

Late 11s Special Games Tournament Rules

General Playing Rules

1. Little League Rule Book (Regular Season – Majors Division) and District 12 Handbook rules will be followed.
2. Rosters shall consist of a minimum of 9 and a maximum of 14 players. Only league age 11s, 10s and 9s are permitted on the roster.
3. Teams not arriving at the field within 15 minutes after the scheduled start time will forfeit the game. Teams not fielding nine (9) players throughout the game will forfeit the game.
4. Games will be 6 innings with a 1 hour and 50-minute time limit from ACTUAL start time (no inning shall start after time limit). An inning starts after the 3rd out is recorded in the previous inning.
 - a. Championship and IF game will have no time limit.
 - b. Time taken up during any serious injury will not be charged against the game time limit. Managers must confirm with the umpire at the time of such an incident the exact time credited.
5. The game ends if a team is winning by 15 or more runs after 3 innings, or 10 or more runs after 4 innings, or 8 or more runs after 5.
6. Little League tournament curfew is in effect. No inning may start after 12:00 midnight.
7. Maximum of four adults in the dugout during a game
 - a. Only players and coaches allowed in the dugout during the game.
8. Each team will furnish the opposing team and press box announcer with a copy of their lineup to include full names, number, and position prior to the start of the game. Lineup card should also list ineligible pitchers.
9. Coaches from each team shall compare pitch counts after every half inning and agree to a total before play can continue.
10. Pitch count sheets must be completed and signed upon the completion of the game. Pitch counts will be posted on the host league's website.
11. Managers and coaches should adhere to the New Jersey State Little League Dress Code which is as follows:
 - a. Managers and coaches shall wear hats and shirts similar to those of the team they represent.
 - b. Long pants shall be worn by both manager and coaches; shorts may be worn if all adults are wearing the same type. Long pants or shorts must be Docker style (Khaki, white or black); or golf/coach style consistent with team colors. Pants that are frayed will not be permitted nor will pants or shorts with more than two front pockets or two rear pockets; Cargo shorts and sweat pants are not permitted.
 - c. Shirts must have collars and sleeves and be tucked in completely around the waist. The shirt shall be consistent with the color scheme of the team they represent. It shall not display any reference to drugs, alcohol, tobacco, nudity, or firearms.
 - d. Athletic shoes (no metal spikes) or sneakers must be worn. They shall be in good repair, laced and tied. Sandals are not permitted.

Offensive Playing Rules

1. The batting line-up will consist of all players present for the game; continuous batting order.
2. In between innings, only the leadoff batter is allowed on the field.
3. THERE IS NO ON-DECK POSITION IN LITTLE LEAGUE. PLAYERS ARE NOT TO HAVE A BAT IN THEIR HAND UNTIL THEY ARE WALKING UP TO BAT. USE OF DONUTS IS PROHIBITED.
4. No slash bunts. Any batter who attempts a slash bunt will be called out. (Slash bunt: batter shows bunt, then pulls the bat back after the pitch and takes a full swing).
5. Uncaught 3rd strike rule is in effect.
6. If a player must leave the game for any reason during the game, his or her batting position shall be skipped over and no out will be recorded. When they return to the field, they bat in their original position.
7. Players arriving AFTER the game has begun will be placed at the end of the submitted lineup. If the first batter has already batted a second time, the late arriving player needs to wait until his position comes up in the order again.

Defensive Playing Rules

1. There shall be free substitution of defensive players with a minimum of six outs in the field per player.
2. Once a pitcher is removed from the pitcher's position, that player shall not reenter as a pitcher.