

## OCONTO LITTLE LEAGUE TOURNAMENT RULES

These rules could be subject to change prior to first tournament game. Notification will be given to each coach if a change would occur. Thank you.

1. Each game will be six (6) innings with a time limit of one (1) hour and fifteen (15) minutes. Ten (10) run rule after four (4) innings have been played and 12 run rule after (3) innings have been played. All championship & 3<sup>rd</sup> place games will go six (6) innings unless one team gets run ruled. If a rain delay should occur, time limit will be changed to one hour until brackets are back on schedule. All ties will count in pool play, until bracket play begins. **All teams should be at their scheduled diamond 1/2 hour before game time, if previous game gets done early, we will start your game early to keep the tournament running ahead of schedule.**
2. Little League rules prevail except as changed by the tournament committee.
3. Team rosters must be turned in to the tournament manager prior to the first game. Team rosters with uniform number and birth dates must be turned in to the tournament director a half an hour prior to your first game. Rosters may consist of players who compete in the same program and have not reached their 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup>, and 13<sup>th</sup> birthday before May 1 of this current tournament year. Proof of age will be required when requested by the tournament director. Please have a copy of a player's birth certificate on hand. If a concern arises, the player will not be able to play until proof of age is furnished. Awards are limited to 15 players.
4. When a manager claims that an umpire's decision is in violation of the tournament playing rules, he shall make a formal protest immediately to the plate umpire. The plate umpire will confer with the other umpire(s) working the game and their decision is final and there is no other appeal. The protest must be made at once to be answered. Tournament Director will not over-rule the umpires.
5. No abusive or profane language by anyone connected with the tournament will be tolerated. The use of tobacco or alcoholic beverage in any form is prohibited on the playing field or bench area. No throwing of any equipment. Penalty or ejection from the game will result. Each team is responsible for clean up of dugout area after each game.
6. No manager or coach will be allowed at any time behind the backstop during the game in which they are participating in while the game is in progress.
7. Trips to the mound by a coach may not exceed one (1) trip per pitcher in one (1) inning. Once the pitcher is removed from the game he cannot return to the mound in the same game. Four (4) warm up pitches will be allowed between innings. Eight (8) pitches will be allowed to a new pitcher. THERE WILL BE NO BALK BALL RULE USED.
8. The inning is complete when the 3<sup>rd</sup> out is recorded, there will be a **TWO-MINUTE** time limit between innings, a new inning will not begin after one (1) hour and thirteen (13) minutes to keep games on schedule.
9. Third strike is an automatic out.
10. Six (6) run limit per inning or 3 outs EXCEPT in the 6<sup>th</sup> inning
11. No leading off base. The ball must reach the catcher before leaving the base. If runner is caught leaving to soon, the ball is dead and the runner will be called out.
12. Stealing home will be allowed.
13. In-field fly rule will not be used.
14. On all overthrows, the base runners and batters get all the bases they can get. If the ball goes over the fence or out of the confines of the playing area, or any equipment interference, the runner will be allowed the base they are headed for plus one.
- 15.

16. No courtesy runners except for the catcher when there are two outs and for an injured player. Base runner must be the person who made the last out
17. Any batter requested by the coach to be intentionally walked must notify the umpire behind the plate.
18. No fake bunting and then swinging, batter is out.
19. Designated hitter will not be in effect.
20. No in-field practice before games.
21. All players must wear baseball caps.
22. Players must slide when played on or avoid illegal contact with fielder holding ball. No malicious contact, umpire's judgment. Players must slide feet first unless sliding back to base they occupied.
23. Pitching mound will be 46 ft from home plate for all divisions.
24. A pitcher that hits two (2) batters in the same inning, must be removed from the mound for the remainder of that game.
25. Pitcher's will be limited to three (3) innings per game maximum and then a change will have to be made. A player that is catching can come into pitch at any time during the game. A victory is not worth over using a young pitcher's arm. Please follow the Medical Expert's recommendation.
26. One pitch thrown will constitute an inning pitched.
27. A team must have eight (8) players to start the game, but cannot finish the game with less than eight (8) at this point the game will be considered a forfeit.
28. No metal spikes allowed.
29. All divisions will play only nine (9) players in the field, but must bat the entire team in continuous order. A team caught batting out of order will result in a forfeit. All teams will have free substitutions.
30. Tie breakers for seeding pool play into bracket play will be as follows:
  - 1) Head to head
  - 2) Runs allowed
  - 3) Runs scored
  - 4) Flip of coin
31. The home team is the official scorekeeper. Home team will also be responsible for assigning a parent or coach to operate the scoreboard. If there are any discrepancies, the official book will be final. Umpires will check with the opposing coaches each inning to validate the score. If there are any discrepancies, the umpire will make the final decision. All line-ups must be handed to the opposing scorekeeper fifteen (15) minutes before the game.
32. The flip of a coin will decide home and away for each team before the start of each game.
33. Both USSSA and USABat standards will be accepted. Bat weight versus length cannot exceed -13.
34. No AAU teams or all-star teams. All players must play league ball in the same school district or community.