

# TEXAS EAST DISTRICT 15 TOURNAMENT PEE WEE & MINOR GROUND RULES

## FOR EACH GAME:

- Team League Arrive: 1 Hour prior to game time.
- 1 NEW label “RS-T” Baseball
- Maximum of 3 approved volunteer adults consisting of
  1. A Manager
  2. TWO Coaches

**Note:**

  - i) One adult always in the dugout.
- Site Tournament Director
  1. Direct all Tournament questions to Director
  2. Director oversees manager’s coin flip for dugouts (1 hour before game)
    - a. VISITOR – First base side
    - b. HOME-Third base side
  3. Manager turn in the following to Director
    - a. Umpire Fee
      - i. No Pay-No Play
    - b. All Paper Work
      - i. Team Roster
        1. No Play if roster is incorrect.
      - ii. Each Manager and Coaches (Updated-Current Year)
        1. Abuse Awareness Training Certificate
        2. Diamond Leader Training Certificate

**Note:**

  - a. Cannot be in dugout and/or field without Certificates
- Each team shall provide a roster from Sports Connect with the following information:
  1. Regular Season Team Name
  2. Players
    - a. Name on Roster
      - i. “NO NICKNAME”
    - b. Age
    - c. Birthday
    - d. Residency/School Address
    - e. Zip Code
  3. Manager name

4. Coaches name written on back of Roster

**a. Note:**

- i. If Manager and/or Coach is replaced from Roster, cannot return for the remainder of the tournament.
- ii. Scratched out of Roster and sign by Director
- iii. Replacement written in on back of roster
  1. Have all Certificates
  2. Checked/Sign in by Director.

- SCORE KEEPER (Host League) will be station behind the home plate back stop.
- Manager turn in Lineup Card to Scorer's table
  1. Must include the following:
    - a. All players must have team numbers
    - b. No "Nick Names" on Lineup Card
- One and Done
  1. Manager and/or Coach that has been ejected from the game cannot return for the remainder of the Tournament.
    - a. Automatically scratched from roster.
  2. Including
    - a. Little League Volunteer
    - b. Spectator
- NO SPEAKER – NO WALK UP SONG
- No Pets, except for "SERVICE DOG-Documented Paperwork"

**Playing rules from Little League Rule Book apply to Pee Wee & Minor with the following additions and exceptions:**

1. Two umpires per game
2. The playing field will be marked per Pee Wee/Minors regulations in the Local Rules.
  - a. The distance between the bases will be 60 feet and the pitching plate will be 46 feet from home
    - i) FIRST BASE and THIRD BASE COACHES BOX per LL dimension
3. A game is 6 innings long or 1 hour and 45 minutes.
  - a. No inning starts after 1 hour and 45 minutes, but inning shall be completed if started before 1 hour and 45 minutes.
  - b. For the District Championship game, there will be no time limit.
4. No new inning may start after 10:30 pm ("Curfew").
  - a. An inning can be finished if started before curfew.
5. MINOR: Any candidate who, according to the current Little League Baseball Age Chart, will attain the age of 9 years and not attain the age of 13 years during the year in question shall be eligible to compete in Minor Tournament (9-12).
  - a. At no time shall a team have on its roster more than 7 players whose league age is 12.
  - b. Balance of the team roster shall be comprised of players whose league age is 9, 10, and 11.
6. PEE WEE: Any candidate who, according to the current Little League Baseball Age Chart, will attain the age of 7 years and not attain the age of 11 during the year in question shall be eligible in Pee Wee Tournament (7-10).
  - a. At no time shall a team have on its roster more than 7 players whose league age is 10. Balance of the team roster shall be comprised of players whose league age is 7, 8, and 9.
7. The manager and 2 additional coaches are the only adults allowed in the Field and Dugout complex.
8. A "MANGER'S AREA" will consist of the dugout area.
  - a. A 3-foot wide area immediately outside the dugout extending the length of the dugout parallel to the 1st (VISITOR) or 3rd (HOME) base lines.
9. The manager and coaches must stay in the dugout area with the exception:
  - i) Offense:
    1. First Base Coach
    2. Third Base Coach
    3. One adult in the dugout.
  - ii) Defense:
    1. MANAGER'S AREA
      - (a) Only one adult
    2. Dugout
      - (a) Two adults in the dugout.
10. An inning will be complete after 3 outs have been made or the 5 run rule is imposed.
  - a. Exception: If an over-the-fence home run occurs, ALL runs will count.

11. Rule 4.04 – Continuous Batting Order is Mandatory.
  - a. The complete batting order of all players eligible and in attendance will be designated prior to the game starting and each player will bat in that position throughout the game, unless a player becomes sick or injured (sicknesses or injuries must be reported to the game officials immediately).

**NOTE:** If team member is late for the game, he or she may play only if they arrive before the first batter bats the second time.  
They should be added to the bottom of the batting order.  
If a team fails to show up due to a communication problem, this will be handled on an individual basis.
12. All players must remain in the dugout with the exception of the following
  - a. Batting
  - b. Base Runner

**NOTE:** Players cannot be outside of dugout during the game without umpire's permission.
13. The batter and base runners must wear batting helmets, as per Rule 1.16.
14. The catcher will be positioned behind the plate and will wear a NOCSAE approved catcher's helmet, catcher's mask, throat guard, protective cup, shin protectors, catcher's mitt, and chest protector.
15. Pitching:
  - a. Players league age 10 cannot pitch in Pee Wee Tournament.
  - b. Players league age 12 cannot pitch in Minor Tournament.
  - c. Refer to the LL Pitch Count Guidelines for Pitch Count Rules & Process.
16. Rule 4.04 – Continuous Batting Order is Mandatory.
  - a. The complete batting order of all players eligible and in attendance will be designated prior to the game starting and each player will bat in that position throughout the game, unless a player becomes sick or injured (sicknesses or injuries must be reported to the game officials immediately).
  - b. If team member is late for the game, he or she may play only if they arrive before the first batter bats the second time.
  - c. They should be added to the bottom of the batting order.
  - d. If a team fails to show up due to a communication problem, this will be handled on an individual basis.
17. League Team
  - a. Each team must have 8 players to start a game or it is an automatic forfeit.
    - i) 9<sup>th</sup> batter is out
18. Only one offensive time out will be allowed per inning.
19. An inning will be complete after 3 outs have been made or the 5 run rule is imposed.
  - a. Exception: If an over-the-fence home run occurs, ALL runs will count.
20. The base coach may not touch the base runner under any circumstances when the ball is in play other than player injury.
  - a. If the base runner is touched by the base coach when the ball is in play, other than the above reason, it is an automatic out.
  - b. A good will show of appreciation for over fence home run is not assisting runner and shall not be called an out.

21. Unless being disciplined by the manager, who shall inform the opposing manager, the umpire, and the director (for the official scorekeeper) BEFORE THE GAME BEGINS, all players shall meet the minimum playing time requirements
22. Mandatory Play requirements see Little League Official Regulation IV(i):
  - a. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs with 12 or less players and three (3) defensive outs with 13 or more players and bat at least one (1) time.
23. At the end of the second inning, both managers shall insert all players who have not played in innings 1 and 2 defensively for the 3<sup>rd</sup> inning.
  - a. Managers are reminded that each player must play a minimum of 3 or 6 defensive outs.
  - b. Failure to meet minimum play requirements will result in automatic forfeit.
24. Only Regular Season Pee Wee or Minor teams are allowed in their respective tournaments.
25. Run Rule:
  - a. 15 runs after 4 complete innings or 10 runs after 5 complete innings.
  - b. The team behind must concede the game

**NOTE:** If the visiting team has a lead of 10 or more runs, the home team must bat in their half of the inning.
26. In the event of a tied game at the end of regulation (6 innings or time has expired, whichever comes first), extra innings will be played.
  - a. Each extra inning will be an open inning (i.e. - no 5 run limit).
27. These tournaments will be double elimination.
28. These rules will be reviewed every two years. Years of review will be: 2020-2022-2024-2026