

McPherson Summer Slam -2026 Tournament Rules

All playing rules will be in accordance with Kansas NBC Hap Dumont rules and any changes set forth below.

- 1. A PREGAME COIN FLIP WILL DECIDE HOME TEAM IN POOL PLAY. IN BRACKET PLAY THE LOWER SEED WILL BE THE HOME TEAM. IF THE SEEDS ARE THE SAME, A COIN FLIP WILL DECIDE HOME OR VISITOR. THE HOME TEAM WILL KEEP THE OFFICIAL BOOK. VISITORS WILL DO THE SCOREBOARD.**
- 2. TEAMS MAY BAT THEIR WHOLE ROSTER (WHICH MEANS FREE DEFENSIVE SUBSTITUTION). IF YOU DON'T BAT YOUR ENTIRE ROSTER, SUBSTITUTES MUST BAT IN THE PLAYERS SPOT THEY ARE REPLACING. ONE RE-ENTRY FOR ANY STARTER HITTING OR FIELDING. RE-ENTRY MUST BE IN THE SAME SPOT IN THE BATTING ORDER.**
- 3. A PITCHER WILL BE REMOVED FOR THE REMAINDER OF THE GAME IF THE COACH VISITS MORE THAN ONCE IN AN INNING. ONCE A PITCHER IS REMOVED FROM THE PITCHER POSITION HE MAY NOT PITCH AGAIN IN THE SAME GAME.**
- 4. DROPPED THIRD STRIKE RULES IN EFFECT FOR AGES 9 THROUGH 14.**
- 5. NO MODIFIED RULES FOR STEALING, LEAD-OFFS OR SCORING ON A PASSED BALL. (9 -14 AGE GROUP)**
- 6. 6 RUN LIMIT PER INNING FOR 9U THROUGH 14U. (NO OPEN LAST INNING). CONTINUOUS RUNS DO NOT COUNT.**
- 7. 6 INNINGS FOR 8U through 13U. 7 INNINGS FOR 14U. POOL PLAY CAN END IN A TIE. ONCE TIME RUNS OUT, IF A TEAM IS MATHEMATICALLY ELIMINATED, EVEN IF IT'S IN THE MIDDLE OF AN INNING, THE GAME WILL END.**
- 8. RUN RULE OF 15 RUNS AFTER 3 INNINGS, 10 RUNS AFTER 4 INNINGS, AND 8 RUNS AFTER 5 INNINGS**
- 9. 1 HOUR 15 MIN. TIME LIMIT FOR 8U. 1 HOUR 30 MIN TIME LIMIT FOR 9-12U. 1 HOUR 45 MIN TIME LIMIT FOR 13U-14U. NO NEW INNING WILL START WITHIN 5 MINUTES OF TIME LIMIT. GAMES CAN START UP TO 30 MIN EARLY.**

10. **WE WILL NOT BE COUNTING INNINGS ON YOUR PITCHERS, BUT PLEASE DO NOT OVER USE THEM.**
11. **9 AND 10 YEAR OLD - ONE BALK WARNING PER PITCHER PER GAME. ALL OTHER AGES - NO WARNING ON BALKS.**
12. **POOL PLAY WINNERS – THE FOLLOWING TIEBREAKER WILL DETERMINE THE SEEDING OR THE WINNER OF THE TOURNAMENT DEPENDING ON FORMAT:**
 - 1) WIN/LOSSES/TIES, 2) HEAD TO HEAD, 3) FEWEST RUNS ALLOWED, 4) RUNS SCORED, 5.) COIN TOSS. 6) WHEN MORE THAN TWO TEAMS ARE TIED WITH WINS AND LOSSES THE HEAD TO HEAD WILL BE THROWN OUT AND GOES TO RUNS ALLOWED, RUNS SCORED AND THEN COIN FLIP.
13. **IF A PLAYER IS EJECTED FOR ANY REASON AND YOU ARE BATTING THE ENTIRE LINEUP, AN OUT SHALL BE RECORDED WHEN THAT PLAYER’S POSITION COMES UP IN THE LINEUP. IF YOU ARE BATTING THE ENTIRE LINEUP AND A PLAYER IS REMOVED DUE TO INJURY OR SICKNESS, THAT SPOT IN THE LINEUP WILL BE SKIPPED AND THE TEAM WILL NOT BE CHARGED AN OUT.**
14. **UMPIRES ARE NOT TO BE ADDRESSED BY SPECTATORS BEFORE, DURING OR AFTER THE GAMES. COACHES ONLY WILL BE PERMITTED TO ADDRESS AN UMPIRE AND THEN ONLY FOR THE PURPOSE OF A RULE INTERPRETATION OR FORMAL PROTEST. PROTESTING A CALL OR ARGUING WITH UMPIRE WILL NOT BE PERMITTED OR TOLERATED.**
15. **NO PROTEST ALLOWED ON PLAYS THAT ARE UMPIRE JUDGMENT. ALL PROTESTS INVOLVING A RULE INTERPRETATION WILL BE SETTLED IMMEDIATELY FOLLOWING THE PLAY IN QUESTION. FINAL DECISION REGARDING INTERPRETATION OF THE RULE WILL REST WITH THE TOURNAMENT DIRECTOR OR HIS/HER DESIGNEE. WHEN APPEAL IS MADE IT NEEDS TO BE MADE BY THE TEAM MANAGER.**
16. **ALL TEAMS AND SPECTATORS ARE RESPONSIBLE FOR CLEANING DUGOUTS AND BLEACHER AREA PROMPTLY AFTER THE GAME.**
17. **EH OR EXTRA HITTER CAN BE USED IN ALL DIVISIONS.**

18. **COURTESY RUNNER MAY BE USED FOR CATCHER OR PITCHER THE RUNNER SHALL BE THE LAST OUT OF THE INNING OR DESIGNATED SUB, IF NOT BATTING FULL LINEUP.**
19. **THE SLIDE RULE IS IN EFFECT. NO JUMPING OVER THE CATCHER WILL BE ALLOWED YOU WILL BE CALLED OUT AND POSSIBLY EJECTED FROM THE GAME. MAKE SURE TO SLIDE ON ALL CLOSE PLAYS AT SECOND BASE, THIRD BASE OR HOME.**
20. **TOURNAMENT HELPERS AND DIRECTORS AND ALL THAT ARE INVOLVED IN THE TOURNAMENT ARE NOT RESPONSIBLE FOR ACCIDENTS, INJURIES, LOST OR STOLEN ITEMS. LOST AND FOUND WILL BE AT THE GATE TABLE.**
21. **PLEASE BE ADVISED THAT ALL BRACKET GAMES MUST RESULT IN A WINNER. IF A GAME REMAINS TIED AFTER THE TIME LIMIT HAS EXPIRED OR AT THE START OF EXTRA INNINGS, THE CALIFORNIA TIE-BREAKER RULE WILL BE IMPLEMENTED. UNDER THIS RULE, THE LAST OFFICIAL BATTER FROM THE PREVIOUS INNING WILL BE PLACED ON SECOND BASE TO START THE NEW INNING.**
22. **METAL SPIKES ARE NOT ALLOWED AT ANY MCPHERSON FACILITY.**
23. **THERE ARE NO BAT RESTRICTIONS FOR THIS TOURNAMENT.**
24. **THE TOURNAMENT DIRECTORS MAY AT HIS DISCRETION BAN ANY PLAYER, MANAGER, COACH OR SPECTATOR FOR UNSPORTSMAN LIKE CONDUCT OR REFUSAL TO ABIDE BY THE TOURNAMENT RULES.**
25. **REFUNDS FOR TEAMS DUE TO RAIN OUTS- FULL REFUND IF NO GAMES PLAYED, ONE GAME PLAYED 50% REFUND TWO GAMES PLAYED NO REFUND.**
26. **EACH TEAM WILL PROVIDE TWO GAME BALLS SUITABLE FOR PLAY FOR EACH GAME. THEY WILL BE RETURNED AT THE END OF THE GAME.**
27. **HEAD TOURNAMENT DIRECTORS ARE: DAWAYNE STOS & RORY RIERSON. Dawayne @ 620-245-1535 or Rory @ 620-755-2653 If there is the possibility of rain out or bad weather, we will notify you via email and text on the exposure events app.**

8U RULES

- 1. Five “hittable” pitches. The umpire has discretion to award an extra pitch if he/she determines it was “unhittable”. As long as the player fouls the last pitch, they continue the at bat. Three swinging strikes is an out and a foul ball counts as a strike.**
- 2. The inning ends after six runs or three outs, whichever comes first. Runs are not continuous.**
- 3. Six innings or no new inning after 1 hour 15 minutes.**
- 4. Four outfielders for a total of 10 defensive players allowed. The 10th defensive player must be an outfielder.**
- 5. Pitcher’s circle. If the ball hits the machine, it is a dead ball and the hitter is awarded 1st base with any other runners moving up one base.**
- 7. No stealing, lead offs, infield fly rule, or walks.**
- 8. All players on the line up are in the batting order.**
- 9. Free substitution.**
- 10. Center of pitching machine is 43 feet from the back of home plate. Machine is set around 40 to 45 mph.**
- 11. Pitcher must be within 8 feet to the right or left parallel to the machine**