

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

SUBJECT	Minor Softball 6-8	Minor Softball 7-12	Major Softball 9-12	Junior Softball 13-14
TIME LIMIT Rule 4.10 (c) (2)	No new inning after 1 hour and 30 minutes. No tie games	No new inning after 1 hour and 45 minutes. No tie games	No new inning after 2 hours No tie games	
REGULATION GAME Rule 4.10 (a, b)	A regulation game consists of six innings, unless extended because of a tie score or shortened			A regulation game consists of seven innings, unless extended because of a tie score or shortened.
OFFICAL GAME Rule 4.10 (c)	Four full innings or 3 ½ if the home team is ahead.			Five full innings or 4 ½ if the home team is ahead.
MERCY RUN RULE Rule 4.10(e)	Rule 4.10(e) Mandatory-15-run rule after three innings/10 run after four innings/8 after five innings			Rule 4.10(e) Mandatory-15-run rule after four innings/10 run after five innings/8 after six innings
DOUBLE HEADERS Regulation VII (d)	Not Allowed	A team may play in up to two doubleheaders in a seven (7) – day period		Teams may participate in a maximum of three (3) games in a day
BASE ON BALLS ***HBP is not a walk*** If HBP on Coach Pitch another pitch will be allowed	No Consecutive walks, on 2 nd walk, batter will have 3 coach pitches to put the ball in play or be retired. (If the 3 rd pitch is foul then a 4 th will be awarded)	No limit		
PITCHING RULES Regulation VI (b, d)	A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.			No pitching restrictions apply.
PITCHING DISTANCE Rule 1.07	35 Feet	35 Feet	40 Feet	43 Feet
RUNS ALLOWED PER INNING Rule 5.07	A five-run limit will be imposed, which would complete the half inning. Except 4 th inning or beyond	A five-run limit will be imposed, which would complete the half inning. Except 6 th inning or beyond.	No Limit	

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

INFIELD FLY RULE Rule 2.0	Not applicable	Applicable- Rule 2.0 Infield Fly
PLAYERS, MANAGERS AND COACHES Rule 3.17	Only players, one manager and two coaches shall occupy the dugout. All players are to remain in the dugout unless they are batting.	
BASE COACHES Rule 4.05 (2)	A.R. (2) Base coaches required. Both may be adults providing one (1) adult remains in dugout. Rule 1.16 Coaches under 18 years of age and all players must wear a helmet.	
DEFENSIVE COACHES	Optional: 1 coach outfield grass.	Not Allowed
BATTING ORDER Rule 4.04	<p>Rule 4.04-All Division- continuous batting This will replace Rule 3.03- The batting order will be the entire roster. A.R. - For continuous batting order, all players listed in the batting order shall be considered starters.</p> <p>Player Rule (Rule 4.04 Teams can start and play games with (8) players. If a team only has eight players, the first time the ninth (9th) position in the batting order comes up is an automatic out. Every time after that the ninth (9th) position in the batting order will be skipped over without penalty.</p> <p>Rule 5.07 is in effect for Minor Division only.</p>	
ON DECK BATTER Rule 1.08	Not allowed. Only the first batter of each half inning will be permitted outside the dugout between half innings	Allowed
BATTING PRACTICE Rule 1.16	Use of a helmet by the batter is mandatory in all types of batting practices. This includes players throwing or tossing the balls.	
DESIGNATED HITTER	Not allowed	
MANDATORY PLAY Regulation IV (i)	Minors, Major, Juniors (6) Defensive outs and (1) time at bat.	
UNCAUGHT THIRD STRIKE	Batter may not run	Rule 6.09(b) Batter may run on an uncaught third strike.
STEALING BASES	One base per pitch. No stealing on coach pitch	Allowed
BASE RUNNERS Rule 7.08	Rule 7.08(d) Runner must keep in contact with the base until the ball has been batted or reaches the batter. Leaving early see Rule 8.04	Rule 7.08(b) Runner must keep in contact with the base until the ball has been released by the pitcher on the delivery. Leaving early see Rule 8.04
SPECIAL PINCH RUNNER Rule 7.14	Not allowed with continuous batting	
THE RUNNER PROCEDURES FOR USE OF A DOUBLE FIRST BASE Rule 7015 (g)	<p>In Majors, Junior, and Senior League divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or the white section:</p> <ol style="list-style-type: none"> 1) On any force out attempt from the foul side of first base, or; 2) On any errant throw pulling the defense off the base into foul territory, or; 3) When the defensive player used the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out. 	

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

INTENTIONAL WALK Rule 6.08*	<p>This revises the intentional walk rule so that a player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.</p> <ul style="list-style-type: none"> • The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when <ol style="list-style-type: none"> a) (1) four “balls” have been called by the umpire; ball is live and base runners may advance; or, a) (2) ALL DIVISIONS: the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game. <p>NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.</p> <p>NOTE 2: The ball is dead, and no other runners may advance unless forced by the batter’s award.</p>	
COURTESY RUNNER Rule 3.04*	<p>Rule 3.04/7.14(b)- Courtesy runner is permitted (Pitcher and/or catcher only with 2 outs)</p> <p>NOTE 2: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.</p> <p>NOTE 3: If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. EXAMPLE: With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.</p>	
INCAPACITATED PLAYERS Rule 5.10 (c)	<p>If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play.</p>	
OFFENSIVE CONFERENCES Rule 5.10(d)	<p>(1) per inning</p>	
DEFENSIVE CONFERENCES Rule 8.06(a, b)	<p>A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as the pitcher. Removed on fourth time out in game. NOTE: A player removed from the pitcher’s plate and returning as the pitcher of record shall retain the number of visits from their previous appearance as pitcher. To calculate the number of visits for a pitcher, all visits, regardless of the pitcher being removed and returned to the pitcher’s position, shall be applied</p>	<p>A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as the pitcher. Removed third time out in game. NOTE: A player removed from the pitcher’s plate and returning as the pitcher of record shall retain the number of visits from their previous appearance as pitcher. To calculate the number of visits for a pitcher, all visits, regardless of the pitcher being removed and returned to the pitcher’s position, shall be applied</p>

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

DEFENSE	Maximum of 10 4 Players must play outfield.	Maximum of 9 players
WARMING UP PITCHERS Rule 3.09	Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.	
POOL PLAYERS	Not Allowed	Not Allowed
BATTING HELMETS Rule 1.16*	All helmets must bear the NOCSAE stamp. Helmets must have a non-glare surface and cannot be "Mirror-Like." Write your child's name on the foam inside the helmet. Writing on the helmet may disqualify the helmet from play. Permits the use of helmet stickers or decals, provided that such usage is not excessive, is not offensive and does not make any inappropriate references, such as drugs or alcohol dealer). WARNING: Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty and/or NOCSAE certification. Helmets may not be repainted and may not contain tape. Little League recommends that no alterations be made to any type of helmet.	
CATCHER'S GEAR Rule 1.12, 1.17	The Catcher must wear a mitt of any shape, size, and weight consistent with protecting the hand. Catchers may wear long or short model chest protectors. All catchers must wear a chest protector with a neck collar, dangling throat guards, shin guards and a catcher's helmet with a mask. The catcher's helmet must be stamped NOCSAE. Skull caps are not permitted.	
GLOVES Rule 1.13, 1.14, 1.15 (a, b, c, d)	The first baseman and every fielder other than the catchers must wear a glove or mitt of any weight and not more than 14" long from top to bottom, nor more than 8' wide across the palm. The webbing shall not be more than 5 ¾ wide. The pitcher's glove shall be of one solid or multi color as long as the color(s) are not the color of the ball being used in the nor in the judgment of the umpire, distracting in any manner. A pitcher shall not wear any items on his/her hands, wrists or arms which may be distracting to the batter, e.g., sweat bands	
SHOES Rule 1.1 (i)	No metal cleats allowed.	Metal cleats allowed.
JEWELRY Rule 1.11 (j)	Players must not wear watches, bracelets, rings, pins, and any type of jewelry. Jewelry that is specific to a specific medical condition may be worn.	
PITCHER'S UNDERSHIRT ARM BANDS Rule 1.11(a)(3)*	Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color, provided it is not the same color as the ball being used in the game. Neoprene sleeves may be worn by the pitcher, and do not need to be covered by an undershirt, provided the neoprene sleeve is one solid color and not be white or grey. A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g., sweat bands. The use of play calling bands by defensive players is permitted under the following conditions: <ul style="list-style-type: none"> • The equipment must be worn as the manufacturer intended (i.e., on either the wrist or forearm) • The play calling band may not be attached to the belt or any other location on the player's person. • Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed. 	

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

UNIFORMS Rule 1.11 (1-2)	All players on the team shall wear numbered uniforms identical in color, trim and style. The Little league Official Shoulder patch must be affixed to the upper left sleeve or left chest of the uniform shirt	
GAME BALLS Rule 1.09	11-inch ball	12-inch ball
HOMERUN BALLS	Homerun baseballs may be kept providing an immediate replacement ball is provided by the offensive team.	
PROTESTS	All protests will be resolved immediately.	
DEAD BALL DEFINED Rule 2.0	<p>A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.</p> <p>DEAD BALL AREA is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's benches, or designated media areas, or any other boundary line as determined in the pregame conference. If a ball becomes lodged in a fence, backstop, umpire's equipment, or catcher's equipment, it is considered to be in a dead ball area.</p>	
INELIGIBLE PLAYERS Rule 4.19	If an ineligible pitcher or player participates in a game for any reason, it may result in forfeiture, and/or removal of participants, including players, manager and coaches, or the entire team named herein for the remainder of the Tournament	
MANDATORY PLAY PENALTY	<p>PENALTY: The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), and the requirement for this game before being removed.</p> <p>The manager shall be suspended for the next scheduled game</p> <p>NOTE 1: If the violation is determined to have been intentional, a more severe penalty may be assessed by the District 18 Board of Directors. However, forfeiture of a game may not be invoked.</p>	
FIELD DECORUM Regulation XIV	(a) The actions, <u>on or off the field</u> , of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity <u>including through online or social media</u> , is subject to disciplinary action by the local league Board of Directors.	
Game Preliminaries Rule 3.17*	<p>Electronic Devices</p> <p>This change permits a team to use one-way communication to the catcher while the team is on defense.</p> <p>Change: The use of electronic communication equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for communication with on-field personnel including those in the dugout, bullpen, or field. EXCEPTION: A manager or coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense for the purpose of calling pitches. A manager or coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a manager or coach) while on offense, and a manager or coach shall not use the device outside the dugout/bench area.</p> <p>PENALTY: The penalty for violating any part of this rule by any manager, coach, or player is ejection from the game.</p> <p>NOTE: A manager or coach is permitted to use a rulebook, scorekeeping, and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort.</p>	

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

<p>PREGAME EQUIPMENT INSPECTION Rule 3.01*</p>	<p>Removes the requirement for umpires to check equipment prior to the start of the game by placing responsibility for legal and proper equipment on the manager.</p> <p>Before the game begins, the umpires shall —</p> <ul style="list-style-type: none"> • (a) require strict observance of all rules governing team personnel, implements of play, and confirm with the managers of both teams at the plate conference that all equipment is proper and legal for play according to Little League Rules. <p>NOTE: Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. PENALTY: If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team’s next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.</p>
<p>UMPIRES Rule 9.00</p>	<p>Rule 9.01(d) Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.</p> <p>Note: The stealing and relaying signs is in effect</p> <p>Rule 9.02 (a) Any umpire’s decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.</p>
<p>EJECTIONS Rule 4.07</p>	<p>EJECTIONS: Any manager, coach, or player ejected from a game will be suspended for the next physically played game. This includes pregame and postgame activities. Ejections shall be noted in the tournament team’s eligibility affidavit in the Record of Ejections. Entry should include member’s name and date ejected and be signed by the Tournament Director or District Administrator.</p>
<p>ILEGAL BATS Rule 6.06 (d)*</p>	<p>Rule 6.06(d) Use of an Illegal Bat</p> <p>This change updates the penalty for the usage of an illegal bat as listed in 6.06(d) to remain consistent with the penalty included in the change to Rule 3.01</p> <p>the batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box. The ball is dead. Runners must return if they advanced on the play.</p> <p>Note: If the infraction is discovered before the next player enters the batter’s box following the turn at bat of the player who used an illegal bat:</p> <p>(1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.</p> <p>2.The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.</p> <p>A.R. 1 — Any of the remaining adults in the dugout may be used as the one adult base coach at any time during the duration of the game.</p> <p>A.R. 2 — When an illegal bat is discovered, it MUST be removed from the game at that point.</p>

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

<p>THE PITCHER APPROVED SUBSTANCES Rule 8.02 (a) (1)</p>	<p>The pitcher shall not - (a)(1) apply a foreign substance of any kind to the ball, pitching hand, or fingers. <u>The pitcher may bring the hand in contact with the mouth or lips provided he/she distinctly wipes off the pitching hand before contacting the ball.</u> Under the supervision of the umpire, powder rosin may be used to dry the hands; NOTE 1 Pitchers may only use dirt, powdered rosin, or comparable drying agents that are listed on the USA Softball’s certified equipment webpage to dry hands. NOTE 2: A pitcher may use a rosin bag for the purpose of applying rosin to the bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to their glove or dust any part of the uniform with the rosin bag.</p>
<p>SOFTBALL BATS (ALL DIVISIONS) Rule 1.10</p>	<p>The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches, (34 inches for Junior/Senior) in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. An illegal or altered bat must be removed. Penalty See Rule 6.06(d) A.R. - If the specifications mark(s) on the bat are not legible, that bat cannot be used and shall be removed from the game. A.R.-No bat, in any level of Baseball or Softball play is permitted to be altered. Products such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations or modifications to the bat and are not permitted. NOTE 1: The traditional batting donut is not permissible. NOTE 2: The bat may carry the mark “Little League Tee Ball.” NOTE 3: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring must be removed from play. The 2 ¼ inch bat ring must be used for bats in all softball divisions. Any bat that has been altered shall be removed from play.</p>

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

**BATTER'S BOX
ALL DIVISIONS
(EXCEPT 6-8)
Rule 6.02 (c)**

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing
2. When forced out of the box by a pitch
3. When the batter attempts a "drag bunt" or attempts a "slap or slap bunt"
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted
6. When time has been called.
7. When the pitcher leaves the eight-foot circle, or the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

All Softball Divisions: No pitch has to be thrown, the ball is dead, and no runners may advance

Note: The batter may return to their position in the batter's box and assume the new count at any time during the at-bat unless such enforced penalty is the third strike.

Regulation VI

Pitchers

(a) Any player on the team roster may pitch. **EXCEPTION:** A player who has attained a league age of twelve (12) is not eligible to pitch in the Minor League.

(b) **Minors/Little League (Majors):** A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

LITTLE LEAGUE (MAJORS) AND MINOR LEAGUE EXAMPLE

If a player pitched in seven (7) or more innings on (Column A), that player can pitch again on (Column B):

Column A	Column B
Sunday	Tuesday
Monday	Wednesday
Tuesday	Thursday
Wednesday	Friday
Thursday	Saturday
Friday	Sunday
Saturday	Monday

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

Regulation VI Pitchers-Continued

Junior/Senior League: No pitching restrictions apply.

NOTE: The local league Board of Directors or District may impose additional pitching limitations during the Regular Season and interleague. **Junior League.** A local league Board may prohibit 15-year-olds from pitching within the Junior Division.

Pitching Restrictions for 12-year-olds participating in Majors and Junior League

For a 12-year-old participating in the Major and Junior League Divisions as permitted under Regulation IV(a), the pitching rules and regulations regarding days of rest that are pertinent to the division in which the pitcher is used will apply to that game. Innings pitched previously in both divisions are taken into account when determining the eligibility of the pitcher for a particular game, with respect to days of rest and number of innings available.

Example 1 – A player pitches seven innings in a Junior Division game on Sunday. On Monday, the player has a scheduled game in the Major Division. The player would not be eligible to pitch in that game because the Major Division regulations require him/ her to have one calendar day of rest, as a result of pitching in more than six innings on the previous day.

Example 2 – A player pitches nine innings in a Major Division game on Sunday. On Monday, the player has a scheduled game in the Junior Division, and he/she would be eligible to pitch in that game because the Junior Division has no pitching restrictions.

Example 3 – A player pitches in seven innings in a Junior Division game played on Sunday and has a Major Division game later that same day. The player would be limited to five more innings for the Major Division game (for a total of 12 innings in a day in the Major Division).

(c) **Minor/Major:** A pitcher removed from the circle or withdrawn from the game defensively can return as a pitcher anytime in the remainder of the game, but only once in the same inning as she/he was removed.

Exception: See Rule 3.03(c). **Junior/Senior League:** A pitcher may be withdrawn from the game, offensively or defensively, and return as pitcher once per inning provided the return does not violate the substitution, visits per pitcher, or mandatory play rule(s).

(d) **Little League (Major) Division/Junior/Senior League:** Removes the restriction on the number of pitchers that a team can use in one game

EXCEPTION: In case of illness or injury to a fifth pitcher, an additional pitcher may be used.

(e) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Innings pitched in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. **NOTE 1:** In suspended games resumed on a subsequent day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their remaining eligibility for that day.

3. Minors/Little League (Majors): If doubleheaders are played, the limitation of twelve (12) innings in a calendar day would apply to each pitcher. A pitcher who pitches in the first game may pitch in the second game provided that pitcher has eligibility remaining.

4. There is no limit to the number of pitchers of a particular league age group on a team that can be used.

EXCEPTION: A player who has attained a league age of twelve (12) is not eligible to pitch in the Minor League.

Junior League. A local league Board may prohibit 15-year-olds from pitching within the Junior Division.

CALIFORNIA DISTRICT 18 2025 SOFTBALL TOURNAMENT OF CHAMPIONS RULES **

CONTACT INFORMATION FOR ALL QUESTIONS

(Please email questions to the staff, and we will respond in writing)

NOTE: This document is intended as a quick reference of various regular season rules in the Little League Rulebook for 2025. If there is an error in this document, the Official Little League Rulebook will be followed.

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PITCHING AFFIDAVIT

* Score should be the score when this pitcher was removed in the game.

Date of Game	Uniform Number	Pitcher	League Age	Name of Opponent	Score**		# Days Rest Needed	Official Scorer or Pitch Counter Initials	Manager Initials	Tournament Director Signature
					Own	Opp				
7/1	30	Joe Smith	12	Downtown	7	8	0	I.N.T.	I.N.T.	Signature

RECORD OF EJECTION

Player/Manager/Coach Name	Opponent	Date	Tournament Director Signature