

2026 MAJORS TOURNAMENT PLAYING RULES

1. Tournament seeding was based on a random draw.
2. Home team for **ALL** games will be determined by coin flip to be administered by the Board Member on Duty 30-minutes prior to the game time. If the manager or a representative is not available, the represented team will have the choice of home or visitor. If no representatives are available, the Board Member on Duty will determine the home team by a coin flip.
3. Managers will report to the scorekeeper's table 30 minutes prior to game time. At that time, they will turn in their game lineups to the scorekeeper. Lineups shall be complete with first and last names, jersey numbers, and all nine positions for the players that will be starting the game. Each manager shall present their pitching log to the scorekeeper or opposing manager. Games will not start unless each team has provided their pitching log.
4. Both coaching staffs are responsible for field preparation prior to the game.
5. The lower bracket team (bottom line of the bracket sheet for your contest) is required to provide the pitch counter and scoreboard operator for each game. The upper bracket team is required to provide a scorekeeper.
6. Games will begin promptly as scheduled when possible. Should the early game complete after your scheduled start time, the game will begin 10-minutes after the conclusion of the early game. Infield warm up time is not guaranteed.
7. The upper bracket team will have a 10-minute field warm up, 30 minutes prior to game start. The lower bracket team will have a 10-minute field warm up, 20 minutes prior to game start. Both teams must be in the dugout 10 minutes prior to game start. Warmups may not run beyond their scheduled times. If a team starts their warmup late, they will not get a full 10 minutes. Infield warmups are not guaranteed.
8. No new inning shall start after 9:45 PM Weeknights. All games will be suspended at 9:55 PM and completed at 4:00 PM on the following day.
9. Teams are required to field 9 players to begin a game. Game time is forfeit time. All teams must play with players from their regular season rosters. **Pool players are not permitted.**
10. Continuous Batting Order in effect
11. Courtesy Runners will be allowed for the Pitcher and Catcher with two (2) outs. The player who recorded the last out will be designated as the courtesy runner.
12. Protests may be lodged based on misinterpretation of the rules only. Fair/Foul, Safe/Out, Ball Strike are judgment calls and NOT protestable. A protest committee shall consist of one adult spectator from each team, and the board member on duty. Protests will be considered immediately, and committee decisions are final.
13. The league that wins the tournament will take possession of the City Trophy. The teams name and league will be engraved on the name plate.

14. MPR is 2 complete innings of play, at least 6 outs. To log an inning played, a player must play the whole inning. 3 Defensive outs must be played prior to 4th inning and 6 defensive outs must be played prior to 6th inning to ensure MPR is met.
15. Little League run rules apply – if a team is leading by 15 or more after 3 innings (2 ½ if the home team is ahead), 10 or more runs after 4 innings (3 ½ innings if the home team is ahead) the trailing manager shall concede the game.
16. Drop 3rd strike is in effect for Majors tournament games.
17. The host league will provide two new game balls. The participating teams will provide a gently used ball as needed through the course of the game.
18. Any rules not described here will be as described in the Little League Official Regulations and Playing Rules Book.