

The background features a large, faded watermark of the Little League logo. The logo is circular with a blue border containing the text "LITTLE LEAGUE" at the top and "CHARACTER" on the left and "GROWTH" on the right. In the center is a shield with a baseball field and a baseball. The shield is flanked by two red and white rectangular shapes.

The Little League Tournament

*Tournament Points of
Emphasis*

Points of Emphasis

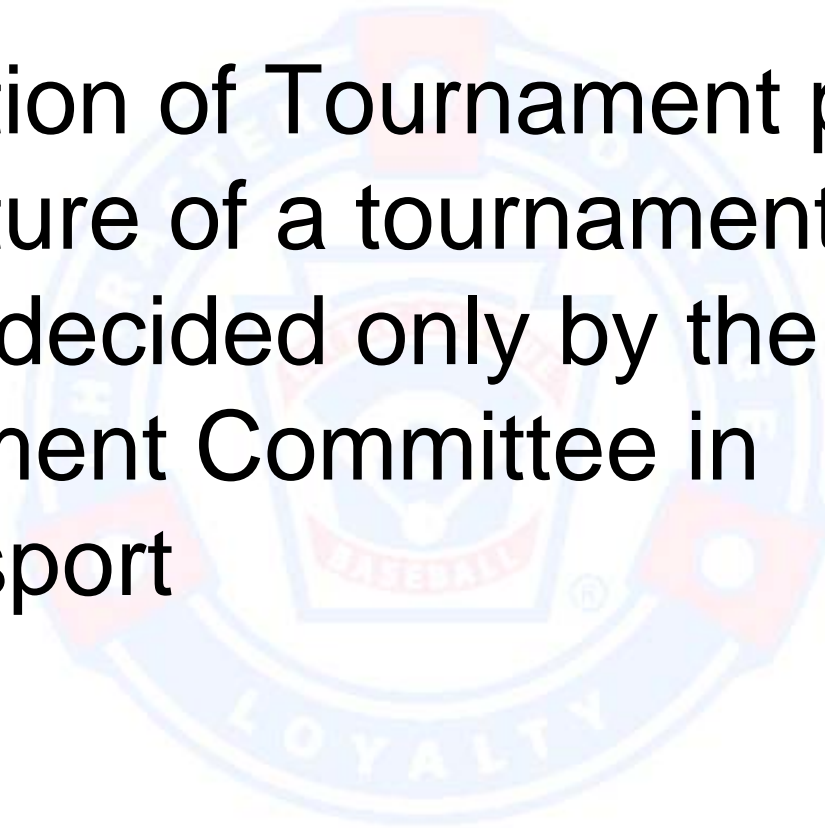
- District Administrator is responsible for scheduling and supervising all district tournament games
- All International Tournaments are authorized by the Board of Directors
- Leagues opting to participate must do so with full understanding of the rules and regulations

Responsibility

- Once the tournament season starts, authority is vested solely in the Tournament Committee in Williamsport
- There will be no waivers or resorting to local rules or other variation unless granted explicitly from the Tournament Committee in Williamsport.

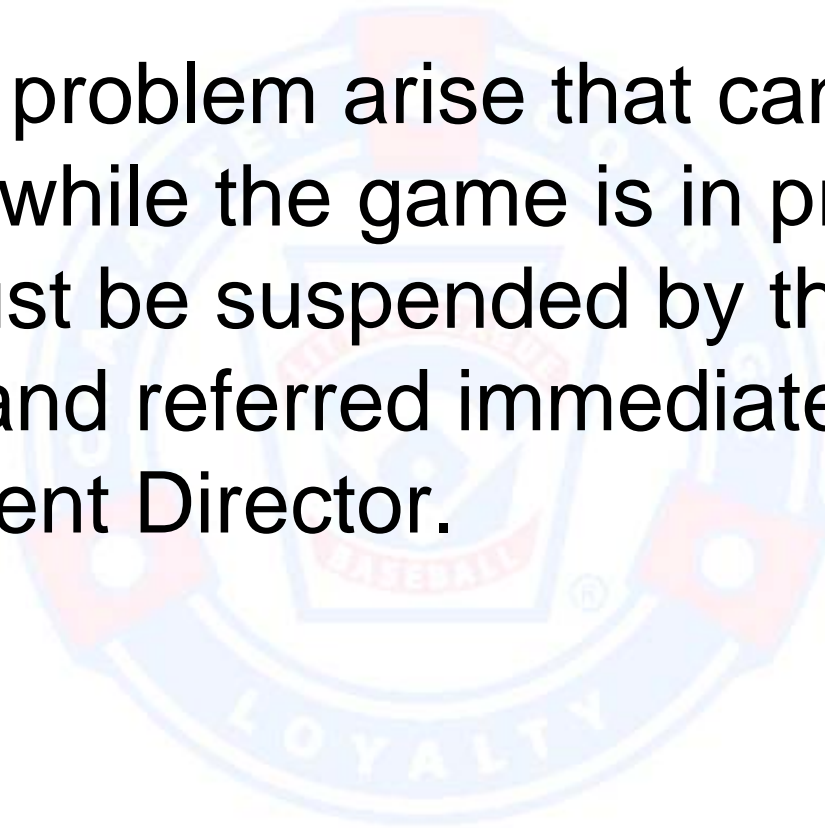
Responsibility

- Revocation of Tournament privileges or forfeiture of a tournament game may be decided only by the Tournament Committee in Williamsport



Chain of Command

- Should a problem arise that can't be resolved while the game is in progress, the game must be suspended by the Umpire-in-Chief and referred immediately to the Tournament Director.



Chain of Command

- If the problem is still unresolved, the game must remain suspended and the issue must be referred to the **Regional Director** by the **Tournament Director**.
- If the problem is still unresolved, the game must remain suspended and the issue must be referred to the **Tournament Committee** by the **Regional Director**.

Chain of Command

If the Tournament Committee deems any player to be ineligible, by league age, residency, participation in other programs, or participation in less than one-half the regular season games, it may result in forfeiture of tournament game (s), and/or suspension or removal of personnel from tournament play, and/or suspension or removal of personnel or teams from further Little League activities, and/or suspension or revocation of the local league's charter. These actions can only be taken by the Tournament Committee in Williamsport.

Tournament Playing Rules

- The Official Little League Baseball Playing Rules shall govern tournament play.



Tournament Playing Rules

1. **FIELDS:** All fields are considered neutral. The home team shall be determined by the toss of a coin, the winner having the choice.
2. **PLAYING RULES:** A copy of the Official Little League Baseball Regulations and Playing Rules and the Tournament Rules and Guidelines must be available at each tournament site and at the time the game is to be played. This is the responsibility of the Tournament Director. Written ground rules established by the Tournament Director or assistant must be reviewed with both managers and umpire-in-chief at least ten (10) minutes before the start of the game. It is suggested the same be available to news media if requested.

PITCHING RULES - LITTLE LEAGUE BASEBALL, 9 & 10 YEAR OLD, 10 & 11 YEAR OLD DIVISION

These rules replace the regular season pitching regulations. ***Violation of these pitching rules is subject to protest and forfeiture by decree of the Tournament Committee in Williamsport if protested before the umpire(s) leave the playing field.***

- a. Any player on a tournament team may pitch. (**NOTE:** There is no limit to the number of pitchers a tournament team may use in a game.)
- b. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.
- c. Pitchers once removed from the mound may not return as pitchers.

PITCHING RULES - LITTLE LEAGUE BASEBALL, 9 & 10 YEAR OLD, 10 & 11 YEAR OLD DIVISION

- d. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:11-12	85 pitches per day
10 and under	75 pitches per day

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

Note 1: Intentional Walk – Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base on balls. The umpire-in-chief waves the batter to first base. The ball is dead.

PITCHING RULES - LITTLE LEAGUE BASEBALL, 9 & 10 YEAR OLD, 10 & 11 YEAR OLD DIVISION

- e. Pitchers league age 12 and under must adhere to the following requirements:
 - If a player pitches 46 or more pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 to 45 pitches in a day, one calendar day of rest must be observed.
 - If a player pitches 1 to 20 pitches in a day, no rest is required.
- f. A player may not pitch in consecutive games. **Exceptions** – A player may pitch in consecutive games if:
 1. less than 21 pitches were pitched in the previous game, or,
 2. the previous game was at another level, and the pitcher has received the required number of days of rest as noted in (e.) above. (Levels are District, Section, State, Division, Region, and World Series.)
- g. A player may not pitch in more than one game in a day.

Forfeits – Bench / Dugout

- **FORFEITS:** No game may be forfeited or a team disqualified without the authorization of the Tournament Committee. Violations which may result in forfeiture or disqualification must be reported immediately to the Regional Director before further play takes place which would involve a team or teams affected by such action.
- **BENCH/DUGOUT:** No one except the players, manager and coach (es) shall occupy the bench or dugout during a game. Base coaches may be players, or adults. Two (2) adult base coaches are permitted at all levels.

Visits

- A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule.
- When permission is granted the manager or coach will be permitted **to go to the mound** to confer with the pitcher or any defensive player(s). A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
- A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.
- The rule applies to each pitcher who enters a game.
- **NOTE:** Only one offensive time-out will be permitted each inning.

Injury/Illness

- If a player is injured or becomes ill during a game, the decision of a doctor (if present) or medical personnel will be final as to whether or not the player may continue in the game.

MANDATORY PLAY: 9-10 Year Old Division, 10-11 Year Old Division, Little League

- **Every player on a team roster shall participate in each game for a minimum of three (3) consecutive defensive outs and bat at least one (1) time.**
 - a. **Managers are responsible for fulfilling the mandatory play requirements.**
 - b. **There is no exception to this rule unless the game is shortened for any reason. NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth inning (or any extra inning) due to winning the game.**
 - c. **Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:**

MANDATORY PLAY: 9-10 Year Old Division, 10-11 Year Old Division, Little League

- **1. a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;**
 - **2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 9-10 and 10-11), or;**
 - **3. a manager willfully and knowingly disregards the requirements of this rule.**
- **A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. Violation may result, by action of the Tournament Committee, in further suspension, forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation.**

MANDATORY PLAY: 9-10 Year Old Division, 10-11 Year Old Division, Little League

- d. For the purposes of this rule, “three (3) consecutive defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while three consecutive outs are made; “bat at least one (1) time” is defined as: A player enters the batters box with no count and completes that time at bat by being put out or by reaching base safely.**

Substitutions / Re-entry

- This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play.
 - a. If illness, injury or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.
 - b. Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.
 - c. **A substitute entering the game for the first time may not be removed prior to completion of her/his mandatory play requirements.**

Substitutions / Re-entry

- d. **Defensive substitutions must be made at the time the team takes the field defensively. Offensive substitutions must be made at the time the offensive player has her/his turn at bat.**
- **NOTE 1:** See definitions in Rule 9 d above on complying with this rule defensively and offensively.
 - **NOTE 2:** A player who has met the mandatory play requirements, and is a pitcher at the time she/he is removed, may be removed for a substitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound.

Substitutions / Re-entry

- e. A starter and his/her substitute must not be in the lineup at the same time, except as provided in Rule 10-a.
- f. Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.
- g. Rule 7.14, Special Pinch Runner, will apply during tournament.

Suspended Games

- Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played.
- ***EXCEPTION:*** *In the event that the first inning is not completed, the game shall be re-played from the beginning and all records, including pitching, disregarded. Incomplete (not regulation) or tie games are considered suspended games.*

Ten Run Rule

- If at the end of a regulation game, one team has a lead of ten (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.
- ***NOTE:*** *If the visiting team has a lead of ten (10) or more runs, the home team must bat in their half of the inning.*

Regulation Game

- Each tournament game must be played to the point of being an official game:
 - a. Regulation games are of four or more innings in which one team has scored more runs than the other three and one-half (3 1/2) if the home team is ahead.
 - b. Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must **NOT** be resumed. This does not mean games suspended or delayed by weather that may still be resumed before darkness or curfew on the same day.

Altercations / Ejections

- **ALTERCATIONS:** Any player, manager, coach or official who is involved in a physical or verbal altercation at the game site could be suspended or removed from tournament play by the Tournament Committee.
- **EJECTIONS** - Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). Ejections shall be noted in the tournament team's affidavit on the Team Note page. Entry should include member's name and date ejected and signed by the Tournament Director or District Administrator.

Questions?

