



# 2025 9U ALL-STAR TOURNAMENT RULES

## TOURNAMENT RULES:

We will be using the 2025 Tournament Rules for Little League International. Make sure each coach has a copy of the 2025 Rule Book. Each team will supply a new game ball for each game. Each Team should have several game worthy back-ups in the event they are needed.

## COACHES:

Teams are allowed a maximum of 4 (four) adult coaches within the dugout. One coach must always be in the dugout in a supervisory role.

## SCORING RULES:

Due to the age of the players in this tournament, we have added a few rules.

- There will be a maximum of 6 runs per inning.
- We will also add a 15-run mercy rule after 3 innings. 10-run mercy rule after 4 innings.
- These rules will help when we have games that are not very competitive.

## PITCHING:

Each coach must turn in a Pitch Tracking Form and a team roster, complete with full names, player's numbers and their Little League age to the official scorer prior to each game. Failure to do so can result in a forfeit. Coaches will get their Pitch Tracking Form after each game. Make sure it is signed by the official scorer and the opposing coach, and that it is correct before you leave. Once the form is signed by the coach, it is official. If a pitcher begins an at-bat with a pitch count lower than the thresholds listed below, and proceeds to pass the threshold limit during an at-bat, that threshold number will be observed as the official pitch count for the pitcher, provided the pitcher is immediately relieved by a new pitcher. This should be noted on the pitch count record.

The full pitch count is used to determine catcher eligibility within the game.

Coaches should feel free to communicate with the official score keeper during time-outs or in between innings to clarify pitch counts appropriately.

The following pitch count rules will be used as stated by Little League International:

- League age 9 can pitch a maximum of 75 pitches per day.
- League age 8 can pitch a maximum of 50 pitches per day.
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no rest is required.

- **Note:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- **Note:** A catcher who catches in 4 innings will not be eligible to pitch for the remainder of that game.
- **Note:** Any player that catches less than 4 innings, then pitches less than 21 pitches, may return to the catcher position. If that player throws more than 20 pitches, they cannot return to the catcher position for the remainder of the game.
- **Note:** Once a pitcher is removed from the pitching position, they may not re-enter as a pitcher.
- **Note:** The number of mound visits allowed within an inning will be clarified by the Umpire at the pre-game managers' meeting.

**Pitching records will not be published by the Tournament Director. Days of rest and tracking is the responsibility of the coach. Records should be sent to the Tournament Director for record keeping and dispute resolution only.**

#### **MANDATORY PLAY:**

Each player that is available to play will be in the batting order.

Each player must play a minimum of 2 innings in the field which do not need to be consecutive innings played. (This rule applies for all games that have a duration of 4 (four) innings or greater.)

#### **GAME DURATION:**

No new inning shall begin 1:45 after the official start of play. This rule will apply to **all** pool play games. There will be no time limit for the finals bracket play games, except that no new inning shall start after 1:45 where the home team is winning. If a game is tied after six (6) innings or a shortened game due to time limit, weather or darkness, it shall remain a tie during pool play. If a bracket game goes to extra innings and cannot finish before darkness or bad weather, it will resume the following day. These games will resume where they left off and the pitcher of record at the time of the stoppage can resume pitching. Note: If the pitcher of record has thrown 41 or more pitches they cannot resume pitching. If a pitcher throws less than 20 pitches their pitch count will start at zero.

A complete game is 6 innings.

An official game is dictated within the 2025 Little League Rules.

#### **ADDITIONAL GAME PLAY NOTES:**

Coaches are allowed to warm-up pitchers between innings, in bullpens, warm-up areas and official mounds.

The infield fly rule is applicable in this tournament.  
Stealing home is allowed.

There will be one umpire per game for pool play. Championship rounds may have a second umpire. The umpires will review ground rules with coaches prior to the game.

A batter cannot advance to first on a dropped 3<sup>rd</sup> strike. It is a strikeout.

A runner can advance on a dropped ball from the catcher to the pitcher. When the pitcher has the ball and is back to the vicinity of the mound (essentially the dirt), the base runner has to return to the base if not committed to moving forward.

There is not a limit to how many times you can steal home in an inning, and regardless of the score you are allowed to advance bases at any time.

A player can advance additional bases on an overthrow.

Runners leaving the base early are subject to return to a base as directed and determined by the umpire.

### **POOL PLAY:**

There will be 2 pools of 5 teams. The top two teams from each pool will advance to bracket play. You will receive 2 points for a win, forfeit, or no show, 1 point for a tie, and 0 points for a loss during pool play games. The score of a forfeited game will be 6-0. The six (6) innings of a forfeited game will count towards the tie-breaker procedures. Each game, regardless of the number of innings played, will count as 6 innings towards tie breaking procedures.

### **POOL PLAY TIEBREAKERS:**

1. If two (2) teams are tied, the tiebreaker is the winner of the head-to-head game. If the head-to-head game ended in a tie it will go to the next tiebreaker.
2. If three (3) teams are tied and there is no clear winner, the first tiebreaker is "least runs allowed". Once the winner is determined, the other two (2) teams will go back to head-to-head to determine the next place in the pool.

### **FINALS BRACKET PROCEDURE:**

The finals bracket, teams will play two games. There will be a championship game and a third place game.

### **TOURNAMENT NOTES FOR MANAGERS:**

- **Know the rules before the tournament starts.**
- The primary form of communication from the Tournament Director will be through text messaging application and/or email list. Game results and information will be posted only on the Robbinsdale Crystal Little League Website.
  - o Should the Tournament Director not be available, a Robbinsdale Crystal Little League Board Member will be present on site as the Tournament Director's proxy.
  - o Each team shall provide an email and cell phone number to the Tournament Director prior to pool play beginning to facilitate communication during the tournament. Each team shall provide one primary contact only. Head Coach or Team Manager preferred.
- Each team will supply one new ball for each game.
- Arrive early and be prepared to start the game at your scheduled time. Make sure you have your players hustle so we get in as many innings as possible.

**Before the game:**

- During pool play, the team listed first on the schedule gets the batting cage 60-35 minutes before gametime. The team listed second gets the batting cage 35-10 minutes before gametime. During bracket play, the top seed gets the cage first and the lowest seed gets the cage second.
  - Crystal Fields, the cages are behind the West Metro Field's left field fence
    - Games scheduled on the West Metro Field get the cage closest to the field (West cage)
    - Games scheduled on the A-Minor Field get the furthest cage from the West Metro fence (East Cage)
- During both pool play and bracket play, find the opposing team and determine who will be home/visitor by doing a coin flip. The winner of the coin flip chooses home/visitor or which dugout they would prefer to occupy. The other coach will get the choice of the remaining option. Both coaches should find each other prior to occupying dugouts.
- Provide your line-up to the official scorer and the opposing coach prior to each game
  - Please use the player's number, first and last name, and the player's Little League age
- Give your Pitch Tracking Form to the official scorer before each game. This will be filled out and signed by the opposing coach and the official scorer following the game.

**After the game:**

- The official scorer will fill out the Score Sheet and Pitching Form. Both coaches must review and sign this sheet.
    - This sheet will be collected/turned into the Tournament Director or a board member that is on site
    - The scoring information will be updated on the tournament website
    - The tournament Director will NOT be publishing pitch counts for this tournament. Coaches are responsible for disseminating that information to their opponents.
      - Tournament Director will only keep records in case of dispute
  - Collect your Pitch Tracking Form from the official scorer, fill it out, and have it signed by the official scorer and the opposing coach.
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- Weather: Always assume the games will be played and show up at the field unless you receive notification from Tournament Officials.
    - Each head coach is responsible for their roster and communication with their team parents.
  - Please ask your players and their parents to patronize the league's concession stand. The concession stand helps pay for the umpires and field workers that allow us to host games at our fields. No coolers please!
  - There is no smoking or tobacco use of any kind allowed at the Robbinsdale or Crystal fields. This includes e-cigarettes and smokeless tobacco.
  - Make sure you, your coaches, players, and their fans conduct themselves in a positive manner. This includes treating the umpires and your opponents with respect. Coaches, players, and their fans are not allowed to argue balls and strikes. Remember, this tournament should be a positive experience for everyone involved. Thanks and good luck!

**TOURNAMENT DIRECTOR:**

Trent Biniek

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**Information is also available on our website:**

<https://www.rclittleleague.org/Default.aspx?tabid=2185521>