



La Grange Little League Baseball Tournament Rules

Key Gameplay Rules

- No dropped third strike, balks, infield fly
- No leadoffs, no stealing or advancing on passed balls/wild pitches.
- No showing bunt and then swinging.
- The pitcher must be removed after the third hit batter in a game.
- The ball is "dead" and no runner may advance when any player has possession of the ball in the immediate vicinity of the mound as determined in the umpire's sole discretion (usually one foot on the dirt of the mound). If a base runner is more than halfway to a base when the ball is determined to be "dead" then the base runner may advance to that base (umpire discretion). Otherwise, the base runner must return to the last base occupied.
- A new inning cannot start 1 hour and 40 minutes after the game has started (except championship games where it will be 2 hours and 15 minutes). The umpire will keep the official time and will begin w/ the first pitch of the game. The game will continue until that final inning is completed w/ a 2:15 drop dead. In the event a game reaches the drop dead, the score will revert to the last completed inning. No Drop dead for Bracket play. The next inning begins when the final out of the previous inning occurs.
- In the event of weather, time limits may be adjusted by the tournament organizer.
- Mercy Rule: 20 runs after 2 innings, 15 runs after 3 innings, 10 runs after 4 or 5 innings
- Influencing the umpires, for example, yelling "safe" or "out" before the umpire makes a call or openly questioning or complaining about the umpire's call, will not be tolerated.
- Pitching Limits:
 - o Pool Play – maximum of 6 outs
 - o Bracket Play: maximum of 12 outs between quarter/semi/final
 - o Single Game: maximum of 6 outs in any single game
 - o Single Day: maximum of 9 outs in any single day

General Rules

- Length of Game: 6 innings
- Pitching limits will be in effect and monitored. We require all teams to use GameChanger to allow transparency between the teams and allow tournament staff to monitor pitching rules.
- Pool play Tie Breaker Procedures:
 - o Overall won loss record;
 - o Runs Allowed – Fewest to most
 - o Run Differential
 - o Head-to-head (only applies when two teams are involved)
 - o Coin Flip
 - o All forfeit scores are 6-0



- Pitcher's mound length:
 - o 8u: 42 ft
- Teams should arrive on site at least 45 min prior to the scheduled start time. Teams may start and finish games with eight (8) uniformed players. If a team plays with eight (8) players, the ninth spot in the batting order is an automatic out unless if due to injury. If an injured player is skipped in the order, no out will be incurred, but this player will not be able to re-enter the game. If a ninth uniformed player arrives, that player may be inserted into the ninth spot in the batting order and the automatic out shall stop. If a team has seven (7) or less uniformed players to start a game or at any point during the game, the game shall be declared a forfeit.
- Teams will fill first and third base dugouts on a first served basis, irrespective of home and away designation. If a team has back-to-back games on the same field, they should always remain in the same dugout to avoid the extra time involved in moving gear.
- Teams cannot use the full infield to warm up. Each team must stay on their side of the infield if they want to field grounders. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
- Official game balls will be provided to start each game. Teams are expected to assist in the retrieval of foul balls.
- Teams are expected to clean their respective dugouts of trash following the game.
- Both teams shall report the final score to the tournament director following each game. Since tiebreakers often come into play, accurate score reporting is critical.
- Games that get cancelled due to rain shall be considered complete games after the 3rd inning. Incomplete games will be continued from the point of stoppage later (schedule permitting). If more than 3 innings were complete, the score reverts to the last full inning score and the game is considered complete. Note: ONLY the Tournament Organizer has the right to delay or cancel a game due to inclement weather. Managers involved in the game do NOT have input on these decisions.
- Any team that forfeits in pool play may result in team is not eligible to advance to bracket play.

Batting

- Each team must bat the entire roster.
- If a player becomes injured (as ruled by the umpire) and is unable to continue playing, their spot in the batting order shall be skipped with no penalty. Once an injured player leaves the batting order, they are done for the remainder of that game. If a player is hit by a pitch and can't run, the last batted out may take his place and the player may re-enter the game unless he leaves the batting order at which point we would be done for the remainder of the game.
- All kids must bat in continuous order.
- If a player is ejected from the game, an out will be declared each time the player comes up in the order for the remainder of the game. That player will also have to sit out the following game.



- USA BASEBALL STAMPED BATS ONLY – NO EXCEPTIONS – If a player steps into the batter's box with a Non-USA Baseball stamp
 - o 1st infraction - the batter is out.
 - o 2nd infraction – the batter will be ejected.
 - o 3rd infraction - team forfeit and possible tournament ejection, manager will be ejected from the tournament. These infractions are cumulative for the tournament.

Pitching

- No quick pitching
- A pitcher, once removed from the mound, is not permitted to pitch in the same game
- No balks
- No intentional walks
- No white long sleeve undershirts, white armbands, or sunglasses while on the mound
- If a pitched ball hits a batter, he is awarded first base. The pitcher must be removed after the third hit batter in a game.

Length of Game

- Please have your catchers ready and use courtesy runners to speed the pace of play. You can sub a runner for your catcher at any time, the last batted out must be inserted as the runner.
- Home vs. Visitor will be determined by a coin flip in pool play.
- In bracket play, the higher seed will be the home team.
- For all pool play games, if a game is tied after the time limit expires or when the regulation innings have been completed, the game shall be recorded as a tie
- A game will be considered complete after 3 innings or 2 ½ innings if the home team is leading if weather, darkness, or field conditions prevent the game from being completed.
- For Bracket Play Games, if a game is tied after the time limit expires or when the regulation innings have been completed, the following tiebreaker will be used. In the first extra inning and every ½ inning thereafter, each team will start with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will start with a 1-1 count. The game will continue in this format until a winner is determined. The 1 out to start the inning DOES NOT count against the 6 outs per pitcher limits.

Umpires

- No arguing with umpires is allowed. The first instance will be a warning and the second will be an exit from the tournament and we will ask you to take your team home and we will not refund you your tournament entry fee.
- Discuss strike zone with the umpires before the game and other nuanced rules
- Parents are an extension of the coaches and if there are fans yelling at the umpires or other team, we will ask the coach to deal with the parents. If the parents cannot calm themselves



down, they will be asked to leave the premises. TELL THE PARENTS AHEAD OF THE TOURNEY - NO SURPRISES!

- Influencing the umpires, for example, yelling “safe” or “out” before the umpire makes a call or openly questioning or complaining about the umpire’s call, will not be tolerated.