Playing Rules:
All Regular Season Minor League Division Rules/Regulations Apply, except as modified below.

## Eligibility for Georgia Rookie League Tournaments:

$>$ Only League Age 7- or 8-year-olds are eligible to participate in the Rookie Baseball Tournament.
$>$ All players must have participated with the league during the regular season to be eligible for the Rookie Tournament.

## Modifications to Minor League Regular Season Rules for Rookie League Tournament (only):

$>$ All games, except the Championship game, will observe a 1 hr . 45 -minute time limit (no new inning will start after the time limit expires). Once time has expired, the game may be called complete if both teams have met all mandatory play responsibilities and it is impossible for the team trailing to tie or overcome the run deficit in the current inning being played. This only applies during bracket-play games. Pool play games must meet the requirements of a regulation game and follow game-ending procedures found in Rule 4.10. Championship games at Sectional and State will not observe the time limit and will be played as full-regulation games.
> 11:00 pm curfew will be observed (no new inning will start after curfew).
$>$ Rule 4.10(e) [15 run rule after 3 and 10 after 4] will be observed in all games.
*Note- 8 after 5 innings will also be observed (rev 4/30/2022)
> REGULATION VI - Pitchers
(c) Manager must remove the pitcher when said pitcher reaches the limit of $\underline{\mathbf{6 5}}$ pitches per day, but the pitcher may remain in the game at another position.

All Exceptions and Notes apply
$>$ Rule 2.00 - Inning
A FIVE run limit is to be imposed, which would complete the half-inning. Note: the inning ends upon scoring of $5^{\text {th }}$ run in any inning including the last. Note: Pool play games cannot be terminated based on the score. Only game-ending procedures as outlined in the regular season playing rules will be observed in pool play games.

## > Rule 4.04 - Batting Order

a. 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.
b. 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 lineup and the game continues. If a player arrives late to the game site, if the manager chooses to enter him/her in the lineup, he/she will be added to the end of the current lineup.
c. 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.
d. 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 or with a courtesy runner (if applicable).
e. Courtesy Runner: A team may permit a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting 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.
$>$ Regulation IV (i): Mandatory Play
Any player who does not meet the minimum of 6 defensive outs in a game regardless of any shortened game status, must start the next game and complete the Mandatory Play for that game before being removed.

A player may be entered and/or reentered defensively in the game at any time. Pitchers once removed from the mound, may not return as pitchers.

All defensive changes must be reported by the manager to the scorekeeper for tracking purposes. Unrecorded substitutions could result in mandatory play violations.
$>$ Rule 4.19 - Protest
All protests must be made in accordance with the playing rules and will be decided by the Protest Committee on site.

All protests involving a misapplication or interpretation of playing rules must be made before the next pitch or play and must be decided before the game may continue. No protest regarding the misapplication or interpretation of a playing rule will be considered if the protest is not made before the next pitch or play.

Protests involving the use of an ineligible pitcher must be made before the umpires leave the playing field.

Protests involving the use of an ineligible player must be made before either team affected plays its next game.

All Protests will be addressed accordingly:
District Level-The decision of the District Administrator is final as to all protests (no further appeal).

Sectional Level- In the event the protesting manager does not accept the decision of the tournament director at the sectional; a committee consisting of at least two GA DA's from sections not involved as well as an Umpire consultant appointed by the GA DA's will be contacted and they will make a ruling. That ruling will be final and binding.

State Level- In the event the protesting manager does not accept the decision of the tournament director at the state level; a committee consisting of at least two GA DA's from sections not involved as well as an Umpire consultant appointed by the GA DA's will be contacted and they will make a ruling. That decision will be final and binding.
$>$ Tournament format-

District Level- To be determined by the DA of that District
Sectional Level- To be determined by the DAs of that sectional
State Level- A modified round-robin will be utilized.
Game one- Team A vs. Team B
Game two- Winner game one vs. Team C
Game three- Loser Game one vs. Team C
Game four- Championship between top two teams
Any ties will be broken according to the tournament pool play guidelines in the 2024 Little League Rulebook.

