

GROSSE POINTE FARMS-CITY LITTLE LEAGUE

2019 TOURNAMENT RULES

8U AND 9U DIVISIONS

The Little League Baseball, Inc. Official Regulations and Playing Rules shall govern tournament play for Minor League except as outlined below:

1. These are Little League special games tournaments so all teams need to be made up of teams with chartered Little League players based on Little League defined ages (8 and 9, respectively).
2. There are two pools (A and B) of three teams each in each separate tournament (8U and 9U). Each team will play the other two teams in its pool and one team in the other pool (crossover game) in pool play (3 games total in pool play for each team). The top two teams from each pool will advance to the semi-finals (the first team in pool A will play the second team in pool B and vice versa). The third place teams in each pool will play each other in a consolation game. The winners of the semi-finals will advance to the finals which will be one game.
3. Home/away shall be decided by (i) coin flip for pool play and consolation, by (ii) seed for semi-final and (iii) by seed for championship or coin flip if both participants are the same seed.
4. The home team will be the official scorekeeper (including pitch count) for each game (which requires completing the scorebook and pitch count sheets for that game provided by the tournament); however, the teams shall periodically compare score and pitch counts throughout the game (each inning and at each pitching change).
5. The batting order must be provided prior to the start of the game. Once presented these batting orders may not be changed. The batting order must indicate the player's last name and jersey number.
6. There will be a continuous batting order for each game. The line-up may be "reset" for each game played. All players present at each game must bat in order through the roster before beginning with the first batter again.
7. There is no balk rule. A pitcher may start, interrupt or cease delivery at any time.
8. There may be unlimited defensive substitutions; however, each player must play at least two (2) innings defensively (6 outs). Players who are injured in the field and removed from play prior to their inning to bat will not be counted as an out against the batting order if they cannot attempt an at-bat. That player may not reenter the game at any point after missing their turn to bat.
9. 8U Division only: No player shall sit out more than three (3) consecutive innings except in the case of injury or illness.
10. No player may be removed from the field during an inning except for reasons of injury or when replacing the pitcher from player on the bench. (There is no courtesy runner for catchers.) In the case of a serious injury where a player cannot run the bases, a courtesy runner may be used. The injured player may not reenter the game at any point once the runner has been used as a substitution.

11. 8U Division only: A team's time at bat will terminate prior to the third putout under the following conditions Immediately upon the scoring of the fifth run for the team that is ahead or tied at the start of that half-inning. (i.e. A team can only go ahead by 5 runs, regardless of the score up to that point.). Except for the top of the final inning where the visiting team may score 7 runs before the mercy sets in. The official scorer (home team) is responsible for calling this mercy rule. This is the only mercy rule used for the 8U Division.
12. 9U Division teams will utilize a game mercy of 10 runs after 4 innings or 8 runs after 5 innings.
13. There is a maximum of 13 players allowed on each team unless prior authorization is obtained from the tournament director.
14. There will be no protests allowed for umpire rulings. Managers may ask to defer to the tournament director for a review, however all subjective calls by an umpire (i.e. safe/out, balls/strikes, etc. are not reviewable).
15. Stealing bases:
 - a. 9U Division: Normal LL minors rules (ball reaches the batter, etc.).
 - b. 8U Division only:
 - i. "Stealing" is allowed provided the ball hits the backstop. A player leaves the base at his own risk (cannot leave until the ball passes the catcher). The runner must return to the original base if the ball does not hit the backstop. The runner may be tagged out returning to the base.
 - ii. A throw from catcher to pitcher is not a live ball and no advance may be taken.
 - iii. A player on 3rd may only score if he/she is batted in or if forced to home by a walk (no "stealing" of home).
16. Count rule:
 - a. 9U division will use a Four-Ball/Three Strike Rule.
 - b. 8U division will use a Four-Ball/Two Strike Rule (each at-bat will begin with one strike on the batter).
17. No inning may start after 1 Hour 45 Minutes. Innings started before this time may finish, however the score at the end of that inning will be the final score. There will be **no extra innings**, even if there is a tie, until the semi-final and final games. (Time limit is for pool play only.)
18. Teams will not be given time for infield practice or use of any batting cage. Warm-ups may take place in the outfield prior to the game if time allows.
19. 8U Division only: There is no infield fly rule.
20. No chanting of any kind while the pitcher is on the mound.
21. Any team that uses an ineligible player or pitcher/catcher will forfeit that game.

22. Each team is allowed one manager and two coaches in their dugout during the game.
23. Only rostered players are allowed in the dugout during the game.
24. Players must warm up the pitcher before an inning (wearing a catcher's mask if the pitcher is throwing warm up pitches from the mound to the plate) – coaches/adults may not warm up the pitcher before an inning.
25. Managers and coaches must remain in their respective dugout and/or coach's box until after they have requested time and time has been granted by the umpire. Consistent violation of this rule may result in being ejected from the game.
26. Tiebreakers:
 - a. The first tiebreaker is the result of the head-to-head match-up(s) during pool play of the teams that are involved in the tie.
 - b. If there are three teams with the same record and Team A has defeated both Team B and Team C, then Team A will be get the higher seed. Rule a for tiebreakers will be reapplied to the remaining teams.
 - c. If there are three teams and no one has a competitive advantage over the other two teams than the run allowed v. innings played ratio will be applied. The team with the lowest ratio will get the higher seed. Once one team is calculated rule a will apply to the remaining two teams. If Head to Head does not break the tie then the second place team on the lowest run ratio will be the higher seed.
 - d. Example: The Home Little League team has given up eight (8) runs in all four(4) of its pool play games, and has played 23 innings on defense in those four games. $8 \div 23 = .3478$

As a reminder, Little League Pitch Count and catching rules are in effect. Please pay specific attention to these rules to avoid the use of any ineligible pitcher/catcher.

The pitch count rules are as follows (counting the first pitch of the last batter faced):

- 9 year old - 75 pitches allowed per day
- 8 year old - 50 pitches allowed per day
- 66 or more 4 days rest
- 51-65 3 days rest
- 36-50 2 days rest
- 21-35 1 days rest
- 1-20 no days rest