



2023 DISTRICT 14 7&8 YEAR OLD BASEBALL **PLAYER/COACH PITCH TOURNAMENT**

GAME PLAY

- No New Inning to start after 1 hour 45 minutes
- Courtesy Runner/Speed up rule: Not mandatory. With 2 outs, a catcher or pitcher who has reached base may be replaced on base by a batter in the lineup who just made the last out.
- 5-Runs maximum per inning, except for 6th inning AND any extra innings played. (NO Mercy Rule) In the event of a tie after 6 complete innings, then extra innings will be played until a winner is decided. The unlimited runs inning is the 6th inning only and any extra beyond the 6th. It is not determined as the “final” inning based on the game time limit. If the time limit occurs prior to the actual 6th inning being played, the unlimited inning will not occur.
- Pre-Game warm-up. Host team has the field until 35 minutes before the start time and the traveling team has the field for 20 minutes after the host league, until 10 minutes before the start time. Example: 6:00 PM game start – Host on field until 5:25 PM, traveling team on field from 5:30-5:50 PM.
- Reminder: If a team forfeits a game, it will be that league’s responsibility to pay the umpires.

GAME REPORTING

- Pitch count/Pitching Threshold: Pitching rules require a manager (or team scorekeeper) to report the pitch count for each pitcher used in every game. For the 2023 tournament season, your pitch count information will need to be submitted via email to Gary Krill, District 14 District Administrator at gmkkrill745@gmail.com. Your entry should be reported as soon as possible and certainly the same day/night of the game that was played. Your information should include the Game Date, Division (8u), League (team) name, Pitcher’s Name (First/Last), Uniform Number, the Actual Pitches Thrown and the ‘Threshold’ that was reached (20, 35, 50,). See [Pitching Eligibility Table/Chart](#) on www.ny14ll.com website Tournament link for days rest.
- Reporting Game Scores: Winning managers will report game scores to Bob Ghizzoni, District 14 Assistant DA. Email Bob Ghizzoni at bobghiz@verizon.net Scores need to be reported as soon as possible after game completion
- The entire tournament is under the direction of Bob Ghizzoni and any decisions made by him are final and binding. He will address any questions you may have. (518) 339-6007 (C) or at bobghiz@verizon.net

PITCHING

- Conventional yarn-wound, Genuine Full Grain Leather covered baseballs approved by Little League™ must be used.
- The pitching mound circle shall be no more than 20’ in diameter.
- Player and Manager/Coach pitchers will pitch from the official Little League distance of 46 feet.
- A rostered player will be designated the pitcher. Player pitchers will start every at bat to every batter for every inning throughout the game.
- An umpire, positioned behind the pitching mound and preferably outside the pitching circle, will call balls and strikes and a total pitch count to each batter will be kept (managers/coaches please assist with the total pitch count)
- Once the pitcher throws a called “ball 4” by the umpire, a designated manager/coach will then come into pitch and complete the at bat to the batter. The player pitcher remains in the circle to play his defensive position.

There are no walks. Balls and strikes will continue to be called by the umpire until the batter 1.) is called out on a called third strike, or 2.) a swinging third strike, or 3.) the batter is called out because maximum number of 10 total pitches combined from the player and coach pitcher is reached, or 4. the batter makes fair ball contact and a defensive play is attempted, or 5.) the batter reaches base safely by a hit or error.

- Foul balls are handled just like regular baseball rules. They count as strikes and total pitches early in the count. A foul ball with a 2 strike count extends the at bat of the batter even if the maximum pitch count goes beyond 10 pitches.
- If a batter is hit by a pitch by a player pitcher, the batter is awarded 1st base. If a batter is hit by a pitch by the coach pitcher, the batter does not advance to 1st base. The pitch is not counted as a called ball or toward the total of 10 pitches. It is declared a “No Pitch” and the at bat resumes.

HITTING

- No infield fly rule, bunting or stealing.
- Continuous batting order. (All players on roster must be in batting rotation)
- Teams at a game with only 8 rostered players will take an “out” when the 9th batting position is supposed to bat. EXCEPTION: If a team had 9 rostered players to start the game and a player is injured during the game that spot in the order is skipped over without penalty.
- Walks are not permitted. See PITCHING RULES ABOVE
- Hit By Pitch: See PITCHING RULES ABOVE

PLAYERS (10 players in field)

- A MINIMUM of 12 players must be carried on the Team Roster
- Mandatory Play Rule - All players listed on the team roster must participate in each game for a minimum of six (6) defensive outs. Managers are responsible for ensuring that this rule is fulfilled for every player on the team roster. There shall be no exception if the game is shortened for any reason (e.g. rain, darkness).
- Players may re-enter the game without restriction (free substitutions) except re-entry must be done at the beginning of the inning. (Can't re-enter game once the inning starts)
- Infield players are to be positioned according to baseball rules (1B, 2B, SS, 3B).
- A designated player (the pitcher) will be positioned within the pitching circle and must field the position as well.
- Catchers must wear full protective equipment that includes a chest protector, helmet with facemask and throat protector, catcher's mitt or a fielders glove, and athletic supporter with protective cup inserted. An offensive manager/coach can be in position behind the catcher to retrieve balls in a time management effort.
- Four (4) outfielders will be positioned in LF, LCF,CF, & RF - at least 20 feet behind the outfield edge of the base path. Host leagues will draw a chalk line at the 20-foot mark.

BASE RUNNING

- Runner may take more than one base on a hit ball, except there is no advancing on a passed ball or wild pitch.
- Stealing is not permitted.
- A designated baseman (1st, 2nd, SS, or 3rd) may field the ball and may tag the base closest to their playing position for a ‘force’ out. (e.g. SS tags 2nd or 3rd, 1st baseman tags 1st, etc.) An infielder can tag the runner ONLY if the runner comes into the play; otherwise, a baseman must tag the base or throw the ball to another base or home plate for an out. Outfielders MUST throw the ball to a baseman or catcher in an attempt to put the runner out. Double and triple plays are legal. The designated player standing in the pitching mound circle may backup a play at any base - including home plate.
- If a defensive attempt is made to put the runner out and the ball is ‘overthrown’ to a baseman or catcher, runners may advance to the next base at their own risk, however, the runner may advance only one (1) base at a time (on an overthrown ball) unless a second defensive attempt is made and the ball is again overthrown.

- Once the baseball is returned and in the possession of the designated fielder (the pitcher) standing with both feet in the pitching circle the ball is 'dead' and runners must stop running. If the 'lead' runner is more than halfway at the time the designated fielder takes possession of the baseball, that runner may proceed to the next base without risk of being put out; otherwise, the runner must return to the last base tagged. Any runner, behind the 'lead runner', that is not more than halfway at the time the ball is declared 'dead' MAY NOT ADVANCE to the next base and must return to the last base touched unless such base is occupied in which case the runner will be permitted to advance. To avoid problems with this rule, a chalk line will be drawn at the halfway point between the bases before the start of the game.
- Except as noted below, runners may advance, at their own risk, on any ball 'overthrown' by any fielder to the designated player standing in the pitching mound circle but the runner may take only one base and the defensive team is free to make an attempt to put the runner out. NOTE: Runners may not advance on an overthrown ball being returned by the catcher to the coach-pitcher (ball is dead) standing in the pitching mound circle.
- On a pop fly ball that is caught by the designated pitcher standing within the pitching mound circle, the batter is out and the runners may not advance since the ball is 'dead'. On a pop fly ball that is caught by any other fielder, runners may 'tag-up' and advance to the next base at their own risk.

UMPIRES

- Umpires must be provided with a copy of these rules in advance of the game and should be adults who understand the age of the players participating in the game(s) they're supervising. For 2023, 1 patched umpire will be used positioned behind the pitcher's mound.

COACHES

- Defense - There will be no defensive coaches on the actual playing field in fair territory. A maximum of two (2) coaches are permitted on the field while their team is playing defense. One coach can be outside and near the dugout area and the other can be behind the catcher and can also assist in retrieving foul or passed balls. The other two (2) coaches will remain in the dugout.
- Offense - One (1) coach will be in the dugout but be ready to come in and pitch to his team in the event that the player pitcher has thrown 4 balls. Two (2) other coaches will be positioned at 1st and 3rd base coach boxes, a 4th coach must always be in the dugout supervising the team.
- Coaches are permitted to talk with their players in an encouraging, constructive and positive manner.

TEAM MANAGERS ARE RESPONSIBLE FOR THE CONDUCT OF PLAYERS, COACHES & SPECTATORS !!!

Hot dogs, pizza, etc. and/or a drink after the game is supplied by the host team for both teams.