

PA District 28

2021 8U Invitational Rules – FINAL

Updated 06/21/21

TOURNAMENT RULES

1. Anything not specifically covered in this document will default to Little League Green Book rules.
2. Players shall be League Age 8 or younger (DOB 9/1/2010 or later) to be eligible to play. Copies of Birth certificates will be required by the start of the tournament. Please bring them to Coaches Meeting, 06/21/21
3. <https://www.littleleague.org/downloads/baseball-age-chart/>
4. Minimum player roster of 12, with a maximum of 14. Teams requiring consideration for exception to this roster limit should contact tournament directors. See sections 42. & 43. below.
5. Each team should have one named Manager and not more than four (4) additional coaches, including team scorekeeper. At least one adult must be in the dugout at all times with players.
6. Team Elimination: Double elimination – A team must lose (2) two games to be eliminated from the tournament.
7. There will be a \$175 per team entry fee. Host league will supply game baseballs.
8. 2021 Tournament Directors are Brian Ceribelli and Nate Laverty from DWLL

PRE-GAME RULES / CONSIDERATIONS

9. 1B Dugout assigned to Top of bracket. 3B Dugout assigned to Bottom of Bracket.
10. Batting Cage warmups shall start 1 hour before the scheduled game time. There are 2 cages to share. We will have multiple hitting nets also set up for Tee work or Soft Toss. Teams on the top of the bracket may use the cage from 60 minutes to 40 minutes prior to scheduled game start. Teams on the bottom of the bracket may use a cage from 40 minutes to 20 minutes prior to scheduled game start.
11. Teams will **NOT** be allowed a round of infield prior to game time. All warm up work should be conducted in the outfield.
12. Plate meeting with the umpire(s) will take place 15 minutes before scheduled game start and will be followed by pre-game announcements, National Anthem, and Little League Pledge.
13. At least nine players are required to start and complete the game in order for it to be official. Players arriving late to a game **must be** added to the end of the lineup. Players removed from the lineup during the game due to illness, injury, or other reasons may re-enter the game upon appeal to the Official Scorer.
14. Any team unable to supply 9 rostered players by 15 minutes after the scheduled game start time, or at any point during the course of the game, will forfeit the game.

GAME RULES

15. During the pre-game conference with the Managers, the Umpire will administer a coin toss to determine Home / Visitor designations. The manager of the team that traveled the furthest, will make the call. The winner of the coin toss may choose to be the Home or Visiting team for the game.
16. Game Length: All games will be six innings in length or when the time limit is reached (no inning will start after two hours), unless the game is shortened due to weather conditions, in which case game results are official after 3 full innings of play. *Note: In the case of a tie score, the game should continue if possible. If the game cannot continue due to darkness or weather, the game will revert back to the previous inning where the game was not a tie score. The team that last held the lead at the end of the previous inning will be declared the winner. (EXAMPLE: game cannot complete 6th inning due to darkness; team leading after 5th inning wins. If tied then, revert to 4th, 3rd, 2nd, etc.)* Umpires and official scorers will record game start time and communicate the official time to managers.

17. Official game start time is the time when the first pitch is delivered.
18. In the event that an inning is not completed due to weather or darkness, all pitches thrown during that inning WILL STILL COUNT for a player's pitch count.
19. An inning is either 3 outs or 5 runs, whichever comes first. The sixth inning will be unlimited runs. NOTE: "Unlimited" is only for the sixth inning and not the last inning in situations when it is determined that game time expiration will not allow for more than five innings (e.g., two-hour mark is hit with one out in top of fifth inning > no sixth inning will be played, but fifth inning is still limited to 5 runs)
20. "Mercy Rule" is in effect. If a team is losing by 15 runs after 3 innings, or 10 or more runs after 4 innings, they will concede the victory to the opposing team.
21. Minimum play is 2 innings in the field for each player, although equal playing time across all players is highly encouraged. Failure will result in a forfeit and the manager suspended for one additional game.
22. Continuous Lineup: Everyone bats, regardless if they are in the defensive lineup or not. Continuous batting order is required.
23. Player substitution is open; starters and substitutes are not linked in any way, except that a pitcher may not re-enter a game as a pitcher

BATTING / FIELDING / BASERUNNING

24. In order to maintain game pace, a courtesy runner will be used for catchers when they are a baserunner with two outs. The courtesy runner must be the last batted out.
25. Infield fly rule is not in effect.
26. Uncaught 3rd Strike rule is not in effect.
27. "Tag-ups" are allowed.
28. NO Bunting!
29. STEALING: Maximum of four (4) successful steals per inning allowed, including a maximum of one (1) successful steal to home (on a passed ball or wild pitch) per inning.
 - a. A "steal" is defined as any time a runner successfully advances a base following a pitch where the ball is not batted into play, including passed balls, wild pitches, "straight" steals, defensive indifference, advancing when another baserunner is in a rundown following a pick off attempt, or advancing when an attempt is made on the runner as a "pickoff" (e.g., a runner on third begins an attempted steal of home on a passed ball, holds up, and returns to third base, but the defense attempts to make a play and he scores)
 - b. If a team uses four successful steals on 2nd / 3rd base in a given inning before "stealing home," they forfeit their ability to steal home that inning.
 - c. Double steals count as two steals (and triple as three...)
 - d. No runner advancing on overthrow from Catcher to 2B or 3B when attempting to throw a runner out on a steal. Encourage the catcher to throw out the runner without penalty. However, if a defense attempts to make a play behind a runner (pickoff scenario described in 22a. example), the runner may advance on an overthrow, and it will be counted as a successful steal.
 - e. No runner advancing on overthrow from catcher routinely returning ball to pitcher.
 - f. In the event that a team attempts to steal after it has already used all of its steals in an inning, the defense can still make a play on the runner. If the runner is out, an out is recorded. If the runner is safe, the manager(s) and umpire will confer and send the runner(s) back to their originating base.
 - g. If a double/triple steal results in exceeding the limit, the furthest runner(s) from scoring will be returned to their originating base. (e.g. 3 steals have been used, runners on 1st and 2nd both advance

on a passed ball. The runner who advanced to 3rd can stay, but the runner who advanced to 2nd will be sent back to 1st base)

- h. No walk steals or delayed steals.
- i. Managers should communicate with each other, the umpire, and the official scorekeeper to 1) confirm steal count in an inning as it progresses and 2) resolve any issues / disputes around steal eligibility.

30. **OVERTHROWS ON PLAYS INVOLVING BATTED BALLS:** An error on an overthrow during a play (not a steal) is counted as a normal error. For a throwing error a player may advance one base.

- a. On any given play, there cannot be more than one overthrow.
- b. If the overthrow remains a “live ball,” the runner is not automatically awarded one base. The defense can still make an attempt on the runner as the runner pursues the additional base and may successfully record an out. (e.g., shortstop overthrows second baseman attempting a 6-4 putout. Right-fielder can attempt to throw runner out as he attempts to advance to third base)
- c. If the overthrow results in a “dead ball” (out of play), the runners will be awarded one base by the umpire.

31. No head-first sliding when advancing; head first sliding is only permitted when a runner is returning to a base. Runners attempting a head-first slide (in the judgment of the umpire) will be **called OUT**. No warning will be issued.

32. For balls hit in the outfield, both the batter and any runners may advance more than one base until a defensive player has control of the ball inside the base paths. Runners can continue towards a base if they were already in pursuit and did not pause or stop before the ball is possessed inside the base paths.

33. Passed balls or wild pitches that become stuck in the backstop fence or go out of play behind the catcher will be declared dead and the runners will remain at their occupied base unless they were already attempting to steal. A player on 3rd base may not advance in this situation.

PITCHING

34. Pitchers pitch from the rubber on the mound at a distance of 46’.

35. Little League pitching rule is in effect: **50 Pitches per day, maximum.**

36. **Exception:** If a pitcher reaches the 50 pitch limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Similarly, pitch count will “roll back” to any of the other “rest requirement” thresholds (e.g., start a batter at pitch 19, at-bat complete on pitch 22, the player will roll back to 20 and be eligible next day). If coaches have questions about players approaching a limit, they should get clarification from the Official Scorekeeper.

37. **NO Intentional Walks**

38. **Pitchers must adhere to the following rest requirements:**

- a. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
- b. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed
- c. If a player pitches 1 - 20 pitches in a day, no (0) calendar days of rest must be observed
- d. In no case will an individual pitcher be allowed to pitch in 3 consecutive days

39. 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 of the game. If a player delivers 41 or more pitches, and is not covered by the threshold exception, the

player may not play the position of catcher for the remainder of the day.

40. A player who has played the position of catcher more than any part of 3 innings **may not** enter the game as a pitcher. If a player catches 3 innings, moves to pitcher and throws 20 pitches or less (normal threshold rules considered), that player **may return** to the position of catcher.

UMPIRING

41. The strike zone shall be armpits to knees with the zone extended horizontally by 2" to either side of the plate to encourage the players to swing.
42. Umpires are responsible for all game decisions related to weather or darkness after the game has begun. If lightning is observed from any location at the complex by a tournament official or umpire, all games will immediately be suspended for a minimum of 30 minutes. If no additional lightning is observed for 30 minutes, games may resume.
43. Players should remain on site, in a parent's vehicle until they are notified by their Team Manager that the game is officially suspended for the day or the game is resumed.
44. Coaches will be notified of either case by the tournament director.
45. If it is determined that a game may resume and a team does not have at least 8 players available to play within 15 minutes of the announcement of play resuming, they will forfeit the game, regardless of the score.

TOURNAMENT DIRECTORS

46. Nate Laverty
 - a. E-mail – natelaverty2@gmail.com
 - b. Phone – 610-235-9232
47. TBD
 - a. E-mail – brianeribelli@gmail.com
 - b. Phone – 610-389-7287