



2026 DISTRICT 4 TOURNAMENT OF CHAMPIONS

REGULAR SEASON RULES WILL APPLY DURING THE T.O.C. except as noted in the following Local Rules

LOCAL RULES:

BATTING: The Continuous Batter Order has been adapted for use in the Tournament for all divisions. This means that every player on a team roster at the game is required to be in the batting order for the entire game. **See rule 4.04**

TIME LIMIT: There will be no time limit in the Majors tournament. In the Minor tournament, once 1 hour and 45 minutes has been played, the current inning will be completed. Exception, if the 1 hour and 45 minute time limit is reached prior to the sixth inning and one team cannot mathematically tie or take the lead due to the 5 run per inning rule, the game will end. The game time will begin at the conclusion of the pregame ceremonies when the PA announcer says, "PLAY BALL".

Regulation VII(h). There will be no time limit for the championship game. If a game is tied after 6 innings or the time limit is reached, the game will continue until a winner is determined. In any case, the Little League curfew of 10:00 pm will be in force. **Regulation X(a)**

FIFTEEN RUN RULE: The 15 run rule will be enforced after 2 ½ innings if the home team is ahead by 15 or more runs or 3 innings if the visiting team is ahead by 15 or more runs. **See rule 4.10 (e)**

TEN RUN RULE: The 10 run rule will be enforced after 3 ½ innings if the home team is ahead by 10 or more runs or 4 innings if the visiting team is ahead by 10 or more runs. **See rule 4.10 (e)**

EIGHT RUN RULE: The 8 run rule will be enforced after 4 ½ innings if the home team is ahead by 8 or more runs or 5 innings if the visiting team is ahead by 8 or more runs. **See rule 4.10 (e)**

BATTER IN BOX: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat with the exceptions noted in the Rule Book. **Rule 6.02(c)**

RUN LIMITS: (Minors only). The 5 run limit is in force for each inning except the 6th inning. **See rule 5.07.**

MINIMUM PLAY: All players will play defensively, at a minimum, every other inning. No player is allowed to sit out more than three (3) consecutive outs.

PLAYING WITH 8: A team must begin each game with at least 9 players. If a team does not have 9 players ready to play at game time, they shall forfeit the game. If during a game a team is reduced to 8 players due to injury, illness, or ejection, that team may complete the game with 8 players with the open spot in the batting order being an out every time that spot is due up.

COACHES: All managers/coaches must have an approved background check and proof of completion of the required Abuse Awareness training on file with District 4 to be on the field. The league is responsible for having the background check and abuse awareness completed and provided to District 4. Only one (1) manager and two (2) coaches will be allowed on the field at any time. This includes pre-game warm-ups. **Note:** During the game, 1 adult coach must be in the dugout at all times as per Little League rules.

ATTIRE: Open-toed footwear is NOT allowed on the field for any manager/coach.

DUGOUTS: All coaches and players are required to remain in the dugout for the duration of the game. Coaches or players seen outside of the dugout without prior permission from the umpire may not be allowed to re-enter and participate for

the remainder of the game. Coaches not coaching a base are required to be completely inside the dugout, unless being granted time by the umpire to discuss an item in the game. All buckets must be completely within the dugout as well. **Note:** This rule will be strictly enforced. Managers or coaches seen violating this rule will first be warned then subject to ejection from the game by the umpire.

FOUL BALLS: Players, managers, and coaches shall not chase foul balls that go into spectator areas. Players, managers, and coaches shall remain in the dugout or playing field at all times unless granted permission by the umpire.

PREGAME WARM-UP: Pregame warm-ups will be allowed on the field in the area immediately in front of the dugout. There will be no actual infield warm-up allowed on the field of play. Remember when players are swinging bats, they must also be wearing a batting helmet. "Bat in hand means helmet on head."

PITCHING/LINEUPS: Lineup cards must be turned into the Tournament Director least 30 minutes prior to game time. Pitching logs will be reviewed with the team managers after each game by a District Representative and the Manager must sign, acknowledging the pitch counts recorded and appropriate days rest required for each player.

HOME TEAM: The Home team will be determined by a coin flip no later than 45 minutes prior to game time by a District staff member and managers from each team. If no manager or other League representative is available, the coin flip will take place without them and the team will be notified of who is the home team. **Note:** The Home team will occupy the 3rd base dugout for all games. If a team sets up in the incorrect dugout, they will be required to move to appropriate dugout.

EQUIPMENT CHECK: Each team shall lay out all their playing equipment in front of their dugouts 15 minutes prior to game time. Equipment will be checked against Little League rules and regulations and fitness of play.

BOOM BOXES: District 4 will be providing music between innings and introduction of players as they come to bat. Therefore, the teams are not allowed to have boom boxes or other such devices to play music or provide walk up songs. This includes before, during, and after games.

VIDEO CAMERAS: Anyone wishing to place a video camera on the backstop must do so on the side fences and not the fence directly behind home plate.

FOUL BALLS: Players, managers, and coaches shall not chase foul balls that go into spectator areas. Players, managers, and coaches shall remain in the dugout or playing field at all times unless granted permission by the umpire.

ELECTRONIC DEVICES: The use of electronic devices by managers, coaches, and players is prohibited with the exception for scorekeeping (viewing District Game Changer), pitch count, rule book purposes and one-way communication to the catcher (**Rule 3.17**). The penalty for use other than those allowed is ejection of the person utilizing it illegally. District will maintain the official pitch count so an electronic device in the dugout is not necessary for pitch count. The use for the rule book is strongly discourage, know the rules prior to the game. If a manager or coach is a first responder on duty, please notify the umpires and Tournament Director prior to the game.

PINE TAR: The use of pine tar or any other adhesive substance is permitted (**Rule 1.10 Note 2**). The pine tar or other adhesive substance must be limited to the handle and cannot be on the barrel or cover the bat's certification.

WEARING OF CASTS: No manager, coach, player, or umpire shall wear a cast while on the field. If a manager, coach, or player has a cast and is allowed to participate within the game, they must remain in the dugout. This includes base coaches. **See rule 1.11(k).**

RULE BOOK REMINDERS:

PITCHING IN CONSECUTIVE DAYS: Under no circumstances shall a player pitch in three consecutive days (**Regulation VI(c)Note**).

PROPER EQUIPMENT: All players must be properly equipped to play a Little League baseball game. This includes league bats (**Rule 1.10**) and a male catcher must wear a cup (**Rule 1.17**). It is the manager's responsibility to make sure his/her players are properly equipped.

CATCHER: If you use a player to catch baseballs while a coach is swinging a bat, the player **MUST** be wearing a catcher's helmet with dangling throat guard (**Rule 1.17**).

MINGLING WITH SPECTATORS: Per **Rule 3.09:** players, managers, and coaches shall not address or mingle with spectators. This includes scorekeepers who are not in the dugout. Pitch counts can be obtained by being granted time by the umpire and checking with the official scorekeeper. Persons violating this rule are subject to removal from the dugout for the remainder of the game.

LINEUPS: Rule 4.01 A complete lineup including player's first and last name, uniform #, and position must be turned into the scorer's table 30 minutes prior to game time. The umpire will review the lineup card with the managers at the plate meeting. 4 copies shall be available, 1 for the umpire, 1 for the Official Scorekeeper, and 1 for each team. All changes must be reported to the plate umpire at the time the substitution is made. All defensive substitutions with the exception of pitchers and catcher must be made to the official scorekeeper. Pitcher and catcher changes must be made to the plate umpire at time of the change.

PROTESTS: Protests involving playing rules not resolved before the next pitch or play will not be considered. Protests can only be made on the violation or interpretation of a playing rule (**Rule 4.19**). **Note:** Decision of District 4 staff will be FINAL on all protests for this tournament and will be made before the game proceeds.

BETWEEN INNINGS: Teams need to hustle in and out of their respective dugouts each half inning. Pitchers are allowed 8 warm-up pitches or 1 minute from the beginning of the inning, whichever occurs first (**Rule 8.03**). An inning begins as soon as the third out of the previous inning is made (**Rule 2.00-Inning**).