

2018 Little League Baseball Tournament Rule Summary

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

Pitcher returning to mound	Pitchers once removed from the mound may not return as pitchers. A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game but only once per game.	
Pitcher/Catcher	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.	
Reversion Rule	If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 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.	
Substitutions	<u>Defensive substitutions</u> must be made while the team is on defense. <u>Offensive substitutions</u> must be made at the time the offensive player has her/his turn at base or is on base.	
Defensive Conferences	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.	
Mercy Rule	10-Run Rule= After 4 innings, 3 ½ if home team is ahead	
3rd Strike Not Caught	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.

On Deck Batters	Not allowed. Only the leadoff batter is permitted outside the dugout between innings.
Special Pinch Runner	Twice a game, but not more than once an inning. Only once per player.
Adults	1 manager and 2 coaches allowed regardless of number of players.
Base Coaches	Two adult base coaches may be used at all levels, provided there is an adult in the dugout.
Protests	<p>Playing rule or improper substitution: Must be made before next pitch, play or attempted play</p> <p>Mandatory play (Certain Amount of innings for each player): As soon as the facts become known – Penalty: Team Manager suspended for the next two scheduled tournament games.</p> <p>Ineligible pitcher or player: As soon as facts become known, but before the umpire(s) leave the field at the end of the game.</p>
Player Re-entry (Starter or Sub)	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.
Inclement Weather	<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>
Grace Period	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.
Starting and Finishing a Game	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.
Where Coaches can stand	In the dugout while their team is in the field or in the 1 st base coach & 3 rd base coach box.

<p>Bat Rules</p>	<p>It shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2 5/8) 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>Batter's Box</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>Rule 6.03 – the batter's legal position shall be with both feet within the batter's box</p> <p><u>Exceptions</u></p> <ul style="list-style-type: none"> • On a swing, slap, or check swing • When forced out of the box on a pitch • When the batter attempts a "drag bunt" • When the catcher does not catch the pitched ball • When a play has been attempted • When time has been called • 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. • On a three ball count pitch that is a strike that the batter thinks is a ball.
<p>Forfeiture</p>	<p>Results in a 6-0 loss for the team who forfeited</p>