

**2025 Seymour Baseball Tournament**  
**Little League Rules**  
**9u, 10u, 11u - 46/60**  
**12u - 50/70**

1. Each pool game will last six innings with a time limit of 1 hour and 15 minutes. No new inning will begin after this time limit expires. NO EXTRA INNINGS IN POOL PLAY. GAMES CAN END IN A TIE. **In bracket play and championship games, if tied after 6 innings or at time limit, each team will start the next inning with 1 out and a runner on 2<sup>nd</sup>. The runner will be the last out from the previous inning. Continue subsequent innings until a winner is determined.**  
Championship game will have a 1 hour and 30 minute time limit. Run rules still apply in championship games. **Higher seed will be home team in bracket play. Coin flip if same seed.**
2. Team roster must be turned in to the tournament director at the concession stand prior to your first game. They may consist of any 15 players who compete in the same program and have not reached their 10<sup>th</sup> birthday (9U), 11<sup>th</sup> birthday (10U), 12<sup>th</sup> birthday (11U), or 13<sup>th</sup> birthday (12U) before April 30<sup>th</sup>. Proof of age should be available upon request. 13 Awards for 1st and 2nd place.  
Little league rules shall prevail except as changed by the tournament committee and provided herein.
3. Pitchers will be limited to **TWO** innings per game. **6 INNINGS PER TOURNAMENT.** Once a pitcher is removed from a game, he may not return to pitch in that game. One pitch constitutes an inning.
4. Players in the field:
  - a. 9U/10U: 10 players in the field which consists of 4 outfielders. **All players on the roster must bat. Free substitution.**
  - b. 11U/12U: 9 players in the field. Free substitution in the field. Must bat at least 12 players if possible. If you have more than 12 players and you wish to rotate them by games you may. Example: if you have 15 players and want to rotate games among players. Just communicate to the umpire and opposing team your plan for each game. Any questions on this email or call.
  - c. 12u will play on 50/70 field
5. Five warm-up pitches will be allowed between innings. Ten pitches will be allowed for a new pitcher.
6. Trips to the mound by a manager or coach may not exceed one trip per pitcher in any one inning. The second trip shall result in the removal of that pitcher from the game as a pitcher.
7. No abusive or profane language by anyone connected with the tournament will be tolerated, nor will misuse of equipment or unsportsmanlike-like conduct. The use of tobacco or alcoholic beverages is prohibited on the playing and bench areas.
8. A manager or coach may not leave the bench areas except to confer with one of his players or with the umpire. This must be done only when time is called.
9. Team managers or coaches may coach the bases. One authorized coach or manager must remain on the bench during the course of the game. No teams will be allowed more than three adult supervisors on the bench.
10. Games in which an ineligible player has been used shall be declared a forfeit.

11. Each team is responsible for its own insurance.
12. No game will be postponed except for weather related conditions. In the event of rain, 4 innings will be considered a complete game (3 ½ if the home team is up). If a game is to be postponed by the management, the team managers will be contacted by phone. Please have your team report no less than 30 minutes before your game is scheduled to start. **The tournament committee reserves the right to make changes to game times/fields/pairings/ and length of games based upon changes in weather and/or other conditions.**
13. Runners must slide feet first at all bases if they are played on, except when going to first base. Runners may slide head first if going back to a base. Umpires judgment as to whether the runner should be called out on sliding situations. No protests.
14. The infield fly rule will **not** be used.
15. Hitters may **not** advance on a dropped third strike. Third strike is an automatic out.
16. Leading off and stealing is permitted **after** the ball crosses home plate. Violators will be called out without a warning. **9u,10u,11u only.**
17. Stealing home is allowed.
18. Flip of coin will determine the home team.
19. The home team will be the official scorebook. Verify the score after each inning. If there are any discrepancies, the official book will be final. THE COACHES OF EACH TEAM MUST COMPLETE THE "SCORING SHEET" DOCUMENT, SIGN IT, AND GIVE TO THE UMPIRE. UMPIRE IS THEN REQUIRED TO SIGN THE DOCUMENT AND PLACE IT IN THE TOTE LOCATED IN THE DUGOUT. A TOURNAMENT REP WILL COLLECT THE DOCUMENTS FOR THE OFFICIAL RECORDS.
20. No protests. Umpire decisions are final.
21. On overthrows to first and third base, the base runners and batter get all the bases they can get. If the ball goes over the fence or into any dead ball territory, the runner will be awarded the base they are going to plus one base.
22. There will be a 15 run rule after 3 innings and 10 run rule after 4 innings. If the home team is ahead after those innings they will be declared the winner and will not bat the bottom of the inning. **9u only. There will be a 6 run rule per inning for innings 1,2,3. Unlimited runs for 4,5,6 innings.**
23. Intentionally walking a batter may be done by telling the umpire.
24. Courtesy runners may be used for the pitcher or catcher. Courtesy runners will be designated by the last out.
25. No batter will square to bunt and then pull the bat back and swing away. The batter will be called out.
26. Bat Rules: Any USA or USSSA bats may be used. BPF 1.15. Barrel size 2 ¼-2 ¾
27. Tie Breakers:
  - a. Head-to-head
  - b. Least runs allowed
  - c. Most runs scored
  - d. Coin flip