BRACKET WHEN HOME TEAM IS INSTRUCTED TO TAKE FIELD.

Courtesy runner for pitcher and catcher of record can be used. Must be last batted out if using continuous lineup. If batting 9 or 10 players and using subs, the courtesy runner must be a substitute that's not in the current batting order.

Pool play games END in a tie if time runs out OR if 6 innings are completed. There are NO extra innings in pool play games. **CONSOLATION GAMES ALSO CAN END IN A TIE.**

Bracket play games cannot end in a tie. In the event of a tie game after regulation innings OR time limit, this is how the game will proceed for each new inning needed until there's a winner. Bases loaded, 1 out, 1-1 count to start every batter. The last 3 outs (batted or on bases) from prior inning will be the runners.

Games can start up to 45 minutes early. Please be ready to play early if we can get them going.

Teams can use a lineup of 9 players, 10 players with an EH, or all available players on team. Teams can also use a DH. NFHS rule for DH.

In the event a player is legitimately injured during the game, and cannot continue, the next time that batter comes up, he/she is skipped in the order. No penalty. This player cannot return to that game in any capacity.

May 1, 2026 is the age cutoff for all divisions.

Each age division has 1 pool for standings/seeding after pool play games. In the event of ties in the standings, we will use the following tie breakers. A tie is ½ win ½ loss.

- 1) Record
- 2) Head to Head (only if 2 teams)
- 3) Runs Allowed
- 4) Runs Scored
- 5) Coin Flip

Coin Flip will decide Home/Away teams in pool play games. Better seed will be home team for all bracket play games.

NO METAL CLEATS, NO GUM OR SUNFLOWER SEEDS ON TURF FIELDS!

If a team is using a continuous batting order and has a player ejected for any reason, that player's turn in the batting order becomes an out when it comes up. If a team is batting 9 or 10 players and started the game with subs, and has a player disqualified for any reason, they must use an ELIGIBLE sub for the disqualified player. An eligible sub is considered a player that hasn't yet entered the game to bat, pitch, or play the field.

NO PITCHING RULES FOR THE TOURNAMENT. Coaches/parents discretion.

Players may only play for 1 team PER age division in the tournament.

BATS

No bat rules for 8U-14U.

15U-17U – Bats must be either BBCOR -3 or Wood Bat.

AGE SPECIFIC RULES

8U- No leadoffs. Base stealing only allowed after ball crosses the plate.

No runner can score on a passed ball. Ball must be put in play by the batter to have any run score.

No balks.

No drop 3rd strike. Batter is out regardless if ball is caught by the catcher or not.

1 time through lineup max per inning (if one team has less than another team they may hit that as many players as the other team is batting for max 1 time through)

43 foot mound/60 foot bases

9U & 10U– No leadoffs. Base stealing only allowed after ball crosses the plate.

No balks.

Infield Fly Rule is in effect.

No drop 3rd strike. Batter is out regardless if ball is caught by the catcher or not.

46 foot mound. 65 foot bases.

If a runner leaves the base before the ball crosses the plate, the runner must return to that base. If there's a strike called on the pitch, the strike will stand. If there's a ball called on the pitch, the pitch will not count. If the ball is put in play and an out is recorded, the out will stand. If the ball is put in play and doesn't result in an out, the runner goes back to the base and the batter goes back to the batter's box. If the same runner leaves the base early 2x in the same inning, that runner is out.

11U–

Leadoffs

1 balk warning per pitcher

50 foot mound/70 foot bases

12U –

Leadoffs

1 balk warning per pitcher

50 foot mound/70 foot bases

13U – 17U

60'6" mound/90 foot bases

No Balk Warnings

Infield Fly Rule is in effect for all ages.

TEAMS ARE REQUIRED TO REMOVE THEIR TRASH FROM DUGOUTS. Please help keep the parks clean! The local communities appreciate our rental of the parks please help them keep their beautiful parks clean.

There's a no carry in policy at all fields! Please support local concession stands. Violators will be asked to leave.

Please be respectful to opposing teams, coaches, fans and umpires.

***WSC RESERVES ALL RIGHTS TO ADJUST RULES, SCHEDULES, FORMAT AT ANY TIME DUE TO RAIN OR ANY UNFORSEEN CIRCUMSTANCES TO MANAGE THE TOURNAMENT AS NECESSARY.
