



2023 D7 Summer Kick-Off Tournament

June 1 – 12, 2023

Games

- 1) The official schedule is located online in the Tourney Machine software. A link to the TourneyMachine schedule can be found on texasd7.com.
- 2) All games will be played under and governed by the 2022 Little League Rule Book. Any exceptions to this will be listed in this document. Any specific situation not addressed in this document will be governed by the Little League Rule Book.

Teams

- 1) All teams must be from a league in Texas District 7. Registration forms, including rosters, must be carried by the team manager with copies of all players' birth certificates.

Players

- 2) Players must have participated in the league's regular season and qualify under the tournament league age rules:
 - a. CP1: League ages 5 and 6
 - b. CP2: League ages 7 and 8
 - c. Minors All Stars: League ages 9 and 10
 - d. Majors All Stars: League ages 11 and 12
 - e. 8-10 District Teams: League ages 8, 9 and 10
 - f. 9-11 District Teams: League ages 9, 10 and 11
 - g. Little League District Teams: League ages 10, 11 and 12
 - h. Little League Softball: League ages 9, 10, 11 and 12
- 3) Managers must carry a copy of the players' birth certificates during all games in the case of a protest

Pitching Rules

- 4) Managers shall keep with them a copy of the pitching log. This shall list any game any of the players participated within 7 days of the tournament, to include all tournament games.



Time Limits

- 5) All District Team games will be played with 1 hour and 30 minute time limits.
- 6) All non-District Team games will be played as follows:
 - a. CP1 – 1 hour
 - b. CP2 – 1 hour and 15 minutes
 - c. Minors and Majors – 1 hour and 30 minutes

Protests

- 7) Any rule interpretation protests will be resolved by the District Administrator. The manager is responsible for protesting the rule interpretation to the home plate umpire, who will notify the site director, who will call the DA. No other persons are authorized to render a ruling on a protest.

The Game

- 8) Home team will be determined by a coin toss for all pool play games. In bracket play, higher seeded team will be home.
- 9) Visiting team will be responsible for providing a pitch counter
- 10) Home team is responsible for providing a scorekeeper
- 11) Each team shall provide a scorebook and 2 game balls for each game
- 12) In non-District Team games, a team will be allowed to score 5 runs per inning
 - a. In the case of extra innings, each inning shall start with the last batted out on second base, and teams will be limited to 5 runs.
- 13) Teams shall not take infield practice prior to the game

Ending a Game

- 14) No bracket game shall end in a tie (pool play games may end in a tie)
- 15) Run rules are per the Little League Rules: 15 runs after 3 innings (2.5 if the home team is leading), 10 runs after 4 innings (3.5 if the home team is leading) and 8 after 5 innings (4.5 innings if home team is leading)

Continuous Batting Order

- 16) District Team games will follow the Little League rulebook, using continuous batting order (new for 2023)
- 17) Non-District Team games will use a continuous batting order.



Coach Pitch – Supplemental Rules

18) There are no base on balls in CP1 or CP2

19) Infield Fly rule shall not be enforced in CP1 or CP2

20) Pitch limits

- a. Batters will receive 6 pitches OR 3 swings, whichever comes first. After the 6th pitch or 3rd swing, the batter is out.
 - i. Note: if the 6th pitch is fouled, batter will receive another pitch. If additional pitch(es) are fouled, the batter will continue to receive pitches. An at-bat shall not end on a foul ball.

21) There will be 4 coaches allowed on the field for all CP games. One must remain in the dugout at all times.

22) Teams will have the option in all CP games to use 10 fielders.

23) Infield control: Play shall cease when an infielder has control of the baseball and has no obvious intention of throwing the ball in an effort to make a play. Once the umpire(s) sees this, he/she shall provide of verbal signal of “Control”. At this point, each baserunner who is not currently in contact with a base shall be provided the opportunity to continue to advance to the next base, but shall remain in jeopardy of being put out. Once that player comes in contact with a base, his/her opportunity to advance shall cease.

24) In any CP division, the coach pitching shall be in contact with the pitching rubber (25 feet in CP1, 40 feet in CP2) while delivering the pitch.

25) The base paths for CP1 shall be 50ft.

26) The pitching coach shall exit fair territory in the case of a fairly batted ball

27) Any batted ball coming in contact with the pitching coach is dead. The pitch shall not count.

28) At the time of the pitch, the player playing the defensive position of pitcher must be stationed behind the coach-pitcher.

- a. Note: This is not to be interpreted as directly behind the coach. The player must be positioned behind the pitcher’s plate, as if the pitcher’s plate was to stretch from foul line to foul line.