

District 25

Minor Level Tournament Rules

It should be noted that a minor level tournament is “District Level of Play Only.”

Local ground rules will not be in effect during the Minor Level Tournament.

In All Minor Level play, six (6) innings will be played unless the time of one hour and thirty minutes has expired. During the week, when two (2) games are scheduled, the time to begin will be 6:00 P.M. and 8:00 P.M. promptly. When one (1) game is scheduled it shall be scheduled for 7:00 P.M. This could be adjusted for weather or any other unforeseen situations. When time runs out, games will be considered complete. Games suspended by weather, curfew, etc., will be resumed only to complete a legal game. When time has expired, only the inning in progress will be completed unless there is a tie in which case a winner must be determined.

The District Administrator of District (25) or his designee will be the tournament director over the Minor Level Tournament.

Hosting parks will have a site director responsible for that particular site.

Each tournament, at a park, will have an assistant tournament director overseeing individual tournaments in the park.

It shall be mandatory that all site directors will attend a meeting to discuss the tournament rules. All umpires that plan to umpire in a Minor level tournament in District 25 will have to attend a mandatory rules meeting. This meeting will be overseen by the Tournament Director or his designee.

All results of the games and pitch counts will be emailed to the district 25 web master or phoned in to the District Administrator by the end of the night no exceptions. This responsibility will be that of the site director.

All ejections of Players, Managers/Coaches, or fans will be documented by the assistant tournament director. This documentation will be turned over to the site director who will keep it

on file until the conclusion of the tournament. The site director will be responsible of notifying the District 25 administrator as soon as any such ejection takes place. The site director will also list the facts of what happened including, but not limited to the following: what teams were playing, name of person ejected and brief scenario as to what happened. It should also be listed the umpires names and contact numbers as well. This information will be forwarded via email to the District 25 Administrator on the same day of the ejection, preferably with the scores. In the event that the police are notified and any arrests made, for any reason at a Minor Level Tournament, the site director will obtain as much information as possible including the arresting agency and forward an email to the district 25 webmaster the same day. In the event a manager/coach is ejected from the game, the manager/coach is not allowed on the field for that game and the following game. The manager/coach will be allowed to remain at the game. In the event that an ejected manager/coach continues to be a problem, a District 25 Assistant District Administrator, or the District 25 Administrator will have the authority to deal with the manager/coach...This includes but is not limited to the following: banning the manager/coach from the facility, removing him from the affidavit, and or forfeit their team from the tournament. This decision can be discussed via email or a phone call to the site director. The site director can be the liaison between the A.D.A or the D.A

Appeals/Protests

An appeal is a process in which a manager/coach will ask an umpire to consult with the other umpire on a particular call. It is the managers/coaches responsibility to know how to make the proper appeal. In the event that a manager/coach does not utilize the proper the appeal process, the appeal is null and void. Umpires do not have to grant the appeal made by managers/coaches.

Protests;

Protests will be done in the following manner with no exception. The manager/coach will notify the umpire that he/she is playing the game under protest. The umpire will notify the assistant tournament director and advise him that the game is being played under protest. At this time, the umpire will clear the field of all players sending them to their respective dugouts. The manager/coach will articulate to the assistant tournament director the nature of the protest and the rule that is being protested. The assistant tournament director will make a decision on the protest at that point based on the District 25 Minor level Tournament rules and or Little League Rule Book. If the protest is upheld then both teams will take their place in the field and the game will continue.

If the protest is not upheld (ruled against the protesting manager), the assistant tournament director and the manager will meet with the site director and discuss the protest. The site director will then contact the tournament director and give him the facts pertaining to the protest. The

tournament director will decide on the protest. Once the decision of the tournament director is given, the game will resume. The game clock continues to run while the protest is being decided on.

The umpires' jurisdiction begins when he/she takes the field and announces "Play Ball". The umpires will only have authority to rule on matters on the field of play, exception unruly fans. All other factors will be handled by the assistant tournament director.

- 1) There will be a maximum of fourteen (14) players on each roster.
- 2) Failure to field less than ten (10) players in two (2) games will result in disqualification.
- 3) All substitutions will play every other inning defensively in all levels. (Exception: 11 and 13 year old baseball, minimum play requirements apply). The manager/coach will announce to the official scorer his/her substitutions every inning.
- 4) If a player gets hurt or cannot play for any reason, it will be the managers' responsibility to notify assistant tournament director.

Note: Failure to comply will result in the dismissal of the manager or coach, if the manager is not present for the remainder of the tournament. This applies to rule three only.

- 5) Judgment calls at any level of tournament will be dealt with by the appeals process. Once the decision is made on a judgment call and the appeal process is final there will be no more discussion.
- 6) Noise makers, cadence clapping, or any other method of distracting the opposing team will not be tolerated.
- 7) Players and coaches will notify the umpire and get permission to leave the field of play. Adults leaving for tobacco use will not be granted permission to enter back on the field for the remainder of the game.
- 8) The entire roster will have a continuous batting order, Exception 11 and 13 year old baseball.
- 9) All games will have a one-hour and thirty minute (1:30) time limit with the exceptions of t-ball which is one hour and twenty minutes (1:20) and 13 year old boys which is one-hour and forty minutes (1:40).

10) A round robin format will be used in all divisions except 10, 11, and 13 year old baseball.

11) The winner of each round robin bracket will meet in a two out of three (2/3) play off to determine the district winner.

12) Two way ties in round robin brackets will be decided by head to head competition in the bracket. In the event, three (3) or more teams being are tied, the team giving up the least amount of runs overall will be determined the winner. In the event there is still a tie, the teams that are tied in runs allowed will flip a coin to decide the winner of the bracket. The coin toss will be done by the assistant tournament director with both managers present. In the event that either manager is not present, the site director will witness the coin toss. The winner of the toss will be considered the winner of the bracket.

13) In a round robin format, the assistant tournament director will flip a coin, with both managers present, to decide who will be home and visitor. This will be done prior to all games. The winner of the toss shall declare if he/she will be home or visitor. This will be done no later than forty-five (45) minutes before official game time. If the manager or a coach (listed on affidavit) is not at the coin toss, the assistant tournament director will ask the manager or coach (listed on affidavit) present for the coin toss, their choice of home and visitor. Once this decision is made, it is final.

In a two out of three (2/3) tournament there will be two coin flips. The first flip will be forty-five (45) minutes before game one (1), administered by the assistant tournament director. The winner of the flip shall decide to be home or visitor. The loser of the flip will have his/her choice of home or visitor on game two. The second (2) flip will be done forty-five (45) minutes before game three (3). The winner of this flip shall decide either home or visitor.

In the event the games are postponed due to weather and the decision of home and visitor has been decided, there will be no additional coin flips.

14) Offensive teams will be granted one (1) timeout per inning. Defensive teams will be granted one (1) timeout per inning. Exception 10-11-13 year old baseball will have regular season rules pertaining to visits to the mound.

15) No ice chests, coolers, food, or alcoholic beverages will be allowed in any park hosting a tournament game. The only exception is for the storage of medication. In the event that there is medication in a cooler, the assistant tournament director will be notified upon arrival at a park hosting a tournament or game.

16) Ten (10) players will play defensively with the exception of 11 and 13 year old baseball.

17) Two (2) adult baseball coaches are allowed, provided there is an adult coach in the dugout.

18) Catchers are required to wear their catcher's helmets with throat guards during all infield warm-ups.

19) The only time the game clock shall be stopped is on a severe injury. The decision to stop the clock will be made by the assistant tournament director and his decision is final.

20) **Local ground rules will not be in effect during the Minor Level Tournament.**

21) District 25 Minor Level Tournament rules shall be in effect for the entire tournament. All other rules will be played according to the most current Little League rules.

T-Ball Rules

1. An inning consists of three (3) outs or five (5) runs
2. Innings one (1), two (2), and three (3), will be closed; meaning five (5) runs maximum per inning. Innings four (4), five (5), and (6) will be open innings.
3. A regulation game will consist of four (4) innings
4. The ball will be killed at the pitchers rubber by the pitcher
5. Half-way marks will be between **each** base to determine the placement of runners when the ball is declared dead. If a runner has passed the half-way mark, that runner is at liability of being put out. The defensive team may make a play on said runner. Each runner must get to a base safely. They should return to a previous base on instruction from an umpire only. No further advancement of the runners is possible after the ball is dead.
6. Defensively no player will be closer than the half way mark to home plate. The hash mark between, third /home plate and first/home plate will have an imaginary line to the pitching rubber and no player shall be in this area before the ball is hit. The penalty shall be a dead ball and the batter awarded 1st base and all runners advance one (1) base.
7. The batter will get one alignment on the ball then must swing. The batter must take a full swing and the ball must travel nine (9) feet from the back of home plate. Failure of either will result in a strike.

8. There will be four (4) outfielders that must stay behind the outer radius of the field.
Infielders must stay in what would be considered their natural position until the ball is batted.
Outfielders will not be stationed in groups or pairs.
9. Catchers are required to wear full gear, mitt optional.
10. Pitchers must wear a batting helmet with a face mask or shield
11. The rubber will 42 feet from the back of home plate. There shall be a 10 (ten) foot circle surrounding the pitching rubber identified by either chalk, paint, or any other clear means of identification.
12. Bases will be 50 feet. First base will have a double base.
13. If the pitcher leaves the rubber prior to the batter putting the ball into play and touches the ball; the ball is dead and all base runners advance one (1) base. The pitcher must have one (1) foot on the rubber with the rubber visible on either side.
14. If the bat is **thrown** out of the circle by the batter, said batter shall be called out. The entire bat must be out of the circle (the chalk will be considered part of the circle). Note: the ball must be hit fair.
15. Infield fly rule will not be in effect.
16. **Local ground rules will not be in effect during the Minor Level Tournament.**

7 & 8 Year Old Baseball

1. Machine speed will be 44 mph
2. Machine distance is 42 feet from the back of home plate to the pitching rubber. The machine will be set directly over the pitching rubber.
3. Half-way marks will be between **each** base to determine the placement of runners when the ball is declared dead. If a runner has passed the half-way mark, that runner is at liability of being put out. The defensive team may make a play on said runner. Each runner must get to a base safely. They should return to a previous base on instruction from an umpire only.
No further advancement of the runners is possible after the ball is dead
4. Defensively; no player will be closer than the half way mark to home plate. The hash mark between third /home plate and first/home plate will have an imaginary line to the pitching rubber and no player shall be in this area before the ball is hit. The penalty shall be a dead ball and all runners advance one (1) base.
5. Hash marks in the circle will designate where the pitcher must stand until the ball reaches home plate. These marks will be sixteen (16) inches long and located on each side of the pitching machine and in line with the pitching rubber. The pitcher may choose either mark, but may not change until the next pitch is delivered. If the pitcher leaves the hash-mark early the ball will be called dead and all runners will advance one (1) base.

6. The ball will be called dead in the circle. The pitcher does not have to raise the ball to be declared dead.
7. An inning will consist of (3) outs or five (5) runs. Open inning will start in the fourth inning.
8. If a batted ball hits the pitching machine or person feeding the machine, the ball is dead and all runners advance (1) base. The cord will be considered part of the machine.
9. Batters will get four (4) pitches or three (3) strikes.
10. The managers may observe the umpire setting the machine prior to game time. After this time, the umpire may adjust the machine as he/she feels necessary. If a pitch is extremely erratic, the umpire may call it a no pitch if the ball is not put into play.
11. If, in the umpire's judgment, a player is going to collide with the machine while making a play, the umpire will have the authority to take action to prevent this occurrence from taking place. This results in a dead ball or no pitch.
12. A batter will not fake a bunt and pull the bat back and hit the ball. Penalty: Dead Ball and the batter is out.
13. If a bat is thrown and in the judgment of the umpire deems it a safety factor, the batter shall be called out.
14. No Infield Fly-Rule.
15. Each team will have a maximum of (four) coaches on the field. One coach to feed the machine to his/her team. The coach that is feeding the machine is not allowed to coach any players or give any instructions to his/her players. In the event that a coach feeding the machine violates this rule: he/she will receive a warning from the umpire. The second violation will result in an ejection of the coach. Two adult base coaches and a coach to remain in the dugout. In the event that a coach is ejected there will be no replacement coach. There will be a coach in the dugout at all times.
16. **Local ground rules will not be in effect during the Minor Level Tournament.**

Pee-Wee Softball

1. Rules will be the same as 7 & 8 year old Baseball with the following exception:
Machine speed will be 38 mph.

9 Year Old Baseball Machine Pitch

1. Rules will be the same as 7 & 8 Year Old baseball with the following exceptions:
Machine Speed will be 46 MPH

10, 11, & 13 Year Old Baseball

1. 10 Year Old Baseball will have four (4) outfielders.
2. There is no closed inning.
3. Pitching rules will be the same as regular season
4. Infield Fly-rule is in effect.
5. Regular season substitutions rules in effect.
6. 13 Year olds time limit is one hour forty minutes (1:40) or seven (7) innings.