

2026 New Jersey District 18 Little League

# District Tournament Rules Review Meeting



*little  
league*

# LITTLE LEAGUE NJ DISTRICT 18

## Mike Desmond

- District Administrator (2025-2028 Term)
- 10 Year Volunteer
- Immediate Past League President - Brick
- Played at Brick National LL
- Former Sports Marketing Executive
  - BlueClaws
  - Yankees
  - Mets
  - Somerset Patriots
- 2 Sons: 13 year old and 11 year old



# LITTLE LEAGUE NJ DISTRICT 18



## About NJ D18:

- Formed in 1968 (Split form NJ D11)
- 9 Leagues in District
- 2 LLWS Championships, 7 Appearances
- 2026 Performance:
  - 4 State Banners: LLB, LLS, 9-11B, 9-11S



**Little League**  
**Baseball**



**Little League**  
**Softball**



# LITTLE LEAGUE INTERNATIONAL



Baseball	
8 Year Old	8 Special Games
10 Year Old	8-10B
11 Year Old	9-11B
12 Year Old	LLB
50/70	50/70
Junior League	JLB
Senior League	SLB

Softball	
8 Year Old	8 Special Games
10 Year Old	8-10S
11 Year Old	9-11S
12 Year Old	LLS
Junior League	JLB
Senior League	SLB



# Tournament Contact Information

## Little League Tournament Resources

<http://njdistrict18.com>

<http://www.littleleague.org/tournament-resources>

## District Administrator

**Mike Desmond**

**[mikedesmondnj18@gmail.com](mailto:mikedesmondnj18@gmail.com)**

Report Scores/Results

**Game Day Tournament Director ---> Mike Desmond**

Updated Schedule & Brackets: [njdistrict18.com](http://njdistrict18.com)



# Tournament Resources

## Download & Print: Tournament Rules Summary

## Download & Print Tournament Rules

### Tournament Rules and Guidelines

### Tournament Rules and Guidelines

**Little League Baseball®, 8- to 10-Year Old Division, 9- to 11-Year-Old Division, Intermediate (50-70) Division, Junior League, and Senior League Baseball**  
*Points of Emphasis in Bold Italic*

Tournament play started in Little League in 1947. Conduct of tournament play by District Administrators began in 1956 following the first Little League International Congress. Today, responsibility for scheduling and supervising all District tournament games comes under jurisdiction of the District Administrator. Little League International has the right to appoint Tournament Directors at other levels of tournament play.

The Tournaments of Little League have grown year by year until today they have become the outstanding, in fact, the only exposure that the majority of the public sees. In many cases, they are the criterion by which Little League is judged. Proper conduct at tournament time imposes a large responsibility upon all concerned. Good judgment and exemplary disciplines are demanded if Little League tournaments of the future are to remain worthwhile in the public esteem.

The Little League Baseball Tournament, 8- to 10-Year-Old Division Baseball Tournament, 9- to 11-Year-Old Division Baseball Tournament, Intermediate (50-70) Division, Junior League, and Senior League Tournaments are authorized by the Little League International Board of Directors. Leagues which exercise the option to participate in Tournament Play must pledge they will do so with full knowledge of the rules and in agreement that the rules will be upheld.

### RULES

Except where noted in these Tournament Rules and Guidelines, the Little League Baseball Official Regulations and Playing Rules will be used in the conduct of the 8- to 10-Year-Old Division Tournament, the 9- to 11-Year-Old Division Tournament, the Little League Baseball Tournament, the Intermediate (50-70) Division, Junior League, and Senior League Tournaments.

### 8- to 10-Year-Old Division & 9- to 11-Year-Old Division

The objective of the 8- to 10-Year-Old Division and 9- to 11-Year-Old Division Tournament is to provide eight-, nine-, and ten-year-old players, and nine-, ten-, and eleven-year-old players, the opportunity to participate in a baseball tournament at the District, Sectional, and State levels at the conclusion of the regular season. Leagues are strongly encouraged to place the maximum number of players (14) on the Tournament

## 2025 Little League Baseball Tournament Rule Summary

Updated 20-April-2025

	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)
<b>Non-wood Bats</b>	USA Bat Certification Required			USA Bat or BBCOR		BBCOR
<b>Mandatory Play</b>	<i>Replaced with mandatory use of continuous batting order.</i>					Does not apply
<b>No new inning after</b>	Midnight			12:30 AM		1:00AM
<b>Pitches/Day</b>	8-year-old: 50		9- or 10-year-old: 75		11- or 12-year-old: 85	
<b>Rest</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.					1 – 30: no rest; 31 – 45: 1 day; 46 – 60: 2 days; 61 – 75: 3 days; 76+: 4 days.
<b>Multiple Games</b>	May only pitch in one game per day				If < 31 pitches thrown in first game.	
<b>Consecutive Games</b>	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch on 3 consecutive days regardless of circumstances.					
<b>Suspended Game Resumed Next Day</b>	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
<b>Returning to Mound</b>	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.		
<b>Catching</b>	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)					
<b>Intentional Walk</b>	<b>Once per batter, team may request an "unpitched" intentional walk. Remaining pitches are added to pitch count.</b>					
<b>Player Re-entry</b>	Continuous batting order is required. Players may be entered or re-entered defensively at any time.					Any player who has been removed for a sub may re-enter in the same position in the batting order.
<b>Defensive Conferences</b>	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.		
<b>Mercy Rule</b>	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		
<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.				
<b>On-Deck Batters</b>	Not allowed.			Allowed.		
<b>Illegal Bat</b>	Batter is out (unless defense opts for result of play). Batter and manager both ejected.					
<b>Batter's Box</b>	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.					
<b>Special Runners</b>	<b>With two outs, a courtesy runner may be used for pitcher or catcher of record. Runner must be the player in the batting order who made the last out.</b>					Special pinch runner twice per game
<b>Adults</b>	<b>One manager and two coaches permitted regardless of number of players</b>					
<b>Protests</b>	<b>Playing rule or improper substitution:</b> Must be made before next pitch, play or attempted play. <b>Mandatory play:</b> As soon as the facts become known. <b>Ineligible pitcher or player:</b> As soon as facts become known, but before either teams' next game.					
<b>Unsportsmanlike Conduct</b>	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, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.					
<b>Tiebreaker Rule</b>	Starts in 7 <sup>th</sup> inning			Starts in 8 <sup>th</sup> inning		



# AFFIDAVITS

Reviewed by League President

Approved by District 18 Administrator or ADA Staff

Keep entire package with you at all times

All replacements must be approved by DA and East Region

Replaced party cannot return

Temporary replacement of manager/coach allowed,  
Except if Manager/Coach was ejected from last game



# TEAM AFFIDAVIT VERIFICATION DATES

## Dates, Times, and Locations

### Manchester Little League

**Mon, June 8th 6:00 PM to 8:30 PM**

### Brick Little League

**Wed, June 10th 6:00 PM - 8:30 PM**

### Berkeley Little League

**Mon, June 15 6:00 PM - 8:30 PM**



# GAME DAY PROCEDURES

Game Issues Chain of Command:

Game Umpire Crew Chief

Game Tournament Director

District Administrator

Little League Tournament Committee

NJ D18 Website ([www.njdistrict18.com](http://www.njdistrict18.com))

Updated Schedules/Results



# TYPICAL PREGAME SCHEDULE

Arrive At Least One Hour Before Game Time

Home Team I/O is 25 minutes before first pitch

Away Team I/O is 15 minutes before first pitch

Manager and Umpire Conference is 5 minutes before  
first pitch

**THERE ARE NO EXCEPTIONS!**



# NUMBER OF MANAGERS/COACHES

**All Levels of Little League**

**1 Manager and 2 Coaches**

**If you only have one Coach, he/she must remain in the dugout**

**Scoreboard (Book or GameChanger) must be Operated from the Dugout**



# MANAGERS/COACHES UNIFORMS

All Managers/Coaches must have matching polos and wear either khaki shorts/pants. Hats to be worn forward.

Shoes must be worn. No sandals or cleats.

Failure to have the proper coaching attire is grounds for the coach to be restricted to the dugout.



# MANAGERS/COACHES CONDUCT

We expect all adult personnel to act with the highest amount of sportsmanship.

We understand things happen in the heat of a game, however you must be a positive role model for the players.

Failure to act in good sportsmanship is grounds for immediate ejection from the game. This carries an additional one game suspension!



# MANAGERS/COACHES CONDUCT

Ejected Manager/Coach/ Player must leave  
game and complex

Suspended for next officially played game  
and not allowed at the next game



# PARENTS/FAN CONDUCT

Please help Game/Tournament Officials keep parents under control.

District 18 has zero tolerance for unruly behavior from fans.

We can (and will) remove unruly fans from the complex.



# GAME DAY ESSENTIALS

## Player EQUIPMENT AND UNIFORM

Uniforms must match and LL Patches worn on Left Shoulder.

Helmets NOCSAE approved without labels, paint or cracks.

Catcher must have dangling throat protector at all levels,

including hockey style mask

Male catchers must wear a protective cup.



# GAME OPERATIONS

**POOL PLAY:** Home Team listed on Schedule is Home

**BRACKET:** Coin Flip for Home / Away - Team on Top  
Bracket Calls

**X-Over:** Higher Seed Calls

**Home Team in 1st Base Dugout**

**Coin Flips by Tournament Director (1 Hour Prior to Start)**



# GAME OPERATIONS

**GAME BALLS:** Each Team provides 2 Game Balls at Plate Meeting with Umpires

If you run out of Game Balls - Contact your League President



# BENCH

## STRICTLY ENFORCED

Parents and spectators must remain in the stands during warm-ups and the game.

Only Managers/Coaches are allowed in the Dugout.



# CURFEWS

**Little League:** No inning starts after 12:00 AM

**50/70 & Junior:** No inning starts after 12:30 AM

**Senior League:** No inning starts after 1:00 AM

**NOTE:** An inning starts as soon as the last defensive out is made in the bottom of the previous inning



# POST-GAME REQUIREMENTS

See Tournament Director for Pitch Count  
Signature

Verify next game and announce to team

Count on traffic issues when planning travel

Don't forget your signed affidavit!



# RAIN OUTS AND MAKE UPS

Utilize Communication App to Communicate w/ Team

Check web site regularly for updates

Game stoppages are decided by the umpire crew.  
However, the tournament director decides when the  
game is suspended.

Managers/Coaches/Site Directors have very little say in  
the postponement of games



# FORFEITS

Can occur - avoid by knowing the rules

Enforced only by Williamsport Tournament Committee

## Some causes:

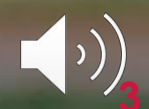
Illegal player or pitcher

Violation of mandatory play rule (not batting)





# 2026 Tournament Rules and Significant Updates



# 2026 RULE CHANGES: [CLICK HERE](#)

**Baseball and Softball – Rule 1.10 – Note 2 – Use of Pine Tar:** Permits the use of pine tar or any other similar adhesive substance at all levels of Little League Baseball and Softball.

**Baseball and Softball – Rule 1.10 – A.R. 2 – Products to Assist the Batter:** Updates wording to permit the use of thumb protectors and clarifies that products such as, but not limited to, choke-knobs and choke-up assists are not permitted.

**Baseball – Rule 1.11(a)(3) – Sleeves Worn by the Pitcher:** Removed the “neoprene” sleeve distinction in the rule to now include all sleeves.

**Baseball and Softball – Rule 3.04, 7.14(b), T-3(d) – Courtesy Runner:** Clarifies the placement of runners when a team courtesy runs for the pitcher and/or catcher of record with 2 outs at the same time.

**Baseball and Softball – Rule 3.17 – Malfunctioning One-Way Communication Device:** Clarifies that a reasonable amount of time must be provided to a team to correct a malfunctioning one-way communication device.

**Baseball and Softball – Rule 4.04 – Note 2 – When a Player is Injured, Becomes Ill, or Must Leave the Game Site:** Provides guidance for situations when a player is unable to complete a plate appearance or run after reaching base safely due to injury, illness, or ejection while using the continuous batting order during the regular season.



# PREGAME EQUIPMENT INSPECTION (TOURNAMENT)

- Summary: Umpires will not inspect equipment prior to the start of the game. The managers of both teams will confirm with the umpires at the plate conference that all equipment is proper and legal according to Little League Rules.
- PENALTY: *If illegal equipment is used during the game, the manager of the team will be removed for the remainder of the International Tournament, and the player who used the illegal equipment will be ejected from the game.*
  - For illegal bats, the offending team will additionally lose 1 eligible adult base coach for the duration of the game (TR-3b).a
- Providing Clarification: Identifying the difference between illegal, improper, and damaged/defective equipment and the associated penalties.



# USE OF ILLEGAL BAT

- In all divisions, the penalty for the use of an illegal bat (6.06(d)), if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:
  - The batter is out and runners must return if they advanced on the play (NOTE: the manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and;
  - The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.
  - The offending manager will be removed for the remainder of the International Tournament (T-3g)



# CLARIFYING THE PENALTY

Illegal Equipment: by rule, illegal equipment is limited to the use of an illegal bat, which is a bat that:

- Does not meet the specifications and/or requirements listed in 1.10.
- Is modified or altered, including the shaving and/or rolling of bats.
- **Does not include** the use of products such as choke-knobs, choke-up assists, or thumb-protectors.
- **PENALTY:** the offending player and the offending manager are ejected, and the offending team will lose one eligible adult base coach for the duration of the game. **Rule 3.01** – The offending manager is removed from the International Tournament.

Improper Equipment: is not illegal equipment.

- Examples include a catcher's mask without a dangling throat protector, skull caps, metal spikes (LL division and below), or choke-knobs, choke-up assists, or thumb protectors.

Defective / Damaged Equipment: is not illegal equipment.

- Examples include a cracked batting helmet or one that is missing an earpad.
- **Clarification:**
  - Defective or damaged equipment must be removed from the game once discovered and **is not** subject to immediate ejection as outlined in Rule 3.01.



# CLARIFYING THE PENALTY

- Continued use of damaged or defective equipment after removal from the game is subject to ejection under Rule 9.01(b).



# MANDATORY PLAY □ CONTINUOUS BATTING ORDER

- A continuous batting order includes all players on the team affidavit present at the start of the game to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order.
- There is no longer a defensive requirement to mandatory play with the move to the continuous batting order.
- Continuous batting order does not apply to Senior Divisions of play.
- A player may be entered and/or re-entered defensively in the game at any time.  
(**NOTE:** Returning to the mound or circle after being removed as pitcher is restricted.)



# INJURY, ILLNESS, MUST LEAVE

- If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will **skip over** him/her when his/her time at bat comes up **without penalty**.
- If the injured, ill, or absent player returns, he/she is merely **inserted into their original spot** in the order and **the game continues**.
- If a player **arrives later** to a game site, if the manager chooses to enter him/her in the lineup, he/she would be **added to the end of the current lineup**.
- **(D)** If a player is unable to complete a plate appearance, the next batter in the lineup shall take his/her place at the plate and assume the count.
- **(E)** If a runner is unable to run the bases, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable.



# UNCAUGHT THIRD STRIKE

- The batter may advance on an uncaught third strike (Rule 6.05 / 6.09).
- **This rule will not apply for the 8–10-year-old division.**



# BASEBALL –

## PLAYERS RETURNING TO PITCH

- Summary: Provides consistency and clarification in the wording that a pitcher, in the **Intermediate (50/70) Division / Junior / Senior Baseball**, remaining on defense in the game but moving to a different defensive position, can return as pitcher anytime in the remainder of the game, but only once per game.

# SOFTBALL –

## PLAYERS RETURNING TO PITCH

- Summary: This change allows a pitcher who has been removed from the circle to return as pitcher regardless of whether she moves to a different defensive position or the bench.



## 2026 TOURNAMENT BRIEFING

# T4: BASEBALL PITCHING RULES

	8 YEAR OLDS	9-10 YEAR OLDS	11-12 YEAR OLDS	13-14 YEAR OLDS	SENIOR LEAGUE 13- 16 YEAR OLDS
Pitching Distance	46 Feet		Little League / Majors = 46 Feet Intermediate = 50 Feet Junior League = 60 Feet 6 Inches		60 Feet 6 Inches
Pitches Per Day	50	75	85	95	95
Days of Rest	1-20 Pitches = no (0) calendar day of rest required 21-35 Pitches = one (1) calendar day of rest required 36-50 Pitches = two (2) calendar days of rest required 51-65 Pitches = three (3) calendar days of rest required 66+ = four (4) calendar days of rest required				1-30 = No rest 31-45 = 1 day 46-60 = 2 days 61-75 = 3 days 75+ = 4 days
<b>Multiple Games</b>	May only pitch in one game per day			If less than 31 pitches thrown in first game.	
<b>Consecutive Games</b>	Pitching in consecutive games is allowed, subject to rest requirements. Pitchers may not pitch on 3 consecutive days.				
<b>Suspended Game Resumed Next Day</b>	If 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+ pitches = not eligible.				<30 = may continue 31-60 = may continue 61+ = not eligible
<b>Returning to Mound</b>	Pitchers once removed from the mound may not return as pitchers.			INT/JL/SL – A pitcher remaining in the game, but moving to a different defensive	



# T4: SOFTBALL PITCHING RULES

	8-10 DIVISION	9-11 DIVISION	LL DIVISION	JUNIOR LEAGUE	SENIOR LEAGUE
Pitching Distance	35 Feet		40 Feet	43 Feet	
Innings Per Day	12 Innings Per Day 12 Innings Per Game			NO RESTRICTIONS	
Rest	Six (6) or fewer innings in a day – no rest required Seven (7) or more innings in a day – 1 calendar day required			NO RESTRICTIONS	
Consecutive Games	Permitted – subject to rest requirements.			NO RESTRICTIONS	
Consecutive Days	If six (6) or fewer innings are pitched in the previous day, or if the pitcher of record in the continuation of a suspended game, the pitcher may pitch on consecutive days.			NO RESTRICTIONS	
Returning to the Mound	A pitcher removed from the circle or withdrawn from the game defensively can return as pitcher anytime in the remainder of the game, but only once in the same inning as she was removed.			<p>A pitcher removed from the circle or withdrawn from the game defensively can return as a pitcher anytime in the remainder of the game, but only once in the same inning as she was removed.</p> <p><b>SLSB:</b> A pitcher may be withdrawn from the game offensively or defensively and return as pitcher once per inning provided the return does not violate the substitution or visits per pitcher rules.</p>	



# COACHES WARMING UP PITCHERS

- In all divisions of the International Tournament, a manager or coach **may not** warm-up a pitcher as outlined in Rule 3.09.

This is a Regular Season Option only.



# COURTESY RUNNER

- All age groups except Senior Division
- A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs.
  - The Pitcher and/or Catcher of record are not required to meet the running portion of the definition of at-bat before being substituted for a courtesy runner.
  - The offense may use a Courtesy Runner for both the pitcher and catcher of record at the same time.
    - Example: 2 outs and the Pitcher is at 2B; Catcher is at 3B.
      - The player who made the second out of the inning will run for the Pitcher at 2B.
      - The player who made the first out of the inning will run for the Catcher at 3B.
- Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.



# SPECIAL PINCH RUNNER – SENIOR DIVISION ONLY

- Twice a game, but not more than one time per inning, a team may utilize **a player who is not in the batting order** as a special pinch-runner **for any offensive player.**
- **A player may only be removed for an SPR one time during a game.**
- The player for whom the pinch-runner runs is not subject to removal from the lineup.
- If the pinch-runner remains in the game as a substitute defensive or offensive player, this player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute, that player or any player not in the lineup, is again eligible to be used as a pinch-runner.



# INTENTIONAL WALK

- Rule 6.08(a)(2): outlines the intentional walk for all divisions of Baseball and Softball.
- The batter becomes a runner and is entitled to first base without liability to be put out when:
  - (a)(2) ALL DIVISIONS: the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.
  - NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defensive’s intent to walk the batter.
  - NOTE 2: The ball is dead, and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.



# INTENTIONAL WALK CONTINUED

- Rule 6.08(a)(2): a player may only be intentionally walked by announcing such decision to the plate umpire **one time during the course of the game.**
- This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.



# DEFENSIVE VISITS TO THE MOUND

- 9-11, LL, INT, JL, SL:
  - A manager/coach may come out **once in one inning** to visit with the pitcher, but the second time out, the player must be removed as pitcher.
  - The manager or coach may come out **twice in a game** to visit the pitcher, but the third time out, the pitcher must be removed as a pitcher.
  - This rule applies to each pitcher who enters the game.
- 8-10 Division:
  - A manager/coach may come out **twice in one inning** to visit with the pitcher, but the third time out, the player must be removed as pitcher.
  - The manager or coach may come out **three times in a game** to visit the pitcher, but the fourth time out, the pitcher must be removed as a pitcher.
  - This rule applies to each pitcher who enters the game.
- NOTE: 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.



# TIE GAME - EXTRA INNINGS

- Summary: Eliminates playing the seventh inning (or eighth inning **Intermediate / Junior / Senior League**) as normal.
- Now, the tiebreaker will begin immediately in the seventh inning (or eighth inning **Intermediate / Junior / Senior League**: eighth inning) by placing the player who is scheduled to bat last in that respective half inning on second base to begin each extra inning.



# REGULATION GAMES

- Each tournament game must be played to the point of being an official game:
  - 4 or more innings (or 3 ½ if the home team is ahead)
  - INT/JL/SL: 5 or more innings (or 4 ½)
- Regulation games (when a winner can be determined) terminated because of weather, darkness, or curfew, must be resumed if the visiting team ties or takes the lead in its half of the inning and the home team does not complete its at-bat or take the lead in an incomplete inning.
  - *Otherwise, the game and score reverts to the last completed inning after reaching the point of a regulation game.*
- This **does not apply** to games suspended or delayed by weather that may be resumed before darkness or curfew on the **same day**.



# SUSPENDED GAMES

- Any game in which a winner cannot be determined in accordance with the playing rules (4.10, 4.11, and 4.12) shall be resumed from the exact point at which it was suspended regardless of the number of innings played.
- Incomplete (not regulation) games are considered suspended games.

**NOTE: UMPIRES MAY STOP THE GAME, HOWEVER THE DISTRICT DETERMINES WHEN A GAME IS OFFICIALLY SUSPENDED.**

## **WHAT DOES THIS MEAN?**

All umpires, teams, game officials, etc. must wait for the District Administrator to officially suspend the game before leaving the complex.



# PITCHING & CATCHING IN A SUSPENDED GAME RESUMED THE NEXT DAY

## BASEBALL

- If 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+ pitches = not eligible.
- **SL/BB**30 = may continue
  - 31-60 = may continue
  - 61+ = not eligible
- **NOTES:**
  - Pitching in consecutive games is allowed, subject to rest requirements.
  - Pitchers may not pitch on 3 consecutive days.
- Catching in Suspended Games follows the normal guidelines for catching in a game/day.

## SOFTBALL

- If the pitcher of record in the continuation of a suspended game, the pitcher may pitch on consecutive days.
- 12 Innings Per Game.
- 12 innings Per Day.
- **JL/SL:** No Restrictions

# RUN RULE

- **8-10, 9-11, and 10-12 Divisions:**
  - 15 Runs after 3 innings (2 ½ if the home team is ahead)
  - 10 runs after 4 innings (3 ½ if the home team is ahead)
- **Intermediate, Junior League, & Senior League Divisions:**
  - 15 Runs after 4 innings (3 ½ if the home team is ahead)
  - 10 runs after 5 innings (4 ½ if the home team is ahead)
- NOTE: There is no 8-run rule in Tournament Play. This is a Regular Season Only Option.



# PROTESTS

Violation or interpretation of a playing rule

Make formal protest request to Chief Umpire immediately

**Exception: Mandatory play violation must be protested before umpires leave field**

Protest cannot be lodged if a subsequent play has occurred

Chief Umpire will escalate



# PROTESTS

## Use of an Ineligible Pitcher

Discovered during game:

**Protest will get escalated to Tournament Committee**

Discovered after game:

**Protest must be lodged before either team starts next game**

**Tournament Committee will render decision**



# PROTESTS

## Use of an Ineligible Player

Age, Residence, Program Participation, 60% Rule, Violation of Regulation I - XVII.

Prior to game:

Present complaint to TD or District Administrator for resolutions

During the game:

Lodge protest with Chief Umpire for escalation - Forfeit probable



# PROTESTS

## Use of an Ineligible Player

Age, Residence, Program Participation, 60% Rule, Violation of Regulation I - XVII.

After a game:

Lodge protest prior to playing the next game

**\*\*\*Tournament Committee ruling is final \*\*\***



# UMPIRE CONFERENCE PROCEDURES

Wait for play to end

Ask for Time to speak with Umpire and come onto field when permission given

Speak with Umpire who made the call

Note: There is no requirement for umpires to meet. They will not meet to discuss a judgement call (Fair/Foul, Safe/Out, Ball/Strike)

NOTE: A manager or coach is not allowed on the field without being granted permission

PENALTY: Subject to immediate Ejection



# Remember why we are here!



## Any Questions?



# THANK YOU!

- Understanding this information is critical to a safe, fair, and successful tournament.
- We appreciate and value you, and we thank you for your time and attention.
- Good Luck!

