



2026 Indiana District 7 Tournament Rules & Guidelines for Baseball and Softball



All teams (players and coaches) are expected to be in their respective dugouts or the game site, **40 minutes** before game time. All players and coaches are to be in complete uniform at that time.

Uniforms for players shall consist of cap or helmet, shirt (tucked in), pants, socks, and shoes. Shoes with metal cleats or spikes shall not be worn by players or coaches. Exception 50/70 and JR/SR baseball and softball players may wear shoes with metal spikes.

Uniforms for managers and coaches shall be long pants or shorts and shirts with sleeves. NO short shorts or cut off shorts are permitted.

The third base dugout of all fields will be the home team dugout for the tournament. The home team will be determined by a coin toss by the ADA or appointed Tournament Director only.

Each team must provide at least 7 NOCSAE approved helmets with warning labels. The batter, base runners, base coaches that are players, a player that is warming up the outfield or protecting a pitcher that is warming up, and in JR/SR league, the on-deck batter must wear approved helmets.

Catchers are required to wear a mask with NOCSAE approved helmet and a “**dangling**” type throat guard at all times. All catchers must wear an approved chest protectors for their division of play and shin guards. All male catchers are required to wear a protective cup. It is suggested that you have two sets of catchers gear. **NOTE:** A player that is catching balls hit to the outfielders in foul territory in the outfield during pre-game warm-ups must have on an approved catcher’s helmet.

Equipment will not be checked before each game. At the plate meeting, umpire will ask managers “if teams are legally and properly equipped per the rules”, managers must respond “yes” or “no”. If no, manager will bring out questionable equipment for review. However, any equipment discovered which does not meet specifications must be removed from the game and is not grounds for protest. **See Tournament Playing Rule 3b(ii) for use of an illegal bat.**

All loose equipment is to be in the dugout or “dead ball” area.

Ground rules for each diamond will be covered before each game.

No scorekeeper or pitch count counter will be recognized; manager or coach can keep a book but it will not be official. Each tournament site will provide an official scorekeeper and pitch count counter. **Manager or coaches MUST report pitcher and catcher changes to the umpire-in-chief or official scorekeeper.**

All teams should jog on and off of the field, at all time and in all games. Umpires are instructed to enforce this and to allow a maximum of 5 warm up pitches after the 1st inning.

If your team feels the need to huddle between innings, that is okay, but when taking the field (defense) do not include the pitcher and catcher in the huddle. They should take the field to warm up; if they are included in the huddle you will not receive any warm up pitches that half inning.

All teams should have a player ready to warm up the pitcher between innings, with a catcher's mask on. No adult is permitted to warm up a pitcher **anytime or anywhere** in the complex.

The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Sleeves may be worn by the pitcher and do not need to be covered by an undershirt, provided the sleeve is one solid color and is not white or grey. Pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided, it is a solid color and not white or gray. One-way communication device is a permitted to the catcher from the dugout.

Coaches and players are to talk to members of their team only. Base coaches must be in their coaches' boxes at the start of the inning. Base coaches may be players, or two adult base coaches are permitted, as long as there is an adult remaining in the dugout. No name calling or trash talking is permitted. The catcher is not to yell at the batter. This is left up to the umpire's judgment.

In case of an injury, the game will be stopped at the earliest possible time. Do not come on the field until asked to do so. If a player is removed because injury or becomes ill during a game, only the decision of a doctor or medical personnel (if present) will be final as to whether the player may continue in the game.

On deck batter position is NOT permitted in **Little League (Major) Division and below**. The next batter to bat will sit on the end of the bench with a helmet on. On his/her way to the plate, they will then pick up a bat. No one is allowed to have a bat in their hands while on the bench or in the dugout. PENALTY: First violation, team warning. Second violation, the manager will be removed from the game. Third violation, a coach will be removed. Fourth violation, the other coach will be removed.

Know the procedure for appealing. Remember, the ball must be "**live**" and all appeals have to be made verbally.

Tobacco of any kind (smoking/smokeless) will not be permitted on the field, in the dugouts, or anywhere during the game. Any manager, coach, or player violating this rule will be removed from the game by the umpires.

NO walk-up music is allowed.

PLAYING RULES (Rule 3 under "Tournament Playing Rules")

- a. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

EXCEPTIONS:

- i. On a swing, slap or a check swing.
- ii. When forced out of the box by the 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.
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 the 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. **Intermediate (50/70) Division/Junior/Senior:** No pitch has to be thrown and ball is live.
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.
- b. In all Tournament levels and divisions, the penalty for use of an illegal bat (see Rule 6.06d), 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:
 - 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.
 - c. **9-to-11 Year-Old Division:** The batter may advance on an uncaught third strike (6.05/6.09), **This rule will not apply for the 8-to-10 Year-Old Division.**
 - d. 8- to 10-year-old, 9- to 11-year-old, Little League, Intermediate (50/70) Division, and Junior League: **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 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.
Senior Division: Twice in a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A play may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the lineup, is again eligible to be used as a pinch-runner.
 - e. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decision 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, both the player and the manager may be ejected from the game.
 - f. Managers and Coaches are not permitted to warm up a pitcher at home plate or elsewhere at any time. They may stand by to observe a pitcher during warm-up in the bullpen.

PITCHING RULES – LITTLE LEAGUE BASEBALL, 8-10 YEAR OLD, 9-11 YEAR OLD DIVISION AND JUNIOR LEAGUE (Rule 4 under "Tournament Playing Rules")

These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and action by Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.

- a. Any player on a tournament team may pitch. **Exception:** 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.
- 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; or (3) the third out is made to complete the half-inning or the game.
- b. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.
- c. Pitchers once removed from the mound may not return as pitchers. **Intermediate 50/70 Division/Junior/Senior League:** A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- d. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:	13-14	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day
	8	50 pitches per day

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until 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. **(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; or (3) the third out is made to complete the half-inning or the game. 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. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.)**

- e. Pitchers league age 14 and under must adhere to the following requirements:
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 to 65 pitches in a day, three (3) calendar day of rest must be observed.
 - If a player pitches 36 to 50 pitches in a day, two (2) calendar day of rest must be observed.
 - If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1 to 20 pitches in a day, no rest required.
- NOTE 1:** Under no circumstance shall a player pitch in three (3) consecutive days.
NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.
- f. A player may not pitch in two games in a day. (**Exception: Junior League** – If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch,

and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);

See rule book for g,h,i, page 138

SEE RULE BOOK FOR SENIOR LEAGUE PITCHING RULES

f. A player may be used as a pitcher in up to two games in a day.

BENCH/DUGOUT (Rule 6 under “Tournament Playing Rules”)

No one except the players, manager and coach(es) shall occupy the bench or dugout during a game. Base coaches may be players or adults. Two (2) adult base coached are permitted at all levels subject to playing rule 4.05 (b).

VISITS: (Rule 7 under “Tournament Playing Rules”) 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. 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). 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.

9- to 11-Year-Old Division, Little League, Intermediate (50-70) Division, Junior League, and Senior League: 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. 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. The rule applies to each pitcher who enters a game.

8- to 10-Year-Old Division: 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. 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. The rule applies to each pitcher who enters a game.

NOTE: Only one offensive time-out will be permitted each inning.

MANDATORY PLAY – CONTINUOUS BATTING ORDER (Rule 9 under “Tournament Playing Rules”): 8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League: 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.

- a. Baseball: A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply: 8-to10-Year Old Division, 9-to11-Year Old Division, Little League: Pitchers once removed from the mound, may not return as pitchers. Intermediate (50/70) and Junior Division: A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- 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 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 (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.

- c. An improper batter will be considered as batting out of turn (see Rule 6.07).
- d. 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.
- e. 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 (see Tournament Rule 3 (d) Courtesy Runner).
- f. There is no exception to this rule. This rule does not apply to Senior Divisions of play.

NOTE: The rule replaces Regulation IV (i) and Rule 3.03

- g. Managers are solely responsible for ensuring that all players fulfill the requirements of playing participation.
- h. 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:
 - 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, or;
 - 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-to-10- and 9-to-11-Year-Old Divisions), or;
 - 3. a manager willfully and knowingly disregards this rule.

SUBSTITUTION/RE-ENTRY: (Rule 10 under “Tournament Playing Rules”) This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play.

- a. 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.
- b. Senior League Only: Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.
- d. Defensive substitutions must be made while the team is on defense. Senior League Only: Offensive substitutions must be made at the time the offensive player has his/her turn at bat or is on base.
- e. Senior League Only: A starter and his/her substitute must not be in the lineup at the same time, except as provided in Playing Rule 10(a).
- f. 8- to 10-, 9- to 11-, 10- to 12-, Intermediate (50-70) Division, and Junior League: Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.
- g. Tournament Rule 3(d) will replace Rule 7.14 as the Courtesy Pinch Runner (8- to 10-Year old, 9- to 11-Year Old, Little League, Intermediate (50/70), Junior League) and Special Pinch Runner (Senior League) Runner Rule.
- h. **Intermediate (50/70) Division/Junior/Senior Baseball only:** A pitcher remaining in the game defensively, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- i. **Senior League Baseball and Softball:** Any player in the starting line-up, who has been removed for a substitute may re-enter the game ONCE, provided such player occupies the

same batting position as he or she did in the starting line-up. A substitute (non-starter) may not reenter the game in any position once that player is removed from the line-up.

RUN RULE: (Rule 12 under “Tournament Playing Rules”)

If at the end of three (3) innings [Intermediate (50-70) Division/ Junior/Senior League: four innings], two and one-half innings [Intermediate (50- 70) Division/Junior/Senior League: three 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. 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 its half of the inning. Note 2: A game determined by the 15-run or 10-run rule, shall be considered a regulation game. Note 3: There is no 8-run rule in Tournament Play, as outlined in Rule 4.10(e) for Regular Season only.

REGULATION GAME (Rule 13 under “Tournament Playing Rules”)

b. 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 its half of the inning and the home team does not complete it's 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.

TIE GAME: (Rule 14 under “Tournament Playing Rules”)

When the completion of six innings [Intermediate (50-70) Division/ Junior/Senior League: seven innings] and the score is tied, starting in the top of the seventh inning [Intermediate (50-70) Division/ Junior/ Senior League: eighth 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.

ALTERCATIONS: (Rule 17 under “Tournament Playing Rules”) 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.

EJECTIONS: (Rule 18 under “Tournament Playing Rules”) Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). This includes pregame and postgame activities. Ejections shall be noted in the tournament team’s affidavit in the Record of Ejections on page 4. Entry should include member’s name and date ejected and be signed by the Tournament Director or District Administrator.

CURFEW: (under “Tournament Organization”) No inning will start after midnight prevailing time (12:30am for Intermediate and Juniors and 1:00am Seniors). **NOTE:** An inning starts the moment the third out is made completing the previous inning.