

2018 Texas District 8 Little League Baseball **7-8 and 9 Year Old Tournament Rules**

NOTE: At no time will the International Tournament Playing Rules be used.

PLEASE NOTE: ALL bats must be USA bats on the LL approved list. All wood, metal or metal alloy barreled bats that meet the specifications in Rule 1.10 are okay from game use.

All provisions of Rule 1.00 in the regular season rules apply.

All provisions of Rule 2.00 in the regular season rules will apply, but please note:

We will use the **five-run per inning limit** as outlined in Rule 2 – Inning.

All provisions of Rule 3.00 in the regular season rules will apply.

All provisions of Rule 4.00 in the regular season rules apply except for the following:

This rule replaces Playing Rule 4.04;

Each team shall use a continuous batting order. If a player arriving late to the game and the manager elects to use that player, he/she will be added to the end of the current lineup. If a runner becomes injured while on base, the player who made the last offensive out shall be used as a pinch-runner. A player may be dropped from the batting order only if the player is injured and cannot continue for the rest of the game, removed by the player's parent and leaves the game site, or if the player is ejected. That player's spot in the batting order will be skipped with no penalty. Since we are using a continuous batting order, Playing Rule 7.14 will not be used.

This rule replaces Playing Rule 4.10 (e);

If after four (4) innings, three and one-half (3 ½) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory. If after five (5) innings, four and one-half (4 ½) innings if the home team is ahead, one team has a lead of six (6) runs or more, the manager of the team with the least runs shall concede the victory.

This rule replaces Playing Rule 4.15;

No game may be forfeited or a team disqualified without the authorization of the District Tournament Director.

This rule replaces Playing Rule 4.19:

No protest shall be considered involving an umpire's judgment. Equipment which does not meet specifications will be removed from the game prior to the start with no penalty.

Protest shall be considered only when based on:

A. The violation or interpretation of a playing rule;

When a manager claims that a decision is in violation of the playing rules, the following steps must be taken;

1. A formal (verbal) protest must be made to the umpire-in-chief before the next pitch or play.
2. The umpire-in-chief must immediately call a conference of all umpires working the game.
3. If the problem cannot be resolved to the satisfaction of the managers, the umpire-in-chief shall be required to consult the Game Director.
4. If the managers do not accept the decision of the Game Director, either manager may elect, without penalty, to discontinue play until the matter is referred to the District Tournament Director.
5. The decision of the District Tournament Director shall be final and binding.

(NOTE: If a protest is filed due to a team's failure to meet mandatory play requirement, that protest must be made before the umpire(s) leave the playing field)

All provisions of Rule 5.00 in the regular season rules apply except for the following;

Note: We will also use the Minor League portion of Rule 5.07.

All provisions of Rule 6.00 in the regular season rules will apply, except for the following;

6.02 (c) Will use the league option and not enforce a batter keeping one foot in the batters box

All provisions of Rule 7.00 in the regular season rules will apply.

All provisions of Rule 8.00 in the regular season rules will apply.

All provisions of Rule 9.00 in the regular season rules will apply.

Additional Playing Rules

Mandatory Play: Every player on a team must participate in the game for a minimum of six (6) consecutive defensive outs and one (1) time at bat. A maximum of 12 players are allowed on the tournament affidavit.

- a) Managers are responsible for fulfilling the mandatory playing requirements.
- b) There is no exception to this rule, unless a game is shortened for any reason.

NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth inning (or any extra inning) due to winning the game.

- c) For purposes of this rule, “six (6) consecutive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies one of those defensive positions while six consecutive outs are made.

Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested before the umpires leave the playing field, it shall result (by action of the District Tournament Director) in the suspension of the team’s manager for the next two physically played games. Additional penalties may also be imposed (up to and including forfeiture of the game) by the District Tournament Director.

Regulation IV (i) (Note 3) shall be followed to determine the number of defensive outs when an offensive team scores five (5) runs in a half inning.

Pitching Rule: All aspects of Regulation VI will apply. Please note that a player who has played the position of catcher for four (4) or more innings is not eligible to pitch for the rest of that calendar day. Playing the position of catcher for one (1) pitch constitutes catching an inning.

Start Times / Curfew: All games shall start at 7:00 p.m., unless approved by the District Tournament Director. No inning shall start after 10:00 p.m.

Replacement of Player, Manager or Coach

At no time may a player be added or replaced on the roster after the tournament affidavit is approved.

Determination of Home Team: All fields are considered neutral. The Home Team will be determined by a coin toss.

Umpires: Each game will include 2 umpires. The host team is responsible for supplying the umpires. Failure to supply umpires for a game will result in forfeiting that game.