

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: PLAYING RULES	
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	INTERMEDIATE (50-70)
<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> <ul style="list-style-type: none"> i. On a swing, slap, or check swing ii. When forced out of the box by a pitch iii. When the batter attempts a "drag bunt" iv. When the catcher does not catch the pitched ball v. When a play has been attempted vi. When time has been called vii. 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 viii. On a three ball count pitch that is a strike that the batter thinks is a ball <p>PENALTY: 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. Minor/Major Division: No pitch has to be thrown, the ball is dead, and no runners may advance.</p> <p>NOTE: The batter may return 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. A warning is issued to the batter each time he/she comes to bat. (Tournament Playing Rule 3a)</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> <ul style="list-style-type: none"> ix. On a swing, slap, or check swing x. When forced out of the box by a pitch xi. When the batter attempts a "drag bunt" xii. When the catcher does not catch the pitched ball xiii. When a play has been attempted xiv. When time has been called xv. 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 xvi. On a three ball count pitch that is a strike that the batter thinks is a ball <p>PENALTY: 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. Intermediate (50-70) Division/Junior/Senior: No pitch has to be thrown and ball is live.</p> <p>NOTE: The batter may return 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. A warning is issued to the batter each time he/she comes to bat. (Tournament Playing Rule 3a)</p>
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
<p>A batter is out for illegal action when - The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. The ball is dead. Runner(s) must return if they advanced on the play. (Rule 6.06(d))</p> <p>In all Tournament levels and divisions, the penalty for use of an illegal bat [see Rule 6.06 (d)], if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:</p> <ul style="list-style-type: none"> i. The batter is out (NOTE: The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and; ii. 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. (Tournament Playing Rule 3b) 	

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: PLAYING RULES	
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
COURTESY RUNNER: A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous battering order, 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. (Tournament Playing Rule 3d)	
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. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team’s subsequent offense. (Tournament Playing Rule 3e)	
Managers or coaches are NOT permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time. (Tournament Playing Rule 3f)	
INTERMEDIATE (50/70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
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 decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this bater 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. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count. (Rule 6.08(a)(2))	
SUBJECT: PLAYING EQUIPMENT	
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
Every member of the team must wear a conventional uniform which includes shirt, pants, socks, and cap. This may be a regular season uniform. (Tournament Organization Playing Equipment)	
MAJORS / 10&11 YEAR OLDS / 9&10 YEAR OLDS	INTERMEDIATE (50-70)
Each team must provide at least SIX (6) NOCSAE approved safety helmets with warning labels. NOTE: The batter, all base runners, and player base coaches must wear approved helmets. (Rule 1.16 & Tournament Organization Playing Equipment)	Each team must provide at least SEVEN (7) NOCSAE approved safety helmets with warning labels. NOTE: The batter, all base runners, on-deck batter, and player base coaches must wear approved helmets. (Rule 1.16 & Tournament Organization Playing Equipment)

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: PLAYING EQUIPMENT		
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS		
WARNING! Manufacturers have advised that altering helmets (including catcher's helmet) 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. Helmets may not be re-painted and may not contain tape or re-applied decals unless approved in writing by the helmet manufacturer or authorized dealer. (Rule 1.16)		
All MALE players must wear athletic supporters. (Rule 1.17 & Tournament Organization Playing Equipment)		
Catchers (MALE) must wear the metal, fibre or plastic type cup. (Rule 1.17 & Tournament Organization Playing Equipment)		
Catchers must wear a mask with (NOCSAE) approved catcher's helmet (skull cap type not acceptable) and "dangling" type throat guard during practice, infield/ outfield, pitcher warm-up and games. (Rule 1.17 & Tournament Organization Playing Equipment)		
All catchers must wear approved chest protector and shin guards. Catchers must wear approved long or short model chest protector with neck collar. (Rule 1.17 & Tournament Organization Playing Equipment)		
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS		INTERMEDIATE (50-70)
Shoes with metal cleats or spikes shall not be worn by players, managers, coaches or umpires. (Rule 1.11((h/i) & Tournament Organization Playing Equipment)		Shoes with metal cleats or spikes shall not be worn by managers, coaches or umpires. Players may wear shoes with metal spikes. (Rule 1.11((h/i) & Tournament Organization Playing Equipment)
SUBJECT: UNCAUGHT 3RD STRIKE		
INTERMEDIATE (50-70) / MAJORS	9-11 YEAR OLDS	8-10 YEAR OLDS
The batter may advance on an uncaught third strike if first base is unoccupied with less than two outs and first base occupied with two outs. (Rule 6.09(b))	In the 9-11 Tournament Division, the batter may advance on an uncaught third strike. (Tournament Playing Rule 3c) The batter may advance on an uncaught third strike if first base is unoccupied with less than two outs and occupied with two outs. (Rule 6.09(b))	** DOES NOT APPLY ** Tournament Playing Rule 3c
SUBJECT: BENCH/DUGOUT		
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS		
No one except the players, manager, and coach(es) shall occupy the bench or dugout during a game. (Tournament Playing Rule 6)		
The use of electronic equipment during the game is restricted. No team shall use electronic equipment, including walkie-talkies, cellular telephones, etc., for communicate with any on-field personnel, including those in the dugout, bullpen or field. Penalty: If, in the umpire's judgment, any player, manager, or coach uses an electronic communications device during the game, the penalty is ejection from the game. NOTE: A manager or coach is permitted to use a scorekeeping and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort. (Rule 3.17)		

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: PITCHING RULES		
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS		
These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport, if protested or brought to the Tournament Committee's attention. (Tournament Playing Rule 4)		
Any player on a tournament team may pitch. NOTE: There is no limit to the number of eligible pitchers a tournament team may use in a game. EXCEPTION: <i>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.</i> (Tournament Playing Rule 4a)		
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 in the same day, 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; (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. (Tournament Playing Rule 4a)		
A catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm up pitches do not count. (Regulations VI(a), (A.R.))		
A Tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the Tournament. (Tournament Playing Rule 4b)		
The pitcher shall not commit an illegal pitch for the purpose of not pitching to the batter (i.e. intentionally walk, etc.) Penalty: If, after warning to (manager and) pitcher by the umpire, such delaying action is repeated, the (manager and) pitcher can be removed from the game. (Rule 8.02(b))		
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS		INTERMEDIATE (50-70)
Pitchers once removed from the mound may not return as pitchers. (Tournament Playing Rule 4c)		A pitcher remaining 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. (Tournament Playing Rule 4c)
13-14 YEARS OLD (LEAGUE AGE)	11-12 YEARS OLD (LEAGUE AGE)	9-10 YEARS OLD (LEAGUE AGE)
A player may not pitch more than 95 pitches per day. (Tournament Playing Rule 4d)	A player may not pitch more than 85 pitches per day. (Tournament Playing Rule 4d)	A player may not pitch more than 75 pitches per day. (Tournament Playing Rule 4d)
		8 YEARS OLD (LEAGUE AGE) A player may not pitch more than 50 pitches per day. (Tournament Playing Rule 4d)
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS		
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. (Tournament Playing Rule 4d EXCEPTION)		

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: PITCHING RULES
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS
The manager must remove the pitcher when said pitcher reaches the limit for his/her age group. EXCEPTION: If a pitcher reaches the limit imposed 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 (4) the pitcher is removed from the mound prior to the batter completing his/her at bat. NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. (Tournament Playing Rule 4d EXCEPTION)
If a player pitches 1 to 20 pitches in a day, no rest is required. (Tournament Playing Rule 4e)
If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed. (Tournament Playing Rule 4e)
If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed. (Tournament Playing Rule 4e)
If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed. (Tournament Playing Rule 4e)
If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed. (Tournament Playing Rule 4e)
* NOTE: Under no circumstance shall a player pitch in three (3) consecutive days. (Tournament Playing Rule 4e, NOTE 1)
In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 60 or less pitches, and subject to each of these conditions: 1. If the pitcher delivered 30 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game. 2. If the pitcher delivered between 31 and 60 pitches before the game was suspended, that pitcher's count will begin with the number of pitches delivered in that game. (Tournament Playing Rule 4g)
In a game ("Game A") suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of information above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted. In that event, eligibility to pitch in the continuation portion of Game A shall be determined by the number of pitches delivered in the game or games after Game A was halted. (Tournament Playing Rule 4h)
Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violation protested or brought to the Tournament Committee's attention, shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee: (1) a manager or coach takes any action that results in making a travesty of the game; (2) a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 8-10 and 9-11); or (3) a manager willfully and knowingly disregards the requirements of this rule. (Tournament Playing Rule 4i)
A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. This includes pregame and postgame activities. Violation may result, by action of the Tournament Committee, in further suspension; forfeiture of a game; and/or disqualification of the team, managers, or coaches from further tournament participation. (Tournament Playing Rule 4i)

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: MANDATORY PLAY

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

There is no exception to this rule. NOTE: The rule replaces Regulation IV(i) and Rule 3.03. (Tournament Playing Rule 9f)

All tournament teams must adopt a policy of a continuous batting order that will include all players on the team affidavit present at the start of the game to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order. (Tournament Playing Rule 9)

A player may be entered and/or re-entered defensively in the game at any time. (Tournament Playing Rule 9a)

If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives later to a game site, if the manager chooses to enter him/her in the lineup he/she would be added to the end of the current lineup. (Tournament Playing Rule 9b)

An improper batter will be considered as batting out of turn (see Rule 6.07) (Tournament Playing Rule 9c)

If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter. (Tournament Playing Rule 9d)

If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out with a Courtesy Runner if applicable. (Tournament Playing Rule 9e)

Managers are solely responsible for ensuring that all players fulfill the requirements of mandatory play, even if notification is not made. (Tournament Playing Rule 9g)

The Tournament Committee reserves the right to impose penalties (including but not limited to removal of the manager, forfeiture of a game, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee): (Tournament Playing Rule 9h)

- 1. If a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game.**
- 2. A team fails to meet the requirements of this rule more than once during the International Tournament.**
- 3. A manager willfully and knowingly disregards this rule.**

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: SUBSTITUTIONS	
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered. Mandatory Play improper substitution (see Tournament Playing Rule 9, if discovered, shall be dealt with as a “Batting Out of Order.” See Rule 6.07, Senior League Only. (Tournament Playing Rule 10f)	
This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play. (Tournament Playing Rule 10)	
A game may not be started with less than nine (9) players on each team, nor without at least one adult manager or acting manager. (Rule 4.16 NOTE)	
If illness, injury or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. (Tournament Playing Rule 10a)	
NOTE: A game may not be continued with less than nine (9) players on each team. (Rule 4.17)	
INTERMEDIATE (50-70)	
A pitcher remaining 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. (Tournament Playing Rule 10h)	
SUBJECT: VISITS	
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule. (Tournament Playing Rule 7)	
When permission is granted the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). (Page 141) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. (Rule 8.06(d) & Tournament Playing Rule 7) A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher. (Tournament Playing Rule 7)	
SUBJECT: VISITS	
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS	8-10 YEAR OLDS
A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. (Tournament Playing Rule 7)	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 a pitcher. (Tournament Playing Rule 7)
The manager or coach may come out twice in a game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. NOTE: The rule applies to each pitcher who enters a game. (Tournament Playing Rule 7)	The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. NOTE: The rule applies to each pitcher who enters a game. (Tournament Playing Rule 7)
NOTE: Only one offensive time-out will be permitted each inning. (Tournament Playing Rule 7)	
SUBJECT: BASE COACHES	

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
The offensive team shall station two base coaches on the field during its time at bat. The coaches shall not leave their respective dugouts until the pitcher has complete preparatory pitches to the catcher. (Rule 4.05)	
Base coaches may be players OR adults. Two (2) adult base coaches are permitted at all levels. (Tournament Playing Rule 6) An adult manager or coach is only permitted to occupy the coaches' box if there is at least one other adult manager or coach in the dugout. Rule 4.05(b))	
Base coaches shall remain within the base coaches' boxes at all times except when a fielder is attempting to field a batted or thrown ball. (Rule 4.05(c) & Rule 7.11)	
Base coaches shall talk to members of their own team only. (Rule 4.05(d))	
An offending base coach shall be removed from base coach's box. (Rule 4.05)	
SUBJECT: TEN-RUN RULE	
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	INTERMEDIATE (50-70) /
If at the end of three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.	If at the end of four (4) innings, three and on-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
NOTE 1: If the visiting team has a lead of fifteen (15) or ten (10) or more runs respectively, the home team must bat in their half of the inning.	NOTE 1: If the visiting team has a lead of fifteen (15) or ten (10) or more runs respectively, the home team must bat in their half of the inning.
NOTE 2: A game determined by the 15-run rule shall be considered a regulation game	NOTE 2: A game determined by the 15-run rule shall be considered a regulation game
NOTE 3: There is no 8-run rule in Tournament Play. (Tournament Playing Rule 12)	NOTE 3: There is no 8-run rule in Tournament Play, (Tournament Playing Rule 12)
SUBJECT: REGULATION GAME	
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
Each tournament game must be played to the point of being an official game. (Tournament Playing Rule 13)	
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	INTERMEDIATE (50-70)
Regulation games are of four or more innings in which one team has scored more runs than the other (three and one-half (3 ½) if the home team is ahead. (Tournament Playing Rule 13a)	Regulation games are of five or more innings in which one team has scored more runs than the other (four and one-half (4 1/2) if the home team is ahead. (Tournament Playing Rule 13a)

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must *be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning*. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew (as defined in Tournament Rules and Guidelines – Curfew) on the same day. **(Tournament Playing Rule 13b)**

If two games are scheduled for the same site, **no “time limit”** may be imposed on the first game. **(Tournament Playing Rule 13c)**

SUBJECT: SUSPENDED GAMES

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played. Incomplete (not regulation) or tie games are considered suspended games.

NOTE: A contest decided by forfeit does not constitute a “game” for the purposes of this rule, unless on complete inning was physically played before the game was forfeited. (Forfeits are only by decree of the Tournament Committee in Williamsport.) **(Tournament Playing Rule 11)**

SUBJECT: REPLAYING GAMES

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

No tournament game may be replayed without specific approval from the Tournament Committee at Williamsport. **(Tournament Playing Rule 15)**

SUBJECT: TIE GAME:

MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

When the completion of six innings and the score is tied, the following tie-breaker will be played to determine a winning team:

- a. The seventh inning will be played as normal.
- b. Starting in the top of the inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

(Tournament Playing Rule 14)

INTERMEDIATE (50-70)

When the completion of seventh innings and the score is tied, the following tie-breaker will be played to determine a winning team:

- a. The eighth inning will be played as normal.
- b. Starting in the top of the ninth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.
EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

(Tournament Playing Rule 14)

SUBJECT: UNAUTHORIZED AGREEMENTS

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

No agreements shall be made between managers and/or Tournament Directors and/or umpires contrary to Tournament Rules. **(Tournament Playing Rule 16)**

SUBJECT: ALTERCATIONS

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical confrontation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgment, is not in violation of this rule.

Penalty: The umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game. The Tournament Director shall refer all incidents to the Tournament Committee who may impose additional penalties and/or actions towards individuals and/or teams up to and including forfeiture of a game, further suspension and/or disqualification. (Tournament Playing Rule 17)

SUBJECT: EJECTIONS

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

Any manager, coach or player ejected from a game will be suspended for the next physically played game. This includes pregame and postgame activities.
(Rule 4.07 & Tournament Playing Rule 18)

A manager or coach who is ejected from a game may not be replaced for the team's next physically played game.
(Tournament Organization-Replacement of Player, Manager, or Coach EXCEPTION)

SUBJECT: OTHER RULES

MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

There is **no** on-deck batter. (Rule 1.08 (Note 1)).

ONLY the first batter of each half- inning will be permitted outside the dugout between half-innings. (Rule 1.08 (Note 2))

INTERMEDIATE

The on-deck position is permitted. (Regulation XIV(b)).
The on-deck batter shall be positioned in the on-deck circle closest to their dugout.
(Regulation XIV(b) A.R.)

ONLY the batters and on-deck player of each half- inning will be permitted outside the dugout between half-innings. (Rule 1.08 (Note 2))

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS

The bat must be a baseball bat which meets 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 USABat standard. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division. (Rule 1.10)

The traditional batting donut is not permissible. (Rule 1.10 (Note 1))

The use of pine tar or any other similar adhesive substance is prohibited at all levels. Use of these substances will result in the bat being declared illegal and removed from play. (Rule 10 (Note 2))

An illegal bat must be removed. Any bat that has been altered shall be removed from play. (Rule 1.10, (Note 4))

Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. **The pitcher's undershirt sleeves, if exposed, shall not be white or gray. NEOPRENE sleeves, if worn by a pitcher, must be covered by an undershirt. 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)
- 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. 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 band. (Rule 1.11(a)(3))

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: OTHER RULES	
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	INTERMEDIATE (50-70)
Managers and coaches must not wear conventional baseball uniforms but may wear cap, slacks and shirt. (Rule 1.11(i))	Managers and coaches may wear conventional baseball uniforms or cap, slacks and shirt. (Rule 1.11(i))
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. Hard items to control the hair, such as beads, are permitted. EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible. However, if worn, it must be taped to the body. (Rule 1.11(j))	
Casts (of any kind) may not be worn during the game (by any participant) . NOTE: Persons wearing casts, including managers and coaches, must remain in the dugout during the game. (Rule 1.11(k))	
The catcher must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) (Rule 1.12)	
The first baseman must wear a glove or mitt. (Rule 1.13)	
Each defensive player (other than the first baseman and catcher) must wear a glove. (Rule 1.14)	
The pitcher's glove may not be white or gray. (Rule 1.15(a))	
The pitcher may wear a batting glove on the non-pitching hand under the pitcher's glove provided the batting glove is not white, gray, or optic yellow. (Rule 1.15(b))	
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. (Regulation VI Notes (1))	
Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. (Rule 3.09)	
Batboys and/or batgirls are not permitted. (Regulation XIV(b) & Rule 3.17)	
No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere (a) incite, or try to incite, by word or sign, a demonstration by spectators; (b) use language which will in any manner refer to or reflect upon opposing players, managers, coach, an umpire or spectators. (Rule 4.06)	
When the occupants of a player's bench show violent disapproval of an umpire's decision and continues to do so after being warned shall be ordered out of the game and away from the spectators' area. (Rule 4.08 Penalty)	

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

SUBJECT: OTHER RULES	
INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	
Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. A.R.—There is no “must slide” rule. (Rule 7.08a(3))	
MAJORS and below only: Any runner is out when the runner slides head-first while advancing. (Rule 7.08(a)(4))	
A pitcher must indicate visually to the Umpire-in-Chief, the batter, and any runners the hand with which he/she intends to pitch, which may be done by wearing his/her glove on the other hand while touching the pitcher's plate. The pitcher is not permitted to pitch with the other hand until the batter is retired, the batter becomes a runner, the inning ends, the batter is substituted for by a pinch-hitter, or the pitcher incurs an injury. In the event a pitcher switches pitching hands during an at-bat because he/she has suffered an injury, the pitcher may not, for the remainder of the game, pitch with the hand from which he/she has switched. The pitcher shall not be given the opportunity to throw any preparatory pitches after switching pitching hands. Any change of pitching hands must be indicated clearly to the Umpire-in-Chief. (Rule 8.01(f))	
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	INTERMEDIATE (50-70)
The pitcher shall not bring the pitching hand in contact with the mouth or lips while in contact with the pitcher's plate. EXCEPTION: The pitcher may bring the hand in contact with the mouth or lips while in the 10-foot circle surrounding the pitcher's plate provided he/she distinctly wipes off the pitching hand before contacting the ball. PENALTY: For violation of this part of the rule the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter, or otherwise and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. (Rule 8.02(a)(1))	The pitcher shall not bring the pitching hand in contact with the mouth or lips while in contact with the pitcher's plate. EXCEPTION: The pitcher may bring the hand in contact with the mouth or lips while in the 18-foot circle surrounding the pitcher's plate provided he/she distinctly wipes off the pitching hand before contacting the ball. PENALTY: For violation of this part of the rule the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter, or otherwise and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. (Rule 8.02(a)(1))
MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	INTERMEDIATE
PENALTY FOR AN ILLEGAL PITCH: The ball is dead and no runners will advance. The pitch shall be called a ball even if the pitch is not actually thrown. EXCEPTION: If the pitch is delivered and a play follows the illegal pitch, the play shall be allowed to continue as a delayed dead ball. Upon completion of the play, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter hits the ball and reaches first base safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch. When an illegal pitch is called, regardless of whether the pitch is completed or not by the pitcher, a pitch will always be charged to the pitcher's pitch count. NOTE: Under no circumstances shall a balk be called in Little League (Major) or Minor League. (Delayed Dead Ball) (Rule 8.05 (PENALTY))	PENALTY FOR A BALK: The balk applies only to Intermediate (50-70) Division/ Junior/Senior League. The ball is dead, and each runner shall advance one base without liability to be put out unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base in which case the play proceeds without reference to the balk. When a balk is called and the pitch is delivered it will be considered neither a ball nor strike unless the pitch is ball four (4) awarding the batter first base and forcing all runners on base to advance. When a balk is called, if the pitch is delivered, a pitch shall be charged against the pitch count regardless of whether the batter put the pitch into play. However, on a balk that is called on a pickoff attempt or in an instance that the pitcher does not deliver the pitch, no pitch shall be charged to the pitch count. (Delayed Dead Ball) (Rule 8.05 (PENALTY))

2023 INTERMEDIATE / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS TOURNAMENT RULES
VIRGINIA DISTRICT 4

INTERMEDIATE (50-70) / MAJORS / 9-11 YEAR OLDS / 8-10 YEAR OLDS	

DOUBLE FIRST BASE

Rule 7.15 - Procedures for Use of a Double First Base: The double base may be used for first base only. When using the double first base, the following rules must be observed:

- (a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section, without first touching or bounding over the white section, shall be declared foul.
- (b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base. **NOTE 1:** A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base. **Penalty: Batter-runner is out. NOTE 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base.**
- (c) Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base. **NOTE:** On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she can only return to the white section of the base. **Penalty: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.**
- (d) When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base. **Penalty: If properly appealed, runner is out.**
- (e) When leaving base on a pitched ball in Little League Baseball (Majors and below), the runner must maintain contact with the white section of the base until the ball has reached the batter. Runners may extend a foot behind the white portion of the base, but must maintain contact with the white section until the ball has reached the batter. **Penalty: See Rule 7.13**
- (f) On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher, or any other player, in an attempt to retire the runner at the double first base.
- (g) In **Major, Intermediate (50/70) Division, Junior, and Senior divisions**, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or the white section.
- (h) Use of the double first base does not change any other rule concerning Interference or Obstruction at first base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.)