

**2021 Little League Baseball Tournament Rule Summary**

	<b><u>10U</u></b>	<b><u>12U</u></b>
<b>Max Roster Size</b>	16	
<b>Baseballs</b>	RS-T Marked baseballs Required. Will be provided by CSMG.	
<b>Mandatory Play</b>	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.	
<b>Game Length/ Time Limits</b>	Six Innings- and two and a half hour time limit will be enforced No time limit for Medal Games  2 points for a win – 1 point for a tie	
<b>Pitch Count per day</b>	MAX= 75	MAX= 85
<b>Pitch Count</b>	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	
<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>	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><b>Pitcher returning to mound</b></p>	<p>Pitchers once removed from the game 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.</p>
<p><b>Pitcher/Catcher</b></p>	<ul style="list-style-type: none"> <li>• 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.</li> <li>• Any player playing the catcher position for 3 innings or less may pitch; they are only able to throw at most 21 pitches to be allowed to return the catcher position. If a pitcher reaches the 21 pitches while facing a batter they are allowed to remain as pitcher and keep their catcher eligibility until <ul style="list-style-type: none"> <li>• The batter is retired</li> <li>• The batter reaches base</li> <li>• The half inning is over</li> </ul> </li> </ul>
<p><b>Reversion Rule</b></p>	<p>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.</p>
<p><b>Substitutions</b></p>	<p><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.</p>
<p><b>Defensive Conferences</b></p>	<p>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.</p>
<p><b>Mercy Rule</b></p>	<p>10-Run Rule= After 4 innings, 3 ½ if home team is ahead</p>

<p><b>3<sup>rd</sup> Strike Not Caught</b></p>	<p>Batter is Out</p>	<p>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.</p>
<p><b>On Deck Batters</b></p>	<p>Not allowed. Only the leadoff batter is permitted outside the dugout between innings.</p>	
<p><b>Special Pinch Runner</b></p>	<p>Twice a game, but not more than once an inning. Only once per player.</p>	
<p><b>Adults</b></p>	<p>1 manager and 2 coaches allowed regardless of number of players.</p>	
<p><b>Base Coaches</b></p>	<p>Two adult base coaches may be used at all levels, provided there is an adult in the dugout.</p>	
<p><b>Protests</b></p>	<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: Team Manager suspended for the next two scheduled tournament games.</p> <p><b>Ineligible pitcher or player:</b> As soon as facts become known, but before the umpire(s) leave the field at the end of the game – Penalty: Whenever it is found that an illegible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game and the game shall be continued under protest or not as the protesting manager decides.</p>	
<p><b>Player Re-entry (Starter or Sub)</b></p>	<p>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.</p>	
<p><b>Inclement Weather</b></p>	<p>Lightning and Thunder- 30 minute wait, per lightning strike  Complete game if 3 ½ or 4 innings played before being called  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>	In the dugout while their team is in the field or in the 1 <sup>st</sup> base coach & 3 <sup>rd</sup> base coach box.
<b>Equipment Inspection</b>	All equipment used by teams (bats, helmets, catcher's equipment) must be put outside of dugouts for umpire inspection at least 20-25 minutes before start of game. Catcher's mask MUST have throat guard or it cannot be used.
<b>Bat Rules</b>	<p style="text-align: center;"><b>Rule 1.10 – Baseball</b></p> <p>The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).</p> <p>Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2<math>\frac{5}{8}</math> inches for these divisions of play. Additional information is available at <a href="http://LittleLeague.org/batinfo">LittleLeague.org/batinfo</a>.</p> <p>It shall not be more than thirty-three (33) inches in length nor more than (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><b>Batter's Box</b></p>	<p><b>Rule 6.03 – the batter's legal position shall be with both feet within the batter's box</b></p> <p><u>Exceptions</u></p> <ul style="list-style-type: none"> <li>• On a swing, slap, or check swing</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>One Warning and after that the umpire will give the batter a strike, unlimited strikes allowed.</p>
<p><b>Forfeiture</b></p>	<p>Results in a 6-0 loss for the team who forfeited</p>
<p><b>Key Rule Changes as of 2021</b></p>	<ul style="list-style-type: none"> <li>• <b>Regulation IV(i), Rule 2.00, and Tournament Rule 9 –</b> Revises mandatory play to require a player to run the bases after one at-bat, if they reach base until they are retired, score, or the inning or game ends.</li> </ul>