



Mini 8's Invitational

Tournament Play
Format and Rules
July 7th – 17th, 2022



Tournament Play Format and Rules

NOTE: Anything not covered in these rules is governed by the Official Regulations and Playing Rules of Little League Baseball.

GAME PRELIMINARIES

- 1) Each team will play all teams within their pool for the round robin. Awarding 2 points for a win; 1 point for a tie and 0 points for a loss.
- 2) In case of a tie at the end of the round robin, playoff seeding will be determined Per all steps in LL Tournament rules but using total Defensive Runs Allowed per Defensive Innings played not the 6 innings as stated in the rule book.
- 3) Home and Visitors will be determined by the schedule. Home team takes the third (3rd) base dugout.
- 4) Each team must have a minimum of 9 players. If less than 9 are available rule 4.04 applies. (If unavailable by the start, the director must approve the game to start with 8 and an out will be called. If the player becomes ill or injured during the game no out will be called.)
- 5) Teams must have only (1) manager as well as a minimum of (2) coaches. Teams can also have a pitching machine operator who can be a coach or parent making maximum 4 coaches.
- 6) Offensive coaches will be positioned as follows: 1st Base, 3rd Base, In Dugout, and at pitching machine. Defensively no coaches on field- 3 coaches must remain in or in front of the dugout. 1 Pitching Coach must leave the field of play while on defense.
- 7) All players on the roster will bat in rotation and nine (9) will be on the field defensively each inning. A maximum of six (6) infielders, including pitcher and catcher. Outfielders must be behind the fair play line when the ball is hit.
- 8) A player may not sit out a second inning, until all other players in the game have sat out one (1) complete inning. All players are required to play in the infield at some point in every game. Since this is a developmental age, the same player cannot play the same position for the entire game. If a player arrives late they may be entered only at the bottom of the order regardless of where the order is at that time.
- 9) Three (3) outs for each team constitute an inning.
- 10) For the round robin rounds:
 - i) No new inning will start after two (2) hours of play. Inning starts at the last out of the inning before.
 - ii) There is a four (4) run limit in the first 3 innings. Then 5 runs or runs to catch up to a tie. No open inning.
 - iii) Ten (10) run mercy rule applies, after four (4) completed innings. Home team does not take their fourth (4th) at bat if up by ten (10) at the bottom of the fourth (4th) inning.

- 11) For the playoff rounds:
 - i) No time limit.
 - ii) There is a four (4) run limit in the first 3 innings. Then 5 runs or to catch up to a tie. Last Inning is open.
 - iii) Ten (10) run mercy rule applies, after four (4) completed innings. Home team does not take their fourth (4th) at bat if up by ten (10) at the bottom of the fourth (4th) inning.
 - iv) Extra innings in the event of a tie.

- 12) The pitching machine/sling operators will be from the team that is on offense. They will set the height of the pitches at the beginning of each game together, along with the umpire and tournament coordinator or his/her representative. The pitching machine will be positioned at 40 feet from home plate and the speed will be set to 36 mph. Adjustments, if required, will be made collaboratively between innings after both teams have hit. The plate umpire shall authorize any adjustments throughout the game as required. Final call on pitching machine changes will fall to the Coordinator or his/her representative. Every effort will be made to maintain consistent speed throughout the tournament.

- 13) The pitching machine operator must be attentive to throws coming from the 3rd base side of the circle to 1st base, moving out of the way or ducking to avoid interference. Coach interference will be called if the play is affected in any way.

- 14) There will be a chalked area around the pitching machine determined by the tournament coordinator. The pitcher player must stand outside this area and not nearer than 40 feet from the plate. *Pitchers can not enter the pitching circle at any time during play. If so, see dead ball rule 16.*

- 15) Any batted ball that hits the pitching machine or pitching machine operator will be called dead. If the batted ball comes to rest inside the chalked circle it will be declared a dead ball. The batter will be awarded first base and all runners will advance one base. Any hit balls that go through the circle without touching the machine or the operator will be live balls and in play.

- 16) Pitching machine operators should not catch balls thrown to them unless time is called or the ball has been declared dead.

- 17) The catcher must wear full gear when catching. A fielder's glove, 1st baseman's glove or catcher's glove may be used by the catcher. Catcher's can not discard helmets any time during play.

- 18) Both teams will be prepared to be responsible to keep score for their games and each team manager will be required to email their final score to tournaments@whalleylittleleague.com . In the event of a discrepancy home team is official scorebook. All scores and results will be posted on the Tournaments APP. Tournament may provide scorekeepers for all or some games depending on resources.

- 19) After handshakes, teams will line the baselines to award 1 'MVP' award to a player on the opposing team at the end of each Round Robin game. To recognize the varying strengths and weaknesses of players at this age, we suggest no player receive more than one MVP award during the tournament. An MVP may be awarded for a 2nd time in the playoff round.

DECORUM

- 20) There is zero tolerance for disrespectful actions directed toward the umpires. Proper field decorum shall be observed when communicating with the umpires. (Example: no expressing disagreement from the dugout area.) If there is need for an interpretation discussion it will be done by approaching with permission and talking to the umpire who made the call to clarify what they saw and their interpretation of the rule.

- 21) Only the Manager will address the umpires on rule interpretation. There can be no comment or discussion on judgment calls. In the event of a dispute or confusion of rule interpretation, and the

manager is certain of an error, it is encouraged to pause the game to refer to the rule book or a higher authority (as per LL international process). There are no “playing under protest” on game rules, only player eligibility, substitutions etc. Any rule call is final once another pitch takes place.

- 22) Incidences of disrespect to an umpire will result in any of: loss of the 4th coach, coach confinement to the dugout, suspension, and or ejection from the Tournament. Managers are responsible for the actions of their players, team parents and visitors in this regard and are subject to the same discipline for the actions of parents (per LL rules).
- 23) Players must remain in the dug-out while their team is hitting. There is no “on deck” circle – batters are to remain in the dugout. All equipment must also be inside of dugout during games.
- 24) Jocks and Jill’s are mandatory. Players are not permitted to participate in the games if they are not wearing protective gear.
- 25) Batting helmets must be worn while at bat and on the bases. Chin straps are required if the player is not wearing a compression style helmet.
- 26) Coaches must have players completed medical forms with them during games.
- 27) Zero tolerance for bullying and name calling to any player on your team or any opposing team including young umpires. Any player found bullying or disrespecting umpires will be removed from the game.
- 28) Managers are responsible for their dugouts and bleachers. All garbage must be picked up at the end of each game.

PLAYING RULES

- 29) If there is a play at any base including home, there is no “must slide” rule in baseball. LL rule 7.08 applies, runner is out if they do not slide or avoid a player in possession of the ball waiting to make a tag.
- 30) Batters will receive three (3) swinging strikes or a 5-pitch max per at bat unless a pitch is declared “No Pitch/Dead Ball” by the umpire. There are no walks. If 5th pitch is fouled, the at bat continues per regular baseball rules.
- 31) Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous fashion (umpire judgement) will be subject to the following consequences:
 - i) *First occurrence in the game: the batter will be given a warning
 - ii) *Second occurrence in the game: The ball is dead, the batter is out, and the runners return.
- 32) A tip ball caught by the catcher on the third (3rd) strike is an out and the play is dead, regardless of the height of the ball.
- 33) There is no bunting.
- 34) Infield fly rule does not apply.
- 35) Stealing is allowed from second to third, and third to home. A runner may not advance to home on any over-throw to third at any time.
- 36) Overthrows: An overthrow may come from the outfield or infield (ball must clearly pass the intended fielder and base to be an overthrow). All runners may attempt only one extra base (at their own risk) on the overthrow. The ball is dead after the runner(s) have reached the extra base whether time is called or not. If a play is made on a runner at the extra base, a safe or out call will be made. Under no

circumstances may the runner advance beyond this extra base, even in the case of another overthrow.

37) Possession of the ball by any infielder inside the infield dirt is a dead ball and runners may NOT advance beyond the base they were between when the infielder obtained possession. Bobbled possession or a dropped ball is possession and is not considered an overthrow.

Revised July 3 11am