

2025 DISTRICT 18 BASEBALL TOURNAMENT OF CHAMPIONS RULES

SUBJECT	Minor Baseball 6-9	Minor Baseball 8-12	Major Baseball 9-12	Junior Baseball 13-14
TIME LIMIT Rule 4.10 C,2	No new inning after 1¼ hours. No tie games	No new inning after 2 hours. 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 by 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(c)	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)	A team may play one (1) doubleheader in a calendar week.		Allowed	
BASE ON BALLS	No limit			
PITCHING RULES	Regulations VI-See Below			
PITCHING DISTANCE Rule 1.07	46 Feet			60 Feet 6 inches
RUNS ALLOWED PER INNING Rule 5.07	A five-run limit will be imposed, which would complete the half inning. Except 6th inning or beyond.		No Limit	
INFIELD FLY RULE Rule 2.0	Not applicable	Applicable		
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 batting.			
BASE COACHES Rule 4.05(c)	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	Not Allowed			

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BATTING ORDER Rule 4.04*	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. 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. Rule 5.07 is in effect for Minor Division only.	
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 on all types of batting practices.	
DESIGNATED HITTER	Not allowed	
MANDATORY PLAY Regulation IV (i)	Minors, Majors, Juniors (6) Defensive outs and (1) time at bat.	
UNCAUGHT THIRD STRIKE	Rule 6.09 (a) Batter may not run	Rule 6.09 (b) Batter may run on an uncaught third strike.
STEALING BASES	Allowed	
BASE RUNNERS Rule 7.00 thru 7.15	Will be strictly followed as written in 2025 Little League Baseball Rule Book	
SPECIAL PINCH RUNNER Rule 7.14	Not allowed with continuous batting	
INTENTIONAL WALK Rule 6.08	Rule 6.08 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 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. <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 a decision to the home plate umpire one time during 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. 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. NOTE 2: The ball is dead, and no other runners may advance unless forced by the batter’s award.	

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COURTESY RUNNER Rule 2.0, 3.04, 7.14 (b)*	Rule 3.04/7.14(b)- Courtesy runner is permitted (Pitcher and/or catcher only with 2 outs) 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. 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.	
INCAPACITATED PLAYERS Rule 5.10(c)	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.	
OFFENSIVE CONFERENCES Rule 5.10 (d)	(1) per inning	
DEFENSIVE CONFERENCES Rule 8.06 (a, b)	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.	A manager or coach may come out twice in one inning to visit with the pitcher, but the <u>second</u> time out, the player must be removed as the pitcher. Removed on <u>third</u> time out in game.
DEFENSE	Maximum of 9 players	
WARMING UP PLAYERS AND 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	
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 catcher’s mitt, cup and a long or short model chest protector. 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	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 that 5 ¾ wide. The Pitchers glove may not, exclusive of the piping, not be white or light grey, nor in the judgement of the umpire, distracting in any manner. No pitcher shall wear sweat bands on their wrist or arm.	

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SHOES Rule 1.11(h)	No metal cleats allowed.	Metal cleats allowed.
JEWELRY* Rule 1.11(j)	Any jewelry worn by a player that poses harm to injury will be subject to removal. The rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control hair, such as beads are permitted. Exception: Jewelry that alerts medical personnel to a specific condition may be worn.	
PITCHER'S UNDERSHIRT ARM BANDS Rule 1.11(a)(3)*	<p>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. The use of play calling bands by defensive players is permitted under the following conditions: The equipment must be worn as the manufacturer intended (i.e., on either the wrist or forearm)</p> <p>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.</p> <p>• NOTE: 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.</p>	
UNIFORMS Rule 1.11 - (a) (1)(2)	All players on a 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. Patches shall be placed centered on the left shoulder sleeve; or, centered on the left chest for sleeveless style. The patch may not be screen-printed or sublimated.	
GAME BALLS Rule 1.09	The baseball used must meet Little League specifications and standards.	Same
HOMERUN BASEBALLS	Homerun baseballs may be kept providing an immediate replacement ball (whatever district provides) is provided by the offensive team. No other brand will be accepted.	
DEAD BALL DEFINED Rule 2.00	<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>	
PROTESTS Rule 4.19	All protests will be resolved immediately. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game. Protest shall be considered only when based on: The violation or interpretation of a playing rule, use of an eligible pitcher or use of an eligible player	
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	

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<p>ILEGAL BATS Rule 6.06 (d)*</p>	<p>Use of an Illegal Bat 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>
<p>MANDATORY PLAY PENALTY Regulation IV (i)</p>	<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. 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>
<p>Game Preliminaries Rule 3.17*</p>	<p>Electronic Devices 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>

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FIELD DECORUM Regulation XIV	<p>(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.</p>
PREGAME EQUIPMENT INSPECTION Rule 3.01*	<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>
UMPIRES Rule 9.00	<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>
EJECTIONS Rule 4.07	<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>

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<p style="text-align: center;">BASEBALL BATS Rule 1.10- Baseball*</p>	<p><u>Rule 1.10 – Baseball</u> <i>Minors and Majors</i></p> <p>The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat). Non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited.</p> <p><i>Juniors</i>-The bat diameter shall not exceed 2$\frac{3}{8}$ inches for this division of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Junior League divisions.</p> <p>If the certification mark/s on the bat are not legible, that bat cannot be used and shall be removed from the game.</p> <p>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.</p>
<p style="text-align: center;">BATTERS BOX ALL DIVISIONS (Except 6-9) Rule 6.02(c)</p>	<p>After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.</p> <p>Exceptions:</p> <ol style="list-style-type: none"> 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” in Baseball. 4. When the catcher does not catch the pitched ball. 5. When a play has been attempted. 6. When time has been called. 7. BASEBALL: When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball 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. <p>Penalty:</p> <p>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.</p> <p>Minor/Major Baseball: No pitch has to be thrown, the ball is dead, and no runners may advance. Junior Division: No pitch has to be thrown and the ball is live</p> <p>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.</p>

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PITCHING RULES - REGULATION VI

(a) Any player on a regular season team may pitch.

Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game; or (4) The pitcher is removed from the mound prior to the batter completing his/her at bat.

NOTE: If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

A.R. - The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

(b) A pitcher once removed from the mound cannot return as a pitcher, **Intermediate (50-70) Division, Junior League, and Senior League only:** A pitcher remaining on defense in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

c. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position:

League Age

13 -16 95 pitches per day

11-12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

NOTE: League Age: 6-9- (9-year-old playing in 6-9 division) max. 50 pitches in a day

EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning or the game.
4. The pitcher is removed from the mound prior to the batter completing his/her at bat.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.

If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

d. Pitcher's league age 14 and under must adhere to the following rest requirements:

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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 must be observed.

NOTE: League Age: 6-9 (Farm) 50 pitches in a day

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

e. Each league must designate the scorekeeper or another game official as the official pitch count recorder.

f. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. **However, the manager is responsible for knowing when his/her pitcher must be removed.**

g. The official pitch count recorder should inform the Umpire-in-Chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The Umpire-in-Chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the Umpire-in-Chief, and/or the failure of the Umpire-in-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) 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.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) Pitching in more than one game in a day:

Minor League, Little League (Majors), and Intermediate (50-70) Division — A player may not pitch in more than one game in a day.

Junior League and Senior League — A player may be used as a pitcher in up to two games in a day. **NOTE:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day).

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A.R. - If a **Junior or Senior League** pitcher pitches in more than one game in a day and has not pitched 31 or more pitches in the first game except as noted under the threshold, the total number of pitches that pitcher may pitch in both games combined is the daily maximum of 95.

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.

A.R. - **Minor League and Little League (Majors):** When warming up, if a pitcher is discovered to be ineligible, he/she must be removed, and the previous pitcher of record may not return.

2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

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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