

**2017 Little League Baseball Tournament Rule Summary**

|  | <b><u>10U</u></b>   | <b><u>12U</u></b> |
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| <b>Max Roster Size</b>                                 | 16  |                   |
| <b>Baseballs</b>                                       | RS-T Marked baseballs Required  |                   |
| <b>Mandatory Play</b>                                  | <p>If a team has 13 or more players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of 3 consecutive defensive outs and bat at least 1 time.</p> <p>If the team has 12 eligible players or few in uniform at a game, then every player on a team roster shall Participate in each game for a minimum of 6 consecutive outs and at least bat once.</p> |                   |
| <b>Game Length/ Time Limits</b>                        | <p>Six Innings- and two and a half hour time limit will be enforced<br/>No time limit for Medal Games</p> <p>2 points for a win – 1 point for a tie</p>   |                   |
| <b>Pitch Count per day</b>                             | MAX= 75   | MAX= 85           |
| <b>Pitch Count</b>                                     | <p>1-20 pitches (no rest), 21-35 pitches: 1 Calendar day<br/>36-50 pitches, 2 Calendar days rest, 51-65 pitches: 3 calendar days, 66+: 4 Calendar Days</p>  |                   |
| <b>Pitching in Multiple Games</b>                      | *** May only pitch in one game per day.***  |                   |
| <b>Consecutive games</b>                               | Pitching in consecutive games is allowed if it's not in the same day and follow rest requirements   |                   |
| <b>Pitching in suspended game resumed the next day</b> | <p>If pitcher pitched 20 or fewer pitches, may continue – pitch count starts at zero.</p> <p>If 21-40 pitches may continue – pitch count picks up from previous game.</p> <p>If 41 or more pitches, not eligible. If another game intervenes, see Rule 4(h) intervenes</p>  |                   |

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| <b>Pitcher returning to mound</b>       | Pitchers once removed from the mound may not return as pitchers.  |   |
| <b>Pitcher/Catcher</b>                  | A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.   |   |
| <b>Reversion Rule</b>                   | If a pitcher reaches a day(s) of rest threshold while facing a batter,<br>the pitcher may continue to pitch until any one of the following conditions occurs:<br>1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter. |   |
| <b>Substitutions</b>                    | Defensive: Must be made as team takes the field, or while team is in the field.<br>Offensive: Must be made as player comes to bat, or while player is on base.  |   |
| <b>Defensive Conferences</b>            | Two per inning, pitcher must be removed from mound on third visit in inning. Three per game, pitcher must be removed from mound on fourth visit in game.  |   |
| <b>Mercy Rule</b>                       | 10-Run Rule= After 4 innings, 3 ½ if home team is ahead   |   |
| <b>3<sup>rd</sup> Strike Not Caught</b> | Batter is Out   | Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out. |
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| <b>On Deck Batters</b>                  | Not allowed. Only the leadoff batter is permitted outside the dugout between innings.   |
| <b>Special Pinch Runner</b>             | Twice a game, but not more than once an inning. Only once per player.   |
| <b>Adults</b>                           | 1 manager and 2 coaches allowed regardless of number of players.  |
| <b>Base Coaches</b>                     | Two adult base coaches may be used at all levels, provided there is an adult in the dugout.   |
| <b>Protests</b>                         | <p><b>Playing rule or improper substitution:</b> Must be made before next pitch, play or attempted play</p> <p><b>Mandatory play (Certain Amount of innings for each player):</b> As soon as the facts become known – Penalty: Coach suspended two games</p> <p><b>Ineligible pitcher or player:</b> As soon as facts become known, but before either teams' next game.</p> |
| <b>Player Re-entry (Starter or Sub)</b> | Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute entering the game for the first time may not be removed prior to completion of his/her mandatory play requirements.  |
| <b>Inclement Weather</b>                | <p>Lightning- 30 minute wait, per lightning strike</p> <p>Complete game 3 ½ or 4 innings before beings called</p> <p>Any cancelation / rescheduling issues will come from HQ</p>  |
| <b>Grace Period</b>                     | All teams will be given a 15 minute grace period beginning at the start time of their scheduled game. At the end of 15 minutes if a team official has not contacted the Nutmeg State Games Administration a forfeit will be declared.   |
| <b>Starting and Finishing a Game</b>    | All teams must start with nine (9) players. Any team that does not have enough players to start the game will forfeit. Teams cannot borrow a player from another team. Teams are allowed to finish with eight (8) players.  |
| <b>Where Coaches can stand</b>          |   |

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| <p style="text-align: center;"><b>Bat Rules</b></p>   | <p>It shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less;</p> <p>Illegal Bats: Protest must be made before next batter steps into the batter's box. Manager and Player ejected, one less eligible adult base coach</p>   |
| <p style="text-align: center;"><b>Batters Box</b></p> | <p>After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.</p> <p>Warning, then strike.</p> <p><b><u>Exceptions</u></b></p> <ul style="list-style-type: none"> <li>• On a swing, slap, or check swing<br/>-Afterwards, they may step out; Rule 6.06(a) states that if both feet are not on in the box on a hit, the batter is out.</li> <li>• When forced out of the box on a pitch</li> <li>• When the batter attempts a "drag bunt"</li> <li>• When the catcher does not catch the pitched ball</li> <li>• When a play has been attempted</li> <li>• When time has been called</li> <li>• When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catchers box.</li> <li>• On a three ball count pitch that is a strike that the batter thinks is a ball.</li> </ul> |
| <p style="text-align: center;"><b>Forfeiture</b></p>  | <p>Results in a 6-0 loss for the team who forfeited</p>   |

