

2017 EXETER LIONS LITTLE LEAGUE 8 & 9 YEAR OLD CLASSIC TOURNAMENT

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The rules of play for the 2017 Exeter Lions Little League 8 & 9 year old Classic Tournament will be those contained in the 2017 Official Regulations and Playing Rules book published by Little League Baseball. **This is a Minor League Special Games Tournament and will be played under Minor League Regular Season Rules including:**

1. The maximum number of players allowed on the roster is 15. No alternate players are allowed after the roster is submitted.
2. A valid proof of age (birth certificate) must be available at all games.
3. Up to 10 defensive players on the field.
4. Tagging up is allowed.
5. Infield fly rule shall apply.
6. 5 run max per inning, except last inning or any inning in which the 10 run rule is in effect.
7. Normal Little League rule on bats...same that have been used all season.
"The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule."
8. Having less than 9 players available at game time constitutes a forfeit (15 minute grace period).
9. This is a minors tournament, so only those players who were on a 2017 regular season minor team are eligible to participate.
10. If a 7 year old was on a 2017 Minors roster, that player is eligible to participate.
11. Mandatory play will apply; each player must play 6 defensive outs and bat one time. A starter can re-enter anywhere in the lineup after their substitute has fulfilled their obligation.
12. No more than four coaches per team within the confines of the field

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- a. Two coaches may work as base coaches on first and third base as long as there is a coach in the dugout. (This applies to teams with only a Manager and 2 coaches.

13. Manager/Coaches are responsible for the behavior of coaches, players and FANS. Abusive behavior/foul language by any of the above can result in ejection from the complex and possible game forfeiture. ZERO Tolerance Rule in Effect.

14. Regular Little League umpires will work all games.

15. The home plate umpire will determine the suitability of the field of play for each game.

16. Each team will be responsible to supply one new ball per game.

17. The ten run rule will be in effect. The team leading by 10 or more runs after four innings is the winner.

18. No more than ten batters per inning. Except in the sixth inning or in any inning where the ten run rule applies.

19. A request for time from the Umpire to check pitch counts with press box officials counts as a visit to the mound. Pitch counts will be updated and provided between innings by the press box. Coaches are responsible for keeping accurate counts during innings.

20. At the completion of each game, pitch counts will be verified by a league official and manager. The manager is required to sign the Pitch Count Log. Failure of the manager to verify and sign the log at the end of the game will result in an automatic acceptance of the count.

21. All subs must be reported to press-box

22. 2-Hour Time Limit in effect for ALL Games.
Time will be marked prior to first Pitch from Official Scorekeeper and Umpire. All Time checks will come from Official Scorekeeper. No New Inning may begin after the 2 hour limit, game will end at this point with Team leading at this point winning the game. In case of a tie game, a new inning may begin after 2-hour time window in order to decide Winner of game.

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23. The President of the Exeter Lions Little League, or his designee, shall act as the Tournament Director and his/her decision shall be final.
24. The tournament bracket will be updated at:

<http://exeterlionslittleleague.org>

Pitching:

1. The pitching distance is 46 ft.
2. The balk rule will not be enforced. The first illegal pitch will result in a warning; subsequent illegal pitches will result in a ball being called on the batter (Rule 8.05).
3. The maximum number of pitches for a 7-8 year old pitcher will be 50. The maximum number of pitches for a 9 year old pitcher will be 75. (Regulation VI c).
4. Pitchers must adhere to the following rest requirements: (Regulation VI d).
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51- 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required before pitching again.

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Base running:

Stealing (including home) is allowed under the following conditions:

1. The ball is in play and the pitcher does not have control.
2. The ball is in play and the pitcher has control of it outside of the circle.
3. Base runners must steal from the base....no "leads" in anticipation of an overthrow or miss-play

Examples:

1. The pitcher misplays a ball thrown back from the catcher.
2. The pitcher misplays a ball thrown from any fielder.
3. When returning a pitched ball to the pitcher, the catcher comes out of the Catcher's box and crosses into fair territory.

Continuous batting order:

If, at the start of the game, one team has more than one player difference from the other team, the team with more players has the option to bat the same number of players as the team with fewer players. Keep in mind, players must still meet the minimum playing requirements in the game (1 at bat and six continuous outs).

EXAMPLE A: Team A has 12 players at game time. Team B has 11. Since there is only a one player difference, both teams bat all players in a continuous batting order.

EXAMPLE B: Team A has 11 players at game time. Team B has 15. Team B can elect to bat 11 players in Continuous order (matching Team A's 11) so long as the remaining 4 Players from Team B meet minimum playing requirements during the game (1 at bat, and six continuous outs)

EXAMPLE C: Team A has 12 players at game time. Team B has 14. Team B can elect to bat 12 players in continuous order (matching Team A's 12) so long as the remaining 2 players from Team B meet minimum playing requirements during the game (1 at bat, and six continuous outs)