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GREAT PLAYERS START LITTLE



***PENNSYLVANIA DISTRICT 22  
LITTLE LEAGUE TOURNAMENT  
MANAGERS MEETING 2026***



***MONDAY JUNE 15<sup>TH</sup> 2026***



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# ***WELCOME TO TOURNAMENT 2026***

## ***– INTRODUCTION OF OUR DISTRICT STAFF***

- MESSAGE TO ALL MANAGERS AND COACHES***

## ***– WHAT WILL BE DISCUSSED TONIGHT?***

## ***– NEW TOURNAMENT RULES 2026 AND OVERALL REVIEW***

## ***– WEBSITE: [PADISTRICT22LL.COM](http://PADISTRICT22LL.COM)***

## ***– TOURNAMENT BRACKETS AVAILABLE ON WEB!***

## ***– ALL RULES, NEWS, AND PRESENTATIONS WILL ALSO BE AVAILABLE ON WEB!***





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## ***ZEBRAWEB ONLINE SCHEDULING TOOL***

- NOTIFICATION TOOL FOR ALL GAME SCHEDULES AND ASSIGNMENTS FOR UMPIRES, GAME DIRECTORS, MANAGERS AND LEAGUE PRESIDENTS.***
- TEAMS, FIELDS, DATE, TIME WILL ALL BE POSTED TO ZEBRAWEB AND YOU WILL BE NOTIFIED FROM THERE.***
- IF YOU ARE A NEW MANAGER, YOU WILL BE SENT A USERNAME AND PASSWORD TO YOUR EMAIL ACCOUNT FROM ADMIN@ZEBRAWEB.ORG WHEN YOU ARE ADDED AS A USER. INSTRUCTIONS WILL ALSO BE SENT TO YOU. PLEASE READ AND FOLLOW THE INSTRUCTIONS.***







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## **GAME CHANGER – NEW FOR 2026**

- PILOT PROGRAM FOR 2026 TOURNAMENT**
- MAJOR BASEBALL DIVISION ONLY**
- TEAMS WILL BE CREATED BY DISTRICT 22 AND MANAGER WILL BE SENT INVITE TO POPULATE TEAM ROSTER.**
- OFFICIAL SCOREBOOK (GAMECHANGER) WILL STILL BE KEPT AT THE SCORERS TABLE BY NEUTRAL OFFICIAL.**
- TEAMS ARE WELCOME TO KEEP THEIR OWN GAME CHANGER BUT THE DISTRICT GAMECHANGER WILL BE OFFICIAL.**
- VIDEO WILL NOT BE PROVIDED. IF TEAM WANTS VIDEO, IT MAY BE PLACED ON DUGOUT SIDE OF FENCE OR OUTFIELD....NOT BEHIND HOME PLATE!**





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# LET'S DISCUSS THE SCHEDULES & WEATHER





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***UMPIRES – WHAT IS EXPECTED?***

***ZERO TOLERANCE POLICY!***



# ***UNSPORTSMANLIKE CONDUCT***

- **EACH UMPIRE HAS AUTHORITY TO DISQUALIFY ANY PLAYER, COACH OR MANAGER FOR OBJECTING TO DECISIONS OR FOR UNSPORTSMANLIKE CONDUCT OR LANGUAGE AND TO EJECT SUCH DISQUALIFIED PERSON FROM THE PLAYING FIELD.**
- **STEALING AND RELAYING OF SIGNS TO ALERT THE BATTER OF PITCH SELECTION AND/OR PITCH LOCATION IS UNSPORTSMANLIKE CONDUCT.**
- **IF IN THE JUDGEMENT OF THE UMPIRE THAT THIS IS OCCURRING BOTH THE PLAYER AND MANAGER MAY BE EJECTED FROM GAME.**





# ***ALTERCATIONS / EJECTIONS***

- **ALTERCATIONS: ANY PLAYER, MANAGER, COACH OR OFFICIAL WHO IS INVOLVED IN A PHYSICAL OR VERBAL ALTERCATION AT THE GAME SITE COULD BE SUSPENDED OR REMOVED FROM TOURNAMENT PLAY BY THE TOURNAMENT COMMITTEE.**
- **EJECTIONS: ANY MANAGER, COACH OR PLAYER EJECTED FROM A GAME WILL BE SUSPENDED FOR THE NEXT PHYSICALLY PLAYED GAME (SEE RULE 4.07). EJECTIONS SHALL BE NOTED IN THE TOURNAMENT TEAM'S AFFIDAVIT ON THE TEAM NOTE PAGE.**





# ***PROTESTS - WHAT CAN BE PROTESTED?***

- **ONLY** A VIOLATION OR MISINTERPRETATION OF A PLAYING RULE  
**NOT** A JUDGEMENT CALL!
- **WHEN A MANAGER BELIEVES THAT A DECISION IS IN VIOLATION OF THE PLAYING RULES, THE FOLLOWING STEPS MUST BE FOLLOWED:**
  - 1. FORMAL VERBAL PROTEST MUST BE MADE TO UMPIRE-IN-CHIEF BEFORE NEXT PITCH OR PLAY.**
  - 2. UMPIRE-IN-CHIEF TO CALL CONFERENCE WITH UMPIRES.**
  - 3. IF UNRESOLVED, UMPIRE-IN-CHIEF CONSULT WITH GAME DIRECTOR WHO WILL CALL DA GEORGE DAVIS OR ADA NOAH STRONE FOR RULING.**
  - 4. IF STILL UNRESOLVED, A CALL WILL BE MADE TO LITTLE LEAGUE EASTERN REGION FOR RULING.**
  - 5. IF STILL UNRESOLVED, EASTERN REGION DIRECTOR WILL CALL TOURNAMENT COMMITTEE IN WILLIAMSPORT FOR A RULING.**
  - 6. THE DECISION OF THE EASTERN REGION OR TOURNAMENT COMMITTEE IN WILLIAMSPORT SHALL BE FINAL AND BINDING.**

# ***PROTESTS - WHAT CAN BE PROTESTED? CONT.***

- **THE USE OF AN INELIGIBLE PITCHER – INELIGIBILITY UNDER THIS RULE APPLIES TO VIOLATIONS OF TOURNAMENT RULE 4. IF AN INELIGIBLE PITCHER DELIVERS ONE OR MORE PITCHES TO A BATTER, THAT GAME IS SUBJECT TO PROTEST AND ACTION BY THE TOURNAMENT COMMITTEE.**
- **PENALTY – OFFENDING TEAM MANAGER IS SUSPENDED FOR THE NEXT TWO SCHEDULED TOURNAMENT GAMES. ADDITIONAL PENALTIES (INCLUDING FORFEITURE OF A GAME AND/OR DISQUALIFICATION OF THE TEAM, MANAGER, OR COACHES) MAY BE IMPOSED.**
- **THE USE OF AN INELIGIBLE PLAYER – INELIGIBILITY UNDER THIS RULE APPLIES TO LEAGUE AGE, RESIDENCE OR SCHOOL ATTENDANCE, PARTICIPATION IN OTHER PROGRAMS, OR PARTICIPATION AS AN ELIGIBLE PLAYER FOR SIXTY (60%) PERCENT OF THE REGULAR SEASON IN THE PROPER DIVISION.**
- **PENALTY – PENDING REVIEW OF THE TOURNAMENT COMMITTEE, THE OFFENDING TEAM MAY BE REMOVED FROM TOURNAMENT PLAY.**
- **NOTE: No VIDEO REPLAY OR GAME CHANGER FOOTAGE WILL BE USED TO DETERMINE ANY PROTESTABLE RULING.**



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# ***GAME PRELIMINARIES***



- **BE AWARE OF THE START TIME AND LOCATION OF YOUR GAMES! CHECK WEBSITE BRACKETS OR ZEBRAWEB FOR GAME UPDATES.**
- **TEAMS MUST REPORT TO GAME SITE, REGARDLESS OF WEATHER UNLESS PREVIOUSLY DIRECTED BY TELEPHONE CALL, E-MAIL OR ZEBRAWEB UPDATE, AT LEAST 50 MIN BEFORE GAME TIME WITH AFFIDAVIT AND PITCHING RECORDS TO PRESENT TO GAME DIRECTOR. FITNESS OF FIELD OR CANCELLATION OF GAME WILL BE MADE AT THE SITE BY GAME DIRECTOR OR UMPIRE-IN-CHIEF.**
- **EACH TEAM WILL THEN BE GIVEN 10 MIN OF INFIELD PRACTICE (FARTHEST TRAVELING TEAM FIRST). DURING INFIELD PRACTICE, CATCHER MUST WEAR MASK WITH DANGLING THROAT GUARD!**
  - **TEAM TRAVELING FURTHEST DISTANCE GETS 3<sup>RD</sup> BASE DUGOUT**

|                         |                                 |
|-------------------------|---------------------------------|
| <b>INFIELD PRACTICE</b> | <b>40 MINUTES PRIOR TO GAME</b> |
| <b>INTRODUCTIONS</b>    | <b>10 MINUTES PRIOR TO GAME</b> |
  - **TEAM TRAVELING LEAST DISTANCE GETS 1<sup>ST</sup> BASE DUGOUT**

|                         |                                 |
|-------------------------|---------------------------------|
| <b>INFIELD PRACTICE</b> | <b>30 MINUTES PRIOR TO GAME</b> |
| <b>INTRODUCTIONS</b>    | <b>10 MINUTES PRIOR TO GAME</b> |
- **UPDATED IN 2025 - TOURNAMENT RULE 3 – NO REQUIREMENT FOR UMPIRES TO CHECK EQUIPMENT PRIOR TO THE START OF THE GAME... RESPONSIBILITY FOR LEGAL AND PROPER EQUIPMENT ON THE MANAGER.**



- **HOME TEAM WILL BE DECIDED BY TOSS OF COIN BY GAME DIRECTOR, IN ABSENCE OF GAME DIRECTOR UMPIRE-IN-CHIEF OR LEAGUE PRESIDENT WILL TOSS. NO TOSS SHALL TAKE PLACE WITHOUT EITHER PRESENT. **THE WINNER OF THE TOSS SHALL HAVE CHOICE OF HOME OR AWAY** THE TEAM TRAVELING THE FURTHEST WILL CALL THE FLIP.**
- **ALL FIELDS ARE CONSIDERED NEUTRAL EVEN IF A TEAM IS PLAYING AT THEIR HOME LEAGUE FIELD.**
- **HOST LEAGUE WILL PROVIDE:**
  - **OFFICIAL SCOREKEEPER, (KEY PERSON)**
  - **PITCH COUNT PERSON (KEY PERSON)**
  - **RS-T BASEBALLS (REGULAR SEASON -TOURNAMENT)**
  - **ANY NECESSARY GROUND CREW HELP**
  - **REFRESHMENTS AFTER THE GAME FOR EACH TEAM AND WATER FOR UMPIRES DURING THE GAME**
  - **INDIVIDUALS PROVIDED BY HOST FIELD ARE TO ACT AS REPRESENTATIVES OF DISTRICT 22 DURING TOURNAMENT PLAY AND MUST EXHIBIT NEUTRALITY. ANY VIOLATION OF THIS PRIVILEGE WILL RESULT IN EJECTION AND SUSPENSION FROM THAT ROLE FOR THE REMAINDER OF TOURNAMENT PLAY.**



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***LITTLE LEAGUE AND DIST. 22  
RULES & REGULATIONS /  
FIELD DECORUM***



- **BE RESPECTFUL TO ALL LEAGUE OFFICIALS, UMPIRES, AND GAME DIRECTORS. SHOW GOOD SPORTSMANSHIP AT ALL TIMES. CHEER FOR YOUR TEAM AND YOUR TEAM ONLY!**
- **CHEER FOR YOUR TEAM BUT WHEN THE PITCHER STARTS HIS/HER MOTION ALL CHEERING MUST STOP!**
- **BATTERS MUST WEAR PROTECTIVE NOCSAE CERTIFIED HELMETS DURING BATTING PRACTICE, AS WELL AS DURING THE GAME. BATTING/CATCHER'S HELMETS MAY NOT BE PAINTED OR ALTERED IN ANY WAY UNLESS APPROVED BY THE MANUFACTURER. UPDATED IN 2025: THE USE OF HELMET DECALS IS PERMITTED, PROVIDED THAT SUCH USAGE IS NOT EXCESSIVE, IS NOT OFFENSIVE, AND DOES NOT MAKE INAPPROPRIATE REFERENCES, SUCH AS THAT TO DRUGS OR ALCOHOL.**
- **CATCHERS MUST WEAR CATCHER'S HELMET (WITH FACE MASK AND **DANGLING THROAT GUARD**), CHEST PROTECTOR WITH NECK COLLAR, SHIN GUARDS AND PROTECTIVE SUPPORTER (MALE ATHLETES) AT ALL TIMES WHILE CATCHING INFIELD/OUTFIELD AND WARMING UP PITCHERS. THIS APPLIES BETWEEN INNINGS AND IN BULL PEN PRACTICE. **SKULL CAPS ARE NOT PERMITTED.****
- **TEAM SCOREBOOK MUST BE KEPT IN DUGOUT OR ON FIELD. NO SPOKEN OR ELECTRONIC COMMUNICATION WITH ANYONE OUTSIDE DUGOUT IS PERMITTED AT ANY TIME.**

- **REGULATIONS PROHIBIT ON-DECK BATTERS. THIS MEANS NO PLAYER SHOULD HANDLE A BAT, EVEN WHILE IN AN ENCLOSURE, UNTIL IT IS HIS/HER TIME AT BAT. THIS APPLIES ONLY TO LITTLE LEAGUE BASEBALL/SOFTBALL AND BELOW.**
- **AT NO POINT IN TIME MAY ANY COACH OR MANAGER WARM UP ANY PITCHER ON FIELD OR IN BULL-PEN.**
- **METAL CLEATS ARE NOT PERMITTED TO BE WORN (EXCEPTION: JUNIOR AND SENIOR BASEBALL)**
- **PLAYERS WHO WEAR GLASSES SHOULD BE ENCOURAGED TO PROVIDE "SAFETY GLASSES."**
- **UPDATED IN 2025: PLAYERS ARE ALLOWED TO WEAR JEWELRY (EXCEPTION: IF IN THE UMPIRE'S OPINION, THE JEWELRY IS REFLECTING OR PROVIDING A DISTRACTION) *PLAYERS ARE STILL ENCOURAGED TO REMOVE ALL UNNECESSARY JEWELRY FOR SAFETY.***
- **EXCEPT WHEN RUNNER IS RETURNING TO A BASE, HEAD FIRST SLIDES ARE NOT PERMITTED. THIS APPLIES ONLY TO LITTLE LEAGUE BASEBALL/SOFTBALL AND BELOW.**
- **THROWING OF HELMETS/EQUIPMENT COULD RESULT IN PLAYER OR COACH BEING EJECTED FROM GAME.**
- **COACHES ARE RESPONSIBLE FOR THE SAFETY OF THE PLAYERS IN THE DUGOUT. THIS INCLUDES NO ON-DECK BATTER AND BATS BEING PUT AWAY WHILE PLAYERS ARE IN THE DUGOUT.**



- **NO ONE EXCEPT THE PLAYERS, MANAGER AND COACH (ES) SHALL OCCUPY THE BENCH OR DUGOUT DURING A GAME. THE MAXIMUM OF THREE (3) ADULTS WHO ARE NAMED ON THE AFFIDAVIT (OR AUTHORIZED REPLACEMENTS AS NOTED ON THE AFFIDAVIT) WILL BE PERMITTED TO ACT AS MANAGER/COACHES FOR THAT GAME.**
  - **NOTE: BASE COACHES MAY BE ADULTS AND/OR PLAYERS PROVIDED AT LEAST ONE ADULT MANAGER OR COACH REMAINS IN THE DUGOUT. SEE 4.05 (B)**
- **ALL PLAYERS MUST BE IN UNIFORM (JERSEY WITH LITTLE LEAGUE PATCH SEWN ON, BASEBALL PANTS AND LONG SOCKS.)**
- **UNDERSHIRT SLEEVES, IF EXPOSED, MUST BE OF SOLID COLOR AND SHALL NOT BE THE SAME COLOR OF THE BALL BEING USED IN THE GAME.**
- **BASEBALL UPDATE FOR 2026: SLEEVES OF ANY KIND, IF WORN BY A PITCHER, DO NOT HAVE TO BE COVERED PROVIDED THE SLEEVE IS A SOLID COLOR AND NOT WHITE OR GRAY.**
- **A PITCHER MAY WEAR ITEMS ON THE GLOVE HAND, WRIST, OR ARM (NON-PITCHING ARM) OF A SOLID SINGLE COLOR, PROVIDED IT IS WORN AS THE MANUFACTURER INTENDED, NOT THE SAME COLOR AS THE BALL BEING USED IN THE GAME AND NOT CONSIDERED DISTRACTING.**
- **PLAY CALLING BANDS MAY BE WORN BY ALL PLAYERS ON ARMS ONLY.**

- **RULE 3.17 – THE USE OF ONE-WAY COMMUNICATION TO THE CATCHER WHILE THE TEAM IS ON DEFENSE IS PERMITTED AT ALL LEVELS.**
- **RULE 1.10 – PRODUCTS, SUCH AS, BUT NOT LIMITED TO, CHOKE-KNOBS, CHOKE-UP ASSISTS, ARE CONSIDERED ALTERATIONS TO THE BAT AND ARE NOT PERMITTED. UPDATE FOR 2026: THUMB PROTECTORS AND PINE TAR OR ANY OTHER SIMILAR ADHESIVE SUBSTANCE ARE NOW PERMITTED AT ALL LEVELS ON HANDLE ONLY.**
- **COACHES MUST LOOK PROFESSIONAL WHILE COACHING A TOURNAMENT GAME WITHIN DISTRICT 22. COACHES MAY NOT BE IN A BASEBALL UNIFORM OR BASEBALL PANTS. NO OPEN TOED SHOES!**
- **COACHES MAY NOT LEAVE THE DUGOUT WITHOUT REQUESTING AND BEING GRANTED TIME FROM THE UMPIRE-IN-CHIEF. THE MANAGER OR COACH MAY BE REMOVED FROM THE FIELD FOR THE REMAINDER OF THE GAME FOR VIOLATION OF THIS RULE.**



# ***FREQUENTLY ASKED QUESTIONS!***

- **MAY A MANAGER OR COACH WARM UP A PITCHER - NO**  
**WARM UP A PLAYER - YES**
- **MAY A MANAGER OR COACH BE USED AS A CATCHER DURING THE INFIELD DRILL - YES**  
**DOES HE OR SHE HAVE TO WEAR A MASK - NO**
- **MUST AN EJECTED MANAGER OR COACH HAVE TO LEAVE THE PLAYING AREA AND NOT BE VISIBLE DURING AND AFTER THE GAME - YES**
- **MAY A SUSPENDED MANAGER OR COACH BE REPLACED - NO**
- **HOW LONG AFTER YOU SEE LIGHTNING DO WE WAIT?**  
**SUGGESTED AT LEAST 15 MINUTES OR 10 MILES AWAY.**  
**GAME DIRECTORS/UMPIRES WILL USE WEATHER BUG APP**
- **MAY A BAT HAVE PINE TAR ON IT - YES**
- **MAY YOU PLACE A VIDEO RECORDING DEVICE (GAME CHANGER OR GoPro) ON THE BACK STOP - NO**



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# ***TOURNAMENT PLAYING RULES***

***~A QUICK REVIEW!~***





# ***PITCHING RULES - BASEBALL***

- **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 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 GAME.**

# ***PITCHING RULES - BASEBALL***

- **RULE 4 (D) – THE MANAGER MUST REMOVE THE PITCHER WHEN SAID PITCHER REACHES THE PITCH LIMIT FOR HIS/HER AGE GROUP AS NOTED ON THE NEXT PAGE, BUT THE PITCHER MAY REMAIN IN THE GAME AT ANOTHER POSITION:**
- **EXCEPTION: IF A PITCHER REACHES THE PITCH LIMIT IMPOSED ABOVE FOR HIS/HER LEAGUE AGE WHILE FACING A BATTER, THE PITCHER MAY CONTINUE TO PITCH 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.**
- **(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 IF PITCHER IS MOVED, REMOVED, OR THE GAME IS COMPLETED BEFORE DELIVERING A PITCH TO ANOTHER BATTER.**

# ***PITCHING RULES - BASEBALL***

## ***PITCHING DAYS REST REQUIREMENT***

| <b>CALENDAR DAYS REST<br/>&gt;&gt;&gt;</b> | <b>FOUR (4)</b> | <b>THREE (3)</b> | <b>TWO (2)</b>  | <b>ONE (1)</b>  | <b>NONE (0)*</b> | <b>MAX<br/>PITCHES</b> |
|--------------------------------------------|-----------------|------------------|-----------------|-----------------|------------------|------------------------|
| <b>LEAGUE AGE 8</b>                        | <b>N/A</b>      | <b>N/A</b>       | <b>36 TO 50</b> | <b>21 TO 35</b> | <b>1 TO 20</b>   | <b>50</b>              |
| <b>LEAGUE AGE 9 OR 10</b>                  | <b>66 +</b>     | <b>51 TO 65</b>  | <b>36 TO 50</b> | <b>21 TO 35</b> | <b>1 TO 20</b>   | <b>75</b>              |
| <b>LEAGUE AGE 11 OR 12</b>                 | <b>66 +</b>     | <b>51 TO 65</b>  | <b>36 TO 50</b> | <b>21 TO 35</b> | <b>1 TO 20</b>   | <b>85</b>              |
| <b>LEAGUE AGE 13 OR 16</b>                 | <b>66 +</b>     | <b>51 TO 65</b>  | <b>36 TO 50</b> | <b>21 TO 35</b> | <b>1 TO 20</b>   | <b>95</b>              |

**\* A PITCHER CANNOT PITCH THREE CONSECUTIVE DAYS**



# ***PITCHING RULES – VISITS***

- **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.**



# ***PITCHING RULES – REMOVAL***

- **SOFTBALL – PITCHERS REMOVED FROM THE CIRCLE: A PITCHER WHO HAS BEEN REMOVED FROM THE CIRCLE MAY RETURN AS PITCHER REGARDLESS OF WHETHER HE/SHE MOVES TO A DIFFERENT DEFENSIVE POSITION OR THE BENCH.**
- **BASEBALL - INTERMEDIATE (50/70) DIVISION, JUNIOR AND SENIOR BASEBALL, A PITCHER REMAINING ON DEFENSE IN THE GAME BUT MOVING TO A DIFFERENT DEFENSIVE POSITION, CAN RETURN AS A PITCHER ANYTIME IN THE REMAINDER OF THE GAME, BUT ONLY ONCE PER GAME.**
- **CLARIFICATION FOR 2026: THE PITCHER SHALL RETAIN THE NUMBER OF VISITS FROM THEIR PREVIOUS APPEARANCE. THE NUMBER OF VISITS REMAINING DOES NOT PREVENT A PITCHER ONCE REMOVED FROM THE MOUND AS PITCHER FROM RETURNING AS PITCHER.**



# ***LEAVING TOO SOON & SLIDE RULE***

- **IN THE 8/10, 9/11 AND LITTLE LEAGUE DIVISIONS OF BASEBALL AND THE 8/10 AND 9/11 DIVISIONS OF SOFTBALL, RUNNERS MAY COME OFF THEIR BASE ONLY WHEN THE BALL HAS BEEN BATTED OR REACHES THE BATTER. IF THE PITCHER DROPS THE BALL AT ANY TIME BEFORE DELIVERY OF THE PITCH, THE BALL IS ALIVE AND ALL RUNNERS MAY ADVANCE AT THEIR OWN RISK.**
- **IN THE LITTLE LEAGUE SOFTBALL DIVISION ONLY, RUNNERS MAY COME OFF THEIR BASE WHEN THE BALL HAS BEEN **RELEASED** BY THE PITCHER ON THE DELIVERY.**
  - **THE PENELTY IN SOFTBALL : “TIME” IS CALLED, “NO PITCH” IS DECLARED AND THE RUNNER IS OUT FOR LEAVING THE BASE TO EARLY.**
- **IN THE INTERMEDIATE, JUNIOR AND SENIOR DIVISIONS OF BASEBALL, LEADING RULES APPLY.**
- **THERE IS NO “MUST SLIDE” RULE! RUNNERS MUST SLIDE, RETREAT, OR GIVE THEMSELVES UP IF A DEFENSIVE PLAYER HAS THE BALL AND IS WAITING TO MAKE THE TAG.**



# ***SOFTBALL CIRCLE VIOLATION***

## ***DISCUSSION***

- **IN 7.08 (A) (5) NOTE 2: ANY RUNNER IS OUT WHEN THE PITCHER IS IN POSSESSION OF THE BALL WITHIN THE (8) FOOT RADIUS CIRCLE, AND IS NOT MAKING A PLAY (A FAKE THROW IS CONSIDERED A PLAY), ALL RUNNERS OFF THEIR BASES MUST IMMEDIATELY ATTEMPT TO ADVANCE TO THE NEXT BASE OR RETREAT. IMMEDIATELY, IS INTERPRETED TO MEAN WITHIN AN APROXIMATE THREE-SECOND TIME FRAME. (UMPIRE JUDGEMENT)**
  - **PENELTY: “TIME” IS CALLED, “NO PITCH” IS DECLARED AND THE RUNNER IS OUT FOR VIOLATION OF THE CIRCLE RULE.**
- **THE BATTER-RUNNER CANNOT BE FROZEN AT FIRST BASE ON A BASE-ON-BALLS BY MERELY RETURNING THE BALL TO THE PITCHER IN THE CIRCLE. THE BATTER-RUNNER AFTER REACHING FIRST BASE MAY CONTINUE ON, WITHOUT STOPPING, IN AN ATTEMPT TO REACH SECOND BASE. SAID RUNNER MAY STOP IN THE BASELINE AFTER ROUNDING FIRST BASE. AT THIS POINT, THE UMPIRE SHOULD BEGIN A “THREE-SECOND COUNT” ON THE RUNNER. IF THE RUNNER AGAIN BEGINS MOVEMENT TO ADVANCE OR RETREAT BEFORE THE COUNT REACHES “THREE” AND DOES NOT STOP AGAIN, THIS IS A LEGAL ACTION AND SHOULD NOT BE PENALIZED.**

# ***SOFTBALL CIRCLE VIOLATION DISCUSSION***

- **HOWEVER, IF THE RUNNER STOPS A SECOND TIME, WITHOUT AN ATTEMPT BY THE DEFENSE, THAT RUNNER IS OUT IMMEDIATELY. ON ANY BASE HIT, THE RUNNER IS ALLOWED TO CONTINUE ADVANCEMENT EVEN IF THE PITCHER HAS RECEIVED THE BALL BACK IN THE CIRCLE. AGAIN, IN THIS CASE, A STOPPAGE WILL CAUSE A COUNT TO COMMENCE. THE ATTEMPT TO ADVANCE MUST BE ONE CONTINUOUS MOTION WITHOUT A STOPPAGE AT A BASE. IF A RUNNER OR RUNNERS ARE OFF THEIR BASES AND MAKING NOT ATTEMPT TO ADVANCE, WITH THE PITCHER IN POSSESSION OF THE BALL IN THE CIRCLE, AND THE UMPIRE'S COUNT REACHES "THREE", THE RUNNER IS OUT, THE BALL IS DEAD, AND NO ADVANCE MAY BE GAINED WITH THE PLAY.**





# ***USE OF AN ILLEGAL BAT***

- **WHEN A BATTER ENTERS THE BATTER'S BOX WITH ONE OR BOTH FEET ENTIRELY ON THE GROUND WITH AN ILLEGAL BAT OR IT IS DISCOVERED TO HAVE BEEN USED PRIOR TO THE NEXT PLAYER ENTERING THE BATTER'S BOX. THE BALL IS DEAD AND RUNNERS MUST RETURN IF THEY ADVANCED ON THE PLAY.**
- **NOTE: IF THE INFRACTION IS DISCOVERED BEFORE THE NEXT PLAYER ENTERS THE BATTER'S BOX FOLLOWING THE TURN AT BAT OF THE PLAYER WHO USED AN ILLEGAL BAT:**
- **(1) - THE MANAGER OF THE DEFENSE CAN ADVISE THE PLATE UMPIRE OF A DECISION TO DECLINE THE PENALTY AND ACCEPT THE PLAY. SUCH ELECTION SHALL BE MADE IMMEDIATELY AT THE END OF THE PLAY.**
- **(2) - THE MANAGER OF THE OFFENDING TEAM WILL BE EJECTED FROM THE GAME, THE BATTER WHO VIOLATED THE RULE WILL BE EJECTED FROM THE GAME, AND THE OFFENDING TEAM WILL LOSE ONE ELIGIBLE ADULT BASE COACH FOR THE DURATION OF THE GAME.**

# ***USE OF AN ILLEGAL BAT***

- **A.R. – WHEN AN ILLEGAL BAT IS DISCOVERED, IT MUST BE REMOVED FROM THE GAME AT THAT POINT.**
- **A DAMAGED BAT OR A BAT THAT HAS ALTERATIONS OR MODIFICATIONS MADE TO THE BAT SUCH AS, BUT NOT LIMITED TO, CHOKE-KNOBS, CHOKE-UP ASSISTS, OR EXCESSIVE PINE TAR ARE CONSIDERED ALTERATIONS TO THE BAT AND ARE NOT PERMITTED BUT NOT CONSIDERED ILLEGAL AS PER THE ABOVE RULE.**
- **ROLLED/CORKED BATS HOWEVER, ARE CONSIDERED ILLEGAL AND WOULD BE SUBJECT TO THE ABOVE RULE.**



# ***COURTESY RUNNER & SPR***

- **A TOURNAMENT TEAM MAY PERMIT A “COURTESY RUNNER” FOR THE CATCHER AND/OR PITCHER OF RECORD WHEN THERE ARE TWO OUTS (2) OUTS. UTILIZING CONTINUOUS BATTING ORDER, THE COURTESY RUNNER MAY BE IN THE TEAMS BATTING ORDER AND MUST BE THE PLAYER IN THE BATTING ORDER WHO MADE THE LAST OUT. NOTE: THE OFFENSE MAY USE A COURTESY RUNNER FOR BOTH THE PITCHER AND CATCHER OF RECORD AT THE SAME TIME WHEN THERE ARE TWO OUTS.**
- **SENIOR DIVISION ONLY:** TWICE A GAME BUT NOT MORE THAN ONE TIME PER INNING, A TEAM MAY UTILIZE A PLAYER WHO IS NOT IN THE BATTER ORDER AS A SPECIAL PINCH RUNNER FOR ANY OFFENSIVE PLAYER. A PLAYER 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 GAME AS A SUBSTITUTE DEFENSIVE OR OFFENSIVE PLAYER, THE PLAY MAY NOT BE USED AGAIN AS A PINCH RUNNER WHILE IN THE BATTER ORDER.

# ***COURTESY RUNNER & SPR***

- **A.R. 1 - THE COURTESY RUNNER MUST ALWAYS BE THE PLAYER IN THE BATTING WHO MADE THE LAST OUT. IF A TEAM CHOOSES TO USE A COURTESY RUNNER AND THE PLAYER WHO MADE THE LAST OUT IS THE PITCHER OR CATCHER OF RECORD, THAT PITCHER OR CATCHER OF RECORD MUST BE USED AS THE COURTESY RUNNER.**
- **CLARIFICATION FOR 2026: A.R. 2 - IF THE PITCHER AND CATCHER OF RECORD ARE ON BASE WITH TWO OUTS, THE OFFENSE MAY USE A COURTESY RUNNER FOR BOTH THE PITCHER AND CATCHER OF RECORD AT THE SAME TIME. WHEN ASSIGNING COURTESY RUNNERS IN SUCH SITUATIONS, THE PLAYER WHO IS SCHEDULED TO BAT SOONEST SHALL BE PLACED ON THE BASE CLOSEST TO SCORING. EXAMPLE: WITH TWO OUTS, THE PITCHER IS ON SECOND BASE AND THE CATCHER IS ON THIRD BASE. THE OFFENSE ELECTS TO USE COURTESY RUNNERS FOR BOTH THE PITCHER AND CATCHER. THE PLAYER WHO MADE THE SECOND OUT OF THE INNING BECOMES THE COURTESY RUNNER FOR THE PITCHER AT SECOND BASE. THE PLAYER WHO MADE THE FIRST OUT OF THE INNING (DUE UP SOONEST) BECOMES THE COURTESY RUNNER FOR THE CATCHER AT THIRD BASE.**



# ***REGULATION GAME***

- **EACH TOURNAMENT GAME MUST BE PLAYED TO THE POINT OF BEING AN OFFICIAL GAME:**
  - a. **REGULATION GAMES ARE OF FOUR OR MORE INNINGS IN WHICH ONE TEAM HAS SCORED MORE RUNS THAN THE OTHER (THREE AND ONE-HALF (3 1/2) IF THE HOME TEAM IS AHEAD 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 TAKE THE LEAD IN AN INCOMPLETE INNING AND THE HOME TEAM DOES NOT COMPLETE THEIR 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 ON THE SAME DAY.**
  - b. **IF TWO GAMES ARE SCHEDULED FOR THE SAME SITE, NO “TIME LIMIT” MAY BE IMPOSED ON THE FIRST GAME.**

# ***TIEBREAKER RULE***

- **2024 ADDED RULE CONCERNING TIE GAMES AFTER SIX (6) INNINGS FOR 8 TO 10-YEAR-OLD, 9 TO 11-YEAR-OLD, AND LITTLE LEAGUE DIVISIONS, AND SEVEN (7) INNING FOR INTERMEDIATE (50/70), JUNIOR AND SENIOR LEAGUE DIVISIONS.**
- **TOURNAMENT RULE 14 - TIE GAME (P. 145): WHEN THE COMPLETION OF SIX INNINGS [INTERMEDIATE/JUNIOR/SENIOR: SEVEN INNINGS] AND THE SCORE IS TIED, THE FOLLOWING TIEBREAKER WILL BE PLAYED TO DETERMINE A WINNING TEAM:**
- **STARTING IN THE TOP OF THE SEVENTH INNING [INTERMEDIATE/JUNIOR/ SENIOR: 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.**

# ***TEN RUN RULE***

- **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: IF THE VISITING TEAM HAS A LEAD OF TEN (10) OR MORE RUNS, THE HOME TEAM MUST BAT IN THEIR HALF OF THE INNING.***





*Little League*  
GREAT PLAYERS START LITTLE



***QUESTIONS?!?!?!?***







*Little League*  
GREAT PLAYERS START LITTLE



***THE END!***

