

2019 Little League Baseball Tournament Rule Summary

Updated 29-May-2019

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Intermediate (11/12/13)	Juniors (12/13/14)	Seniors (13-16)	
Non-wood Bats	USABat Certification Required			USABat or BBCOR		BBCOR	
Mandatory Play	13+ players: Minimum of 1 at bat. 12 or fewer players: Minimum of 1 at bat and 6 consecutive defensive outs. Substitute entering game for first time may not be removed until this is met.					Does not apply	
No new inning after	Midnight			12:30 AM		1:00AM	
Pitchers	Pitches/Day	8-year-old: 50	9- or 10-year-old: 75	11- or 12-year-old: 85	13- to 16-year old: 95		
	Rest	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.				1 – 30: no rest; 31 – 45: 1 day; 46 – 60: 2 days; 61 – 75: 3 days; 76+: 4 days.	
	Multiple Games	May only pitch in one game per day			If < 31 pitches thrown in first game.		
	Consecutive Games	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch on 3 consecutive days regardless of circumstances.					
	Suspended Game Resumed Next Day	If 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)				Same, except 30/60 pitches instead of 20/40	
	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, but only once per game.		
		Special case: See Rule 10.c Note 2				N/A	
	Catching	A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. A player who has played catcher in four or more innings in a game may not then pitch on that calendar day. Play catcher for < 4 innings then throw 21 or more pitches cannot catch again that day. (31 pitches for 15/16 year-olds)					
Intentional Walk	Prior to any pitches being thrown, defense may request an "unpitched" intentional walk. 4 added to pitch count.			Pitches must be thrown.			
Player Re-entry	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.					Starters may re-enter to their original spot <u>once</u> . Subs may not re-enter.	
Substitutions	Defensive: Must be made as team takes the field, or while team is in the field. Offensive: Must be made as player comes to bat, or while player is on base.						
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed from mound on second visit in inning or third visit in game.		Same. Each pitcher has his/her own "count" of visits, which resumes if pitcher returns to mound later in the game.			
Mercy Rule	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.			15 runs after 4 innings, 3 ½ if home team is ahead 10 runs after 5 innings, 4 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.			Allowed.			
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.						
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.						
Special Pinch Runner	Once per inning, no more than twice per game, any player not currently in the batting order may run. A player may only be removed for a special pinch runner once per game.						
Adults	11 or fewer players: 1 manager and 1 coach. Player must coach one of the bases. 12 or more players: 1 manager and 2 coaches. May use 2 adult base coaches.						
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game.						
Unsportsmanlike Conduct	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager shall be ejected from the game.						
New Tiebreaker Rule	Starts in 8 th inning			Starts in 9 th inning			

This chart is intended as a reference summary of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.

Managers and Coaches [Baseball, Softball]

Divisions: All divisions of Baseball and Softball

Synopsis: Restricts the number of adults in the dugout or on the field to one manager and one coach when a tournament team has eleven (11) or fewer eligible players are at the game site at the start of a game.

Managers/Coaches in the Dugout

If a tournament team has twelve (12) or more eligible players in uniform at the game site at the start of a game, then the maximum of three (3) adults who are named on the affidavit (or authorized replacements as noted on the affidavit) will be permitted to act as manager/coaches for that game. However, if a tournament team has eleven (11) or fewer eligible players in uniform at the game site at the start of a game, then a maximum of two (2) adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit, or must be authorized temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not permitted to be in the dugout or on the field during that game. **NOTE:** Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout. See 4.05(b).

Tournament Rule 14 – Tie Breaker [Baseball, Softball]

Divisions: All divisions of Baseball and Softball

Synopsis: Added a rule concerning tie games after 6 innings for 8- to 10-, 9- to 11-, and Major Division, and 7 innings for Intermediate (50-70) Division, Junior, and Senior League Divisions.

Tournament Rule 14

14. TIE GAME: When the completion of six innings [**Intermediate (50-70) Division/ Junior/Senior League: seven innings**] and the score is tied, the following tie-breaker will be played to determine a winning team: a. The seventh inning [**Intermediate (50-70) Division/Junior/Senior League: eighth inning**] will be played as normal. b. Starting in the top of the eighth inning [**Intermediate (50-70) Division/Junior/ Senior League: ninth inning**], and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. **EXAMPLE:** If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

Tournament Rule 9 (Mandatory Play) [Baseball, Softball]

If a team has 12 or fewer players in uniform at the start of a game, and is: a. Visiting Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the bottom half of the fourth inning (Intermediate/Junior: fifth inning) into one of the next six (6) positions in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat. b. Home Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the top half of the fifth inning (Intermediate/Junior: sixth inning) into one of the next three (3) positions in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.

If a team has 13 or more players in uniform at the start of a game, players must be inserted into the line-up to bat offensively during the: a. Visiting Team: fourth or fifth inning, or as one of the first three batters in the sixth inning (Intermediate/Junior: fifth or sixth inning, or as one of the first three batters in the seventh inning), that will allow their one at-bat to be satisfied. b. Home Team: fourth inning or as one of the first three batters in the fifth inning (Intermediate/Junior: fifth inning or as one of the first three batters in sixth inning), that will allow their one at-bat to be satisfied.