



2026 DISTRICT 6 TOC Playing Rules

Official Little League Rulebook shall apply unless noted below.

- Each team will use CBO (continuous batting order).
- Each player MUST receive six defensive outs. Any player(s) not having received all SIX required defensive outs must start the team's next game.
 - **If the Game was Shortened** (i.e., time limits, darkness, or other reason): The player must COMPLETE unfulfilled mandatory play at start of next game. The player may be removed and entered at any time to achieve THAT game's required six defensive outs. No penalty to manager.
 - **If the Game was Complete** (6+ innings/7+ in upper divisions): The player(s) must complete unfulfilled mandatory play and ALSO remain in the game for THAT game's six required defensive outs. The Manager will receive a 1- game suspension. If it happens again (even during suspension period) the manager will be suspended from the tournament.
- The batter must remain in batter's box. See Exceptions Rule 6.02(c).
- Each team must field at least 8 players. Game may be started with 8 players.
- If batting only 8 players, the 9th "batter" is skipped without penalty.
- **MINORS:** Batter may not run to first on an uncaught third strike
- **JUNIORS:** Teams may have 15-year-old players if rostered on the regular-season team. All players may pitch.
- All protests must be resolved before next pitch or play.
- Team may use a "courtesy runner" for the pitcher and/or catcher with 2 outs.
- **MERCY RULE:** The game will end as follows: 15+ runs after 3 innings (4 innings in Upper Division) or 10+ runs after 4 innings (5 innings in Upper Division).
- **MINORS:** There is NO "Open Inning". There is a maximum of 3 outs or 5 runs per inning.
NOTE: All runners are permitted to score on an (over the fence) homerun - not the result of error(s)
- **TIME LIMITS:** No new inning after **first pitch** after:
Minors: 1 hour 45 minutes | **Majors:** 2 hours | **Upper Division:** 2 hours 15 minutes
NOTE: Championship games continue to completion or until ended due to lack of light.
- **Tie Games:** If a game reaches the time limit, play will continue until a winner is determined, or the game is called due to darkness.
- **GHOST RUNNER:** During extra innings, the offensive team will utilize a "ghost runner" and place the last batter from the previous inning on 2nd base.
Minors/Majors: After the 6th inning | **Upper Division:** After the 7th inning