CHUCK HARMON SUMMER CLASSIC
July 12/13 2025

Jan 19 2025

Tournament Rules 9U, 10U, 11U, 12U

All games played at Chuck Harmon Little League (CHLL) will follow Little League Rules with the following modification

1. General

1.1 Sportsmanship will be followed at all times.
1.2 CHLL is a Smoke-Free park. Smoking in the parking lot only.
1.3 NO PETS allowed inside the fenced area. Must remain in parking lot.– This will be strictly enforced
1.4 The UMPIRE judgment/call/opinion is FINAL
1.4.1 There will be no protested games. Judgement calls by the umpires may not be protested. Any issues must be resolved before the umpire call the end of the game.
1.4.2 The umpire may restrict any coach to the dugout for the remainder of the game for un-sportsman conduct.
1.4.3 If any coach other than the head coach leaves the vicinity of the dugout or the coaches box to dispute a judgment call by the umpire he/she and the head coach shall be restricted
to the dugout for the remainder of the game. The non-head coach may be ejected.
1.5 Home team for all seeding games will be a coin toss before game. For champions games the home team will be the lower seeded team. Home team will keep the official book. Visiting team will operate the scoreboard. (No kids keeping score PLEASE)
1.6 After pool play, tiebreakers for seeding of bracket play will be determined by:
1.6.1 Overall Record (win percentage)
1.6.2 Head-to-Head
1.6.3 Total Runs Against(allowed)
1.6.4 Total Runs Scored
1.6.5 Coin Flip by tournament official
1.7 PLEASE clean out the dugout after each game. Leaving the dugout a mess will disrupt the schedule of the games and YOU don't want to come to a dirty dugout.
1.8 Coaches are responsibility for the behavior of their team and fans. Offensive behavior, foul language, poor sportsmanship and arguing will not be tolerated. Violation of this rule can result in removal from the ballpark or forfeiture of the tourney. Warning need not be given.

2. Coaches / Dugouts / Equipment

2.1 While on offense, only the batter and the on deck batter shall be outside of the dugout. The on deck batter shall stay within the vicinity of his dugout gate. Players are not permitted to warm up in the opposing teams on deck circle.
2.2 All batters must wear helmets with two ear flaps.
2.3 All equipment shall remain inside the dugout fence.
2.4 Shoes with metal cleats may not be worn.
2.5 Catchers must wear a cup.

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3. Game Play – The game shall be 6 innings**. ALL TIMES ARE EASTERN TIME ZONE**

3.1 Time Limit for all pool games will be one hour 20 minutes (80 minutes). The umpires are the sole judge of time. Umpire will determine the start time and notify the Home and Visiting team coaches and score keeper. Coaches make sure you know the start time.

3.1.1 Innings that start within the time limit will be completed. An inning is deemed to begin at the moment the third out is made in the previous inning

3.1.2 If a pool game is tied after the regulation number of innings and time still remains, the game will continue one extra inning to determine a winner. If the game is still tied after the one extra inning, the game ends in a tie, even if additional time remains.

3.1.3 In games where the winner advances time limits and run rules apply. If a game is tied at the completion of time limit and/or regulation innings, the game will continue until a winner is determined.

3.1.4 For championship games run rules are applicable, time limit will be two hours. A winner will be determined.

3.1.5 All games will start right after the completion of the game before their scheduled game.

3.1.6 Please be at your game 30 minutes ahead of time.

3.1.7 Run Rules in effect for all pool games: 15 after 3 innings, 10 after 4 innings, 8 after 5 innings.

3.1.8 Pitching distance and base path will be 50ft and 65ft (respectively) for 11U and 12U. Pitching distance and base path will be 46ft and 60ft (respectively) for 9U and 10U.

3.2 Offense (Batting): Coaches may select the option of batting 9 players with standard substitution or batting all players with free substitutions.

3.2.1 The batting rotation selected must be followed for that game.

3.2.2 Must have at least 9 players. If only 8 players, an out must be taken at the 9th spot in the batting order. Less than 8 players, the team will forfeit the game.

3.2.3 If someone gets sick and can't finish the game. You will not have to take an out as long as there are 9 players in the batting rotation. If a player gets ejected you will take an out for that player.

3.2.4 Only the batter and on deck batter may be out of the dugout. The on deck batter must be remain near the dugout gate.

3.2.5 While on offense, only 2 coaches (1st and 3rd base) will be allowed on the field.

3.2.6 Player needs to slide at every base (except at 1st base) when a play is being made. No head first slides into a base, unless going back to a base. One warning will be given to a team, next offense will be an out. Umpire call.

3.2.7 Leading Off

3.2.7.1 In 11U and 12U games runners are allowed to leadoff when the pitcher is on the pitching rubber. Players may be picked-off

3.2.7.2 In 9U and 10U games runners cannot leadoff. They must remain on base until the ball passes the plate. Runners can steal once the ball passes the plate.

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3.3 Defense (Fielding) in contact

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3.3.1 Defensive substitution may be made at any time.

3.3.1.1 Standard 9 player batting order. A player removed for a substitute may reenter (1 time), but must reenter in the same place in the batting order in his original position (but may not reenter as a pitcher). The substitute may not reenter.

3.3.1.2 Batting all players batting order. Free substitution allows a player to be removed from the defense and to reenter for any defensive player except pitcher.

3.3.2 Coaches must remain in the dugout area while defensive team is on the field.

3.3.3 Nine players on the field (3 outfielders. 4 infielders, 1 pitcher, and 1 catcher).

3.3.4 Pitching Regulation: A player may pitch 8 innings in the tourney and a maximum of 6 in one day. If a pitcher pitches more than 3 in 1 day his availability the next day is the remaining innings (8- innings pitched)..

3.3.4.1 Innings pitched is determined by the number of outs while pitching. One (1) inning is 3 outs (the minimum number is 1/3 inning, if he enters the game and pitches but does not record an out). Example: A player pitches 2 outs in 1 inning and 2 outs in the next. The total innings for this pitcher is 1 and 1/3 innings.

3.3.4.2 Warm-up pitches: 7 pitches first inning, 4 pitches between innings. Pitching change on the field is 7 pitches.

3.3.4.3 Once a pitcher is removed from the mound he can't return to pitch in the same game.

3.3.4.4 Please be sure to report/record the pitchers and innings pitched on the pitch report at the concession building.

3.3.5 No infield practice

3.3.6 Infield fly rule applies for 11U and12U. Infield fly does NOT apply for 9U and 10U.

3.3.7 Dropped 3rd strike applies for 11U and 12U. Dropped 3rd strike does NOT apply for 9U and 10U.

3.3.8 Catcher may NOT block home plate causing a collision unless he is catching a ball or the throw takes him into the plate.

3.3.9 Intentional Base on Balls: May be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.

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Tournament Rules 7U & 8U

All games played at Chuck Harmon Little League (CHLL) will follow Little League Rules with the following modification

1. General

1.1 Sportsmanship will be followed at all times.
1.2 CHLL is a Smoke-Free park. Smoking in the parking lot only.
1.3 NO PETS allowed inside the fenced area. Must remain in parking lot.– This will be strictly enforced
1.4 The UMPIRE judgment/call/opinion is FINAL
1.4.1 There will be no protested games. Judgement calls by the umpires may not be protested. Any issues must be resolved before the umpire calls the end of the game.
1.4.2 The umpire may restrict any coach to the dugout for the remainder of the game for un-sportsman like conduct.
1.4.3 If any coach other than the head coach leaves the vicinity of the dugout or the coaches box to dispute a judgment call by the umpire he/she and the head coach shall be restricted to the dugout for the remainder of the game. The non-head coach may be ejected.
1.5 Home team for all seeding games will be a coin toss before game. For champions games the home team will be the lower seeded team. Home team will keep the official book. Visiting team will operate the scoreboard. (No kids keeping score PLEASE)
1.6 After pool play, tiebreakers for seeding of bracket play will be determined by:
1.6.1 Overall Record (win percentage)
1.6.2 Head-to-Head
1.6.3 Runs Against
1.6.4 Runs Scored
1.6.5 Coin Flip by tournament official
1.7 PLEASE clean out the dugout after each game. Leaving the dugout a mess will disrupt the schedule of the games and YOU don't want to come to a dirty dugout.
1.8 Coaches are responsible for the behavior of their team and fans. Offensive behavior, foul language, poor sportsmanship and arguing will not be tolerated. Violation of this rule can result in removal from the ballpark or forfeiture of the tourney. Warning need not be given.

2. Coaches / Dugouts / Equipment

2.1 While on offense, only the batter and the on deck batter shall be outside of the dugout fence. The on deck batter shall stay within the vicinity of his dugout gate. Players are not permitted to warm up in the opposing teams on deck circle.
2.2 All batters must wear helmets with two ear flaps.
2.3 All equipment shall remain inside the dugout fence.
2.4 Shoes with metal cleats may not be worn.

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3. Game Play – The game shall be 5 innings. **. ALL TIMES ARE EASTERN TIME ZONE**

3.1 Time Limit for all pool games will be one hour (60 minutes). The umpires are the sole judge of time. Umpire will determine the start time and notify the Home and Visiting team coaches and score keeper. Coaches make sure you know the start time.

3.1.1 Innings that start within the time limit will be completed. An inning is deemed to begin at the moment the third out is made in the previous inning

3.1.2 If a pool game is tied after the regulation number of innings and time still remains, the game will continue one extra inning to determine a winner. If the game is still tied after the one extra inning, the game ends in a tie, even if additional time remains.

3.1.3 In games where the winner advances time limits and run rules apply. If a game is tied at the completion of time limit and/or regulation innings, the game will continue until a winner is determined.

3.1.4 For championship games run rules are applicable, time limit will be two hours. A winner will be determined.

3.1.5 All games will start right after the completion of the game before their scheduled game.

3.1.6 Please be at your game 30 minutes ahead of time.

3.1.7 Run Rules in effect for all pool games: A team may score 5 runs per inning. If a team is ahead by 15 after 3 innings, 10 after 4 innings the game will be called.

3.2 Offense (Batting): All players present at the game will be in the batting order rotation. Any player arriving late must be put in at the end of the order.

3.2.1 Must have at least 9 players. If only 8 players, an out must be taken at the 9th spot in the batting order. Less than 8 players, the team will forfeit the game. If someone gets sick and can't finish the. You will not have to take an out as long as there are 9 players. If a player gets ejected you will take an out for that player.

3.2.2 Only the batter and on deck batter may be out of the dugout. The on deck batter must be remain near the dugout gate.

3.2.3 While on offense, only 3 coaches (Pitcher, 1st and 3rd base) will be allowed on the field.

3.2.4 Batter will be given 5 pitches only. If he fouls off the last pitch and is not caught by a catcher or fielder, he will get 1 more pitch. Three (3) strikes is an out. No walks will be given.

3.2.5 The coach will pitch within the outlined circle of the pitching mound. The coach must pitch and stay behind the line after the pitch. If the ball hits the coach pitching it will become a dead ball. The batter will be awarded 1st base and each runner will move up one base if they are FORCED.

3.2.6 To suspend play, Time can be called when an infield player has the ball and has the lead runner stopped (players are no longer making a play on a runner), or the ball is in the pitching area. Please have players yell TIME so umpire can call this. This is an Umpire final decision and will not be up for discussion.

3.2.7 The base path will be 60ft. White lines in between bases will help umpires make the call as to what base runners will go to after time is called.

3.2.8 Player needs to slide at every base (except at 1st base) when a play is being made. No head first slides into a base, unless going back to a base. One warning will be given to a team, next offense will be an out. Umpire call.

3.2.9 Runners are not allowed to leadoff or steal bases.

3.3 Defense (Fielding)

3.3.1 There will be free substation, player on the team should play at least three (3) consecutive outs in the field per game (at the discerption of the coach). Exceptions will be made due to sickness or injury to a player.

3.3.2 Defensive substitute may be made at any time. A player may reenter the game at any positon.

3.3.3 No infield practice.

3.3.4 No bunting.

3.3.5 The player in the pitcher's position may stand on either side of the pitching coach but must stay within the pitching circle during the pitch. After pitch crosses home plate the player may move outside of the circle.

3.3.6 Coaches must remain in the dugout area (cannot coach from the field) while team is on the field.

3.3.7 7U and 8U: field 10 players (4 outfielders. 4 infielders, 1 pitcher, and 1 catcher.

3.3.8 Infield fly rule does not apply

3.3.9 Catcher may not block home plate causing a collision unless he is catching a ball or the throw takes him into the plate.