



2023

**6-,7- & 8-Year-Old Invitational Pitching Machine
Tourney Softball and Baseball**

Teams

- A. This is **NOT** an All-Star Tournament.
- B. Each league will select a team(s) that can have all 8-year-olds or all 7-year-olds or a mix of 6-, 7- and 8-year-olds.
- C. The district is asking that each league take the top 50/60 percent of their leagues 6-, 7- and 8-year-olds for the selected teams. The 6-year-olds must be able to compete at this level.
- D. Each league must balance the teams with one another. No stacked teams will be allowed.
- E. Each team(s) will carry an affidavit signed by the league player agent and president plus a medical release form for each player.
- F. Teams can wear regular season uniforms and hats. If leagues are sending more than one team to tournament, then teams will need different color shirt. This color will identify the teams on the schedule.
- G. Home and Visitor teams will be determined by a coin toss (1) hour before the game.

- H. Home team will be in the third base dugout. Visitors will be in the first base dugout.
- I. Each roster should have a minimum of 9 players and no more than 11.
- J. Each Player, Manager, and Coach will be presented with a commemorative pin for the tournament.
- K. All players, managers, and coaches will be fed after each game by host league.
- L. Host league will man the snack shack.
- M. \$100.00 Tournament entry fee per team. (Make checks payable to District 58 Little league baseball. Send to address at the end of document.)

Field

- A. 60 ft. base paths
- B. All pitching will be by a machine.
 - a. An offensive coach will run the pitching machine.
 - b. A 10-ft. circle will be around the pitching machine “Dead ball zone”
 - c. The pitching machine will be placed 42 feet from home plate and in the center of the “Dead ball zone”.
- C. The “Dead ball zone”:
 - a. At no time shall a defensive player cross, enter, and or touch the line of the “dead ball zone” to field a batted or thrown ball.
 - b. Managers and coaches will make an effort to ensure that the safety of the players around the pitching machine.

- c. Balls that go through the “dead ball zone” unobstructed by pitching machine, generator, or manager and coach are in play and live.
- d. Balls that are obstructed and hit the pitching machine, generator, and or manager and coaches, the ball is dead.
- e. If a player crosses, enters, and or touches the line of the “dead ball zone” the ball is dead. The batter is awarded first base, and no runners advance unless moved up by the advancing batter.
- f. When the catcher returns the ball to the pitcher or adult the ball is considered dead, and no runners can advance.

Players

- A. 10 players will be allowed on defense. This will include the following:
- B. Infield: (1) Pitcher, (2) Catcher, (3) First base, (4) Second base, (5) Third base, (6) Shortstop,
- C. Outfield: (7) Left field, (8) Left Center field, (9) Right Center field, (10) Right field
- D. **No** rover positions will be allowed.

Pitchers

- A. The player designated as the pitcher may play on either side of the pitching machine outside the “dead ball zone” and behind the specified line on either side of first or third base.
- B. The pitcher may not cross this specified line until the ball is batted into play.

Coaches

- A. Each team is allowed four adult coaches.
- B. Adult coaches are allowed to base coach first and third.

- C. There **MUST** be always an adult in the dugout.
- D. Manager or coaches need to submit affidavit to official scorekeeper before game.
- E. Managers or coaches need to pick up affidavits from official scorekeeper after each game.

Games

- A. Teams will start with pool play. Hopefully teams will play 4 games. After pool play teams will be seeded and double elimination play will begin.
- B. If possible, teams will play 2 games per day.
- C. 1 or 2 Umpires will be used for each game.
- D. Balls for tournament will be DLL-1 (baseball) 11in Yellow (softball).
- E. Lights for games will be provided by host league.
- F. All protest will be handled by District 58 staff with advice from western regional.
- G. Mandatory play rule will be in effect. Regulation IV-i (Baseball pg. Softball pg. Little League Rule Book).
- H. After Mandatory play requirements are met, then free substitutions are allowed.
- I. A 15-run rule and the 10-run rule will be in effect for each game.
- J. 2 Hour time limit for each game. If time runs out the score reverts to previous inning. (Pool play only)
- K. In double elimination game, if the game is tied at the end of the 2-hour time limit, the time limit is removed, and the game continues until there is a winner.
- L. **No** stealing or leadoff are allowed.

- M. Overthrows that are not out of play, runners can advance as many bases as possible.
- N. Managers and or coaches that continually send runners to advancing bases to draw throws from defense hoping that the defense will make an error on the advancing runner will be stopped by the umpire's timeout and all runners will be sent back to the last base touched.

Innings

- A. Each offensive inning will be 3 outs or 9 batters whichever comes first.
- B. Batting order will be the players as listed on the affidavit.
- C. The players name following the last batter of your last game will be the first batter in the next game. This will be noted at the end of each game on your affidavit by the official scorekeeper.
- D. The batter in not allowed to bunt.
- E. If a batter is hit by pitch, they will remain at bat.
- F. 2 Defensive time outs permitted per inning.
- G. 1 Offensive timeout permitted per inning.

Sincerely,



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