

Tournament Playing Rules

The Little League, Intermediate (50-70) Division, Junior League, and Senior League Baseball Playing Rules shall govern tournament play except as noted below:

- 1. BASEBALLS:** Baseballs licensed by Little League with the “RS-T” (regular season and tournament) designation must be used.

NOTE: Specific baseball models for tournament play can be found at LittleLeague.org/TournamentBalls.

- 2. FIELDS:** All fields are considered neutral. The home team shall be determined by the toss of a coin, the winner having the choice.

- 3. PLAYING RULES:** A copy or access to the Little League Rulebook App for Little League, Intermediate (50-70) Division, Junior League, and Senior League Baseball Regulations and Playing Rules and the Tournament Rules and Guidelines must be available at each tournament site and at the time the game is to be played. This is the responsibility of the Tournament Director. Written ground rules established by the Tournament Director or assistant must be reviewed with both managers and Umpire-in-Chief at least ten (10) minutes before the start of the game. It is suggested the same be available to news media if requested.

- a.** After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

EXCEPTIONS:

- i. On a swing, slap, or check swing.
- ii. When forced out of the box by a pitch.
- iii. When the batter attempts a “drag bunt.”
- iv. When the catcher does not catch the pitched ball.
- v. When a play has been attempted.
- vi. When time has been called.
- vii. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box.
- viii. On a three ball count pitch that is a strike that the batter thinks is a ball.

PENALTY: If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each

Tournament Playing Rules

batter. **Minor/Major Division:** No pitch has to be thrown, the ball is dead, and no runners may advance. **Intermediate (50-70) Division/Junior/Senior:** No pitch has to be thrown and ball is live.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

- b. In all Tournament levels and divisions, the penalty for use of an illegal bat [see [Rule 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:
 - i. The batter is out (**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;
 - ii. 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.
- c. **9- to 11-Year-Old Division:** The batter may advance on an uncaught third strike ([6.05/6.09](#)). This rule will not apply for the **8- to 10-Year-Old Division**.
- d. **8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League: COURTESY RUNNER:** A tournament team may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. 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.

Senior Division: 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 a special pinch-runner 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, the 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 line-up, is again eligible to be used as a pinch-runner.

A.R. 1 – The courtesy runner must always be the player in the batting who made the last out. If a team chooses to use a courtesy runner and the player who made the last out is the pitcher or catcher of record, that pitcher or

Tournament Playing Rules

catcher of record must be used as the courtesy runner. A team may not skip the pitcher or catcher of record if that pitcher or catcher of record made the last out and is therefore due to be the courtesy runner.

A.R. 2 – If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.

- e. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. 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.
 - f. Managers or coaches are not permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may stand by to observe a pitcher during warm-up in the bullpen.
 - g. Umpires are not required to inspect equipment prior to the start of the game. The managers of both teams will confirm with the umpire(s) 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, the player who used the illegal equipment will be ejected from the game.
- 4. PITCHING RULES – LITTLE LEAGUE, 8- TO 10-YEAR-OLD, 9- TO 11-YEAR-OLD, INTERMEDIATE (50-70) DIVISION, AND JUNIOR LEAGUE**

Tournament Playing Rules

These rules replace the regular season pitching regulations.

Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.

- a. Any player on a tournament team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

- b. A tournament pitcher may not pitch in regular season or Special Games while the team the player is a member of is still participating in the tournament.
- c. Pitchers once removed from the mound may not return as pitchers. **Intermediate (50-70) Division/Junior League:** A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- d. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	
Age	Pitch Limit
13-14	95 pitches per day
11-12	85 pitches per day
9-10	75 pitches per day

Tournament Playing Rules

8	50 pitches per day
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EXCEPTION: If a pitcher reaches the pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. **(NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.)**

- e. Pitchers league age 14 and under must adhere to the following rest requirements:
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new

Tournament Playing Rules

batter once the limit imposed in Regulation VI(c) has been met.

f. A player cannot pitch in two games in a day.

(EXCEPTION: Junior League – If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day. League age 12-year-olds participating in the Junior Division are not eligible to pitch in two games in a day.);

- g.** In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 40 or less pitches, and subject to each of these conditions:
- 1.** If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game.
 - 2.** If the pitcher delivered between 21 and 40 pitches before the game was suspended, that pitcher's pitch count will begin with the number of pitches delivered in that game.
- h.** In a game ("Game A") suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of (g) above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted. In that event, eligibility to pitch in the continuation portion of Game A shall be determined by the number of pitches delivered in the game or games after Game A was halted.
- i.** Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violations protested or brought to the Tournament Committee's attention, shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at

Tournament Playing Rules

the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers, or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:

1. a manager or coach takes any action that results in making a travesty of the game, or;
2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 8- to 10- and 9- to 11-), or;
3. a manager willfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. This includes pregame and postgame activities. Violation may result, by action of the Tournament Committee, in further suspension; forfeiture of a game; and/or disqualification of the team, managers, or coaches from further tournament participation.

4. PITCHING RULES – SENIOR LEAGUE

These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.

- a. Any player on a tournament team may pitch. **EXCEPTION:** Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 31 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 30-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

- b. A Tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the Tournament.

Tournament Playing Rules

- c. A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- d. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age: 13 – 16 (Senior League) 95 pitches per day; 12, 85 pitches per day

EXCEPTION: If a pitcher reaches the pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game. **NOTE:** If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

- e. Pitchers league age 13-16 (Pitchers league age 12 must adhere to the appropriate requirements for their league age as outlined in Tournament Rule 4(e).) must adhere to the following rest requirements:
- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

Tournament Playing Rules

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

f. A player may be used as a pitcher in up to two games in a day.

(EXCEPTION: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day. League age 12-year-olds participating in the Senior Division are not eligible to pitch in two games in a day.);

- g.** In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 60 or less pitches, and subject to each of these conditions:
- 1.** If the pitcher delivered 30 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game;
 - 2.** If the pitcher delivered between 31 and 60 pitches before the game was suspended, that pitcher's pitch count will begin with the number of pitches delivered in that game;
- h.** In a game ("Game A") suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of (g) above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted. In that event, eligibility to pitch in the continuation portion of Game A shall be determined by the number of pitches delivered in the game or games after Game A was halted.
- i.** Failure to remove a pitcher who has reached his/her maximum number of pitches

Tournament Playing Rules

required by league age or use of an ineligible pitcher is basis for protest. Violations protested or brought to the attention of the Tournament Committee, shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:

1. a manager or coach takes any action that results in making a travesty of the game,
2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level or;
3. a manager willfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. This includes pregame and postgame activities. Violation may result, by action of the Tournament Committee, in further suspension, forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation.

5. **FORFEITS:** No game may be forfeited or a team disqualified without the authorization of the Tournament Committee. Violations which may result in forfeiture or disqualification must be reported immediately to the Regional Director before further play takes place which would involve a team or teams affected by such action.
6. **BENCH/DUGOUT:** No one except the players, manager, and coach(es) shall occupy the bench or dugout during a game. Base coaches may be players or adults. Two (2) adult base coaches are permitted at all levels subject to [playing rule 4.05\(b\)](#).
7. **VISITS:** A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule. When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). 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.

Tournament Playing Rules

9- to 11-Year-Old Division, Little League, Intermediate (50-70) Division, Junior League, and Senior League: A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. The manager or coach may come out twice in a game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

8- to 10-Year-Old Division: A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

NOTE: Only one offensive time-out will be permitted each inning.

8. **INJURY/ILLNESS:** If a player is injured or becomes ill during a game, the decision of a doctor (if present) or medical personnel will be final as to whether or not the player may continue in the game.
9. **MANDATORY PLAY – CONTINUOUS BATTING ORDER: 8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League:** All Tournament Teams must adopt a policy of a continuous batting order that will include 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.
 - a. A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply: **8-to 10-Year Old Division, 9-to 11-Year Old Division, Little League:** Pitchers once removed from the mound, may not return as pitchers. **Intermediate (50/70) and Junior Division:** A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
 - b. 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 batting order and the game continues. Also, if a player arrives later to a game site, if the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.
 - c. An improper batter will be considered as batting out of turn (see Rule 6.07).

Tournament Playing Rules

- d. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter.
- e. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).
- f. There is no exception to this rule. This rule does not apply to Senior Divisions of play.

NOTE: The rule replaces **Regulation IV(i)** and **Rule 3.03**.

- g. Managers are solely responsible for ensuring that all players fulfill the requirements of playing participation.
- h. The Tournament Committee reserves the right to impose penalties (including, but not limited to removal of the manager, forfeiture of a game, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:
 - 1. if a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;
 - 2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 8-to-10- and 9-to-11-Year-Old Divisions), or;
 - 3. a manager willfully and knowingly disregards this rule.

For more information and frequently asked questions on Tournament Mandatory Play visit: LittleLeague.org/MandatoryPlay.

10. SUBSTITUTIONS/RE-ENTRY: This tournament rule replaces regular season [Rule 3.03](#) (re-entry) for all levels of tournament play.

- a. If illness, injury, or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.

Tournament Playing Rules

- b. **Senior League Only:** Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.
 - d. Defensive substitutions must be made while the team is on defense. **Senior League Only:** Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.
 - e. **Senior League Only:** A starter and her/his substitute must not be in the lineup at the same time, except as provided in [Playing Rule 10\(a\)](#).
 - f. **8- to 10-, 9- to 11-, 10- to 12-, Intermediate (50-70) Division, and Junior League:** Mandatory Play improper substitutions [see Tournament Rule 9], if discovered, shall be dealt with as a “Batting Out of Order.” See Rule 6.07. **Senior League Only:** Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.
 - g. [Tournament Rule 3\(d\)](#) will replace [Rule 7.14](#), as the Courtesy Pinch Runner (8- to 10-Year Old, 9- to 11-Year-Old, Little League, Intermediate (50-70), Junior League) and Special Pinch Runner (Senior League) Runner rule.
 - h. **Intermediate (50-70) Division/Junior/Senior League only:** A pitcher remaining in the game, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game. **Senior League only:** [Rule 3.03](#), Designated Hitter, WILL apply during the tournament.
 - i. **Senior League:** Any player in the starting line-up, including the designated hitter, who has been removed for a substitute may re-enter the game ONCE, provided such player occupies the same batting position as he or she did in the starting line-up. A substitute (non-starter) may not re-enter the game in any position once that player is removed from the line-up.
11. **SUSPENDED GAMES:** Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played. Incomplete (not regulation) or tie games are considered suspended games.

NOTE: A contest decided by forfeit does not constitute a “game” for the purposes of this rule, unless one complete inning was physically played before the game was forfeited. (Forfeits are only by decree of the Tournament Committee in Williamsport.)

Tournament Playing Rules

12. RUN RULE: If at the end of three (3) innings [**Intermediate (50-70) Division/Junior/Senior League:** four innings], two and one-half innings [**Intermediate (50-70) Division/Junior/Senior League:** three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE 1: If the visiting team has a lead of fifteen (15) or ten (10) or more runs respectively, the home team must bat in its half of the inning.

NOTE 2: A game determined by the 15-run or 10-run rule, shall be considered a regulation game.

NOTE 3: There is no 8-run rule in Tournament Play, as outlined in Rule 4.10(e) for Regular Season only.

13. REGULATION GAME: Each tournament game must be played to the point of being an official game:

a. Regulation games are of four or more innings [five or more innings for **Intermediate (50-70) Division/Junior/Senior League**] in which one team has scored more runs than the other [three and one-half ($3\frac{1}{2}$) if the home team is ahead or four and one-half ($4\frac{1}{2}$) if the home team is ahead in **Intermediate (50-70) Division/Junior/Senior League**].

b. Regulation games (when a winner can be determined) terminated because of weather, darkness, or curfew must be resumed if the visiting team ties the game 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. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew (as defined in Tournament Rules and Guidelines – Curfew) on the same day.

c. If two games are scheduled for the same site, no “time limit” may be imposed on the first game.

14. TIE GAME: When the completion of six innings [**Intermediate (50-70) Division/Junior/Senior League:** seven innings], and the score is tied, starting in the top of the seventh inning [**Intermediate (50-70) Division/Junior/Senior League:** eighth 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

Tournament Playing Rules

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.

15. **REPLAYING GAMES:** No tournament game may be replayed without specific approval from the Tournament Committee at Williamsport.
16. **UNAUTHORIZED AGREEMENTS:** No agreements shall be made between managers, and/or Tournament Directors, and/or umpires contrary to Tournament Rules.
17. **ALTERCATIONS:** A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical confrontation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgment, is not in violation of this rule.

Penalty: The umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game. The Tournament Director shall refer all incidents to the Tournament Committee who may impose additional penalties and/or actions towards individuals and/or teams up to and including forfeiture of a game, further suspension and/or disqualification.

18. **EJECTIONS:** Any manager, coach, or player ejected from a game will be suspended for the next physically played game (See [Rule 4.07](#)). This includes pregame and postgame activities. Ejections shall be noted in the tournament team's eligibility affidavit in the Record of Ejections on page 4. Entry should include member's name and date ejected and be signed by the Tournament Director or District Administrator.