



**Westlake Agoura
Girls Softball Association**

**2026 SUMMER SLAM ALL-STAR TOURNAMENT
OFFICIAL RULES**

Revised March 4, 2026

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Westlake Agoura Girls Softball

2026 SUMMER SLAM ALL-STAR TOURNAMENT OFFICIAL RULES

USA Softball rules will apply in all divisions except as modified by these Westlake Agoura Girls Softball (“WAGS”) Summer Slam tournament (“Tournament”) rules. The following include the general rules for all divisions, except as may be modified below by the “Special Rules” for the 6U and 8U Divisions.

A. Eligibility

- a. All teams must be Recreation League or All-Star teams made up from leagues with Classification B or C. No travel ball or club teams with Classification A will be permitted.
- b. All teams are limited to a maximum of a 15 player roster.

B. Etiquette and Code of Conduct

- a. Managers and coaches are responsible for the conduct of their players, assistant coaches, parents, and all other persons associated with their team.
- b. Unruly and unsportsmanlike behavior will NOT be tolerated. This includes, but is not limited to, directing any negative, obscene or offensive comments to, or continuous shouting or screaming at, an umpire, player, coach or spectator on the opposing team or Tournament official. Any participant or person in attendance must also refrain from any violence, bullying or otherwise threatening behavior.
- c. All team cheers from the dugout shall be appropriate and considerate of the opponent.
- d. Any and all disputes that may arise during a game shall be resolved between the managers ONLY (i.e. no assistant coaches, parents, players or spectators should get involved) and in consultation with the umpire as necessary.
- e. There shall be NO yelling any loud or sudden noises that may disrupt play by an opposing player, coach or spectator.
- f. Any manager, assistant coach, player, parent or spectator deemed to be in violation of these etiquette and Code of Conduct rules may be ejected from a game, the next game and/or Tournament entirely, as described below.

C. Check-In

- a. Field captains will have rosters for each team if the league or manager submitted rosters on the tournament website or to the Tournament Director. If a league or manager does not submit rosters prior to the tournament, pre-printed rosters, with Manager and Coaches cell phone numbers, must be submitted to the Field Captain at check-in (at location of first game) at least one (1) hour prior to the team's first pool play game. Team rosters become frozen at check-in time and no changes are allowed after check-in.
- b. USA Softball Official Roster or USA Softball ID cards for all team members are required. Teams may provide birth certificates with a recent picture in lieu of USA Softball ID cards. A copy of the league insurance must also be presented at the time of check-in if the team does not have USA Softball ID cards. Coaches will be given wrist bands and must wear them to be in the dugout.

D. Ground Rules

- a. No more than four (4) adults will be allowed in the dugout for each team during the game. All adults must have wrist bands
- b. For pool play games, the home team for each game shall be determined by a coin flip prior to the start of the game. The first team listed on the schedule will occupy the first base dugout, and the second team listed on the schedule will occupy the third base dugout (unless either is already occupied by the next opponent from the game before).
- c. For elimination bracket games, the higher seeded team is the home team. The higher seeded team will occupy the third base dugout. If the teams are equally seeded, the team listed on top of the bracket will occupy the first base dugout (unless either is already occupied by the next opponent from the game before) and the home team is decided by a coin flip.
- d. The home team must provide a scorekeeper and such individual will be designated as the official scorekeeper for that game. The official scorecard shall be kept by the field umpire and must be turned into the Field Captain by the umpire immediately following the end of each game.
- e. The Tournament will provide the following game balls:
 - i. 6U will play with the 10" IncrediBall
 - ii. 8U will play with the 10" Sof-Dot RIF1
 - iii. 10U will play with the 11" DreamSeam
 - iv. 12U and 14U will play with the 12" DreamSeam
- f. Pitching Distances:

- i. 6U and 8U – 30 ft
 - ii. 10U – 35 ft
 - iii. 12U – 40 ft
 - iv. 14U – 43 ft
- g. Game forfeiture time is the official start time. There is no grace period.
- h. USA Softball re-entry rules apply with one exception. If any injury occurs and no one is left to re-enter, a player may re-enter to replace the injured player for defense only. Her turn at bat will be skipped without penalty.
- i. Run Maximums:
 - i. 6U and 8U – Four (4) run maximum per team per inning
 - ii. 10U and 12U – Six (6) run maximum per team per inning
 - iii. 14U – No run limits apply per inning
- j. During pool play, all divisions will bat round robin. With round robin, the manager has free substitution on defense and the option to use a courtesy runner for the pitcher and/or catcher. The courtesy runner will be the last recorded out (unless it is the pitcher and/or catcher, in which case, it will be the previous recorded out).
- k. During elimination bracket and championship games:
 - i. 6U, 8U and 10UC will continue to bat round robin.
 - ii. Managers in 10UB, 12U, and 14U may elect any of the five (5) approved USA Softball line-up constructions utilizing the corresponding substitution rules (line-up must be declared to the umpire at the plate meeting along with proper line-up card):
 - 1. Round Robin (unlimited defense substitution)
 - 2. 9 players
 - 3. DP/Flex
 - 4. One Extra Player (EP)
 - 5. DP/Flex with Extra Player (EP)
- l. USA Softball Run Ahead/Mercy rules will be in effect, except in the 6U division.
- m. Defensive Players in the Field:

- i. 6U and 8U – 10 players in the field (four (4) in the outfield)
 - ii. 10U, 12U and 14U – Nine (9) players in the field
- n. Copies of lineups must be given to the umpire, the opposing team, and the official scorekeeper.
- o. Missing/Late-Arriving Players:
 - i. If the line-up construction is Round Robin, a player arriving late does not have to be listed in the line-up card to play in the game.
 - ii. The manager must notify the umpire and opposing manager that a player will be arriving late at the plate meeting. Upon arrival, that player must be inserted into the last batting spot immediately upon arrival and without delay and will be eligible to play on defense with notification to the umpire and the opposing manager.
 - iii. If using one of the other 4 line-up constructions, the late-arriving player must be listed as an EP or a Substitute for the game.
 - iv. Upon arriving, that player should be listed on your roster (different than line-up), even if they are unavailable early in the Tournament so they may be eligible if available later in the Tournament.
- p. Injured Players (all line-up constructions):
 - i. If an injury occurs during a game, the injured player may be removed from the line-up. If the player misses her turn at bat for such injury, NO OUT will be recorded, but the player may not re-enter the game in any capacity and the line up will be reduced for the remainder of the game.
 - ii. Should a player become injured at the plate (during her at bat) or on the base paths, a courtesy runner (last out) may run for that player (as would be done for a pitcher or catcher).

E. Time Limits

- a. Pool play games will have a time limit of 1 hour and 20 minutes after which no new inning may start. Games may end in a tie.
- b. Elimination games will have a time limit of 1 hour and 20 minutes after which no new inning may start. USA Softball tie-breaker rules will be used thereafter to determine a winner.
- c. Championship games will be 1 hour and 30 minutes after which no new inning may start, or seven (7) innings, whichever comes first. USA Softball tie-breaker rules will be used thereafter to determine a winner.

- d. Should the home team lead at any point after the conclusion of the top half of the inning (i.e., visiting team has completed their at-bat) and after the expiration of time, the game shall end and be final after the completion of the at-bat (i.e., finish the batter). All subsequent runs through that last batter will count toward the final score.
- e. In any game, should either team trail by more than the maximum run limit when time expires, the game shall end and be final after the completion of the at-bat (i.e., finish the batter). All subsequent runs through that last batter will count toward the final score.
- f. Due to tight scheduling, we request that all post game activities take place after the team has evacuated the field and dugout.
- g. All time limits for 6U are provided in the “6U Division Special Rules” below.

F. Ejections & Protest

- a. Umpires and/or Tournament officials shall have the responsibility of ejecting coaches, players, or spectators for abusive language or other acts that are contrary to the objective and purpose of USA Softball.
- b. Any Manager, Coach or Player ejected from a game shall remain ejected for the remainder of the game and must sit out the next game. Upon ejection, the individual must leave the vicinity of the field.
- c. All protests will be handled on the field at the time of the protest by the Umpire in Charge, the Tournament Director or the WAGS Division Director for the respective division. Umpire decision protests will be handled by the Umpire in Charge. All decisions are final.
- d. The Tournament Committee will resolve any situation not covered by the above rules or in the USA Softball rule book. All Tournament Committee decisions will be final.

G. Tiebreaker System

- a. The Tournament will follow the tiebreaker system, in order, as listed below:
 - i. Win-Loss Record in Pool Play
 - ii. Head-to-Head Competition in Pool Play
 - iii. Best Run Differential in Pool Play Games (max differential per game is 8)
 - iv. Fewest Runs Allowed in Pool Play Games
 - v. Coin Toss

- b. If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie remains, the two remaining tied teams will revert back to step #2 and repeat the tiebreaker criteria from that point in order to break the tie.

H. Field Rules

- a. Metal cleats are not allowed in any division except for 14u, unless playing at the Westlake Community Field.
- b. Jewelry is not allowed per USA Softball rules. If an umpire directs a player to remove a piece of jewelry, she must do so or she will not be allowed to play in that game.
- c. No tobacco products, alcohol, drugs, vaping or e-cigarettes are permitted at any of the fields or parking lots during the Tournament.
- d. Dogs or other pets are not allowed at any of the Tournament fields.
- e. RV Parking: Overnight RV Parking is prohibited in Agoura Hills, Westlake Village, Thousand Oaks, and Oak Park. No RV Parking is allowed in the field parking lots.
- f. No artificial noise makers of any type are allowed during games.

I. 6U Division Special Rules

a. Game Length

- i. Pool play games will be stopped after 1 hour and 15 minutes or at the end of the 5th inning, whichever comes first. A batter in the box when time expires will be allowed to finish her at bat.
- ii. If the inning is incomplete when the time expires, and either the visiting team has not completed batting or the visiting team is ahead, then score will revert back to the previous completed inning.
- iii. If the inning is incomplete when the time expires, and if one-half inning has been completed (i.e., the visiting team has completed batting) and the home team is ahead, then the game will end at that point with the home team wins.
- iv. Ties will stand.
- v. Elimination games will not start a new inning after 1 hour and 15 minutes or 5 complete innings, whichever comes first.
- vi. USA Softball tie-breaker rules will be used thereafter to determine a winner.

- vii. Championship games will not start a new inning after 1 hour and 30 minutes or six (6) complete innings, whichever comes first. USA Softball tiebreaker rules will be used thereafter to determine a winner.

B. General Rules

i. The home team will be responsible for providing an official scorekeeper. In addition to the score, the scorekeeper shall report the total number of outs each team recorded on the scorecard, at the end of each pool play game.

ii. Bases will be set at a 60' distance.

iii. Coach pitching distance is 30 feet from home plate. A chalked circle will be drawn around the center of the pitching area and will be called the "pitcher's circle." Coach pitchers must pitch from the pitcher's plate.

iv. The coach pitcher cannot coach base runners from the pitcher circle, nor can he/she coach the batter after the ball is hit.

v. After a ball is put in play, the coach pitcher MUST get out of the way of defensive team players who are attempting to field the ball. If the coach is hit by a batted ball the play remains live.

vi. Violations of rule *B iv* and/or *B v* will result in a dead ball out and all runners will be returned to the last base occupied at the start of the play.

vii. Only the Manager is allowed to communicate with the umpire regarding rules or play situations. Likewise, the umpire has final say on all calls – NO EXCEPTIONS!!

C. Offensive Rules

i. Four (4) runs maximum per inning.

ii. Round robin batting order must be used in the 6U division. Every player must bat.

iii. Each batter receives up to a maximum of 5 pitches (unlimited foul balls on 5th pitch) from a coach and can swing more than 3 times without striking out. There will be no use of a tee, if a batter fails to make contact on the 5th pitch a strikeout will be recorded.

iv. There will be a 15-foot arc in front of home plate extending from the first base line to the third base line. A batted ball coming to rest inside the arc line (with no part of the ball touching the foul line) is considered a foul ball.

v. Base runners cannot leave their base until after the ball is hit. If a runner is off the base when a ball is hit the play will be marked dead, and the runner will be called out. There is a cold home plate.

vi. Base runners may not steal. There is no dropped third strike. There is no infield fly rule.

vii. For any ball hit in play, play will be stopped and declared dead when the ball is returned and crosses the plane of the occupied pitchers circle with intent by the defending team, regardless of where the ball ends up. If the base runner(s) have already passed the halfway line at the time the ball enters the pitcher's circle, they will advance to that base(s). Otherwise, they will return to the last base that was reached safely. Once a ball is declared "dead", it cannot be made "alive" again.

viii. All runners may advance one base only on an overthrown ball.

ix. The umpire will determine if an overthrown ball has gone out of play at which point all runners are awarded one base from the last base legally touched at the time the ball left the field of play.

x. There may be two adult offensive coaches, one at the first base coaching box, and one at the third base coaching box, in addition to the adult pitcher. All other coaches must be in the dugout.

xi. Bunting is not allowed under any circumstances.

D. Defensive Rules

i. No more than 10 defensive position players will be allowed on the field at one time.

ii. With 10 players on the field, there must be four (4) outfielders.

iii. All outfielders must be standing in the outfield at least 10 feet behind the baseline at the beginning of each play.

iv. Two coaches are allowed in the outfield when their team takes the field.

v. The catcher must remain in the defensive catching position until after the ball has been hit.

E. Tiebreaker System

i. In the 6U Division, the tournament will follow the tiebreaker system, in order, as listed below:

1. Win-Loss Record in Pool Play
2. Head-to-Head Competition in Pool Play
3. Best Run Differential in Pool Play Games (max differential per game is 8)
4. Fewest Runs Allowed in Pool Play Games
5. Most Outs Recorded between Tied Teams
6. Coin Toss

ii. If, in the event of a 3-way tie, the 3-way tie is broken either before step #4 or upon completion of step #4 and a 2-way tie remains, the two remaining tied

iii. teams will revert back to step #2 and repeat the tiebreaker criteria from that point in order to break the tie.

J. 8U Division Special Rules

a. Offensive Rules

- i. Four (4) runs maximum per inning.
- ii. Round robin batting order must be used in the 8U division. Every player must bat.
- iii. There is a cold home plate. A runner can only score on a hit ball or being forced in by a walk, hit batter, an overthrow that remains in play or illegal pitch. Baserunners may not steal home.
- iv. There is no dropped third strike.
- v. A runner may only steal one base per pitch. A runner can be put out if she attempts to steal more than one base. If a runner steals more than one base safely, play stops and the runner will be returned to the prior base.
- vi. For any overthrow on a batted ball, runners may try to advance as many bases as they wish, including home, as long as the ball remains in-play. If the ball goes out of play, only one base is allowed on an overthrow.
- vii. There is no infield fly rule.

b. Defensive Rules

- i. No more than 10 defensive players will be allowed on the field at one time. With 10 defensive players, four (4) must be outfielders.
- ii. Outfielders must remain on the grass (or a distance of 10 feet behind the baseline if a large dirt or synthetic turf field is being used) until the ball is put into play.