

Texas District 33 Little League Special Games Rules

Senior Minor (8-10 yr) Baseball

General

1. Little League Baseball Rules and Regulations for Minor Leagues will be observed unless specified in these rules.
2. Mandatory play in this division is **3 defensive outs and 1 at-bat**. All players must meet mandatory play regardless of the number of players on a team. If game is shortened for any reason (due to weather, light failure, run rule, etc.), the mandatory play is not recorded.
3. A team must have a minimum of 8 players at the beginning and through the duration of the game; otherwise, they will be subject to suspension of play by the District Administrator (or their designated on-site tournament director).
4. Each team must have **3 ADULT coaches** (1 manager/head coach, 2 assistant coaches) who are in uniform and have met all Little League requirements for coach volunteers (application, background check, trainings, etc.). These coaches must be listed on the roster provided by the league to the District Administrator prior to the start of the tournament in order to verify volunteer eligibility.
5. The official scorebook will be kept by the tournament site and is the final judgement of any scoring issues. Both managers must review and sign the scorebook after the game.
6. Umpires have jurisdiction over conduct of players, coaches, and managers on the field. District Administrator/tournament director has jurisdiction over the fans and acts in the stands. If a fan becomes unruly, it will be brought to the attention of manager(s) and the District Administrator/tournament director will be notified to handle it. Continuing issues **WILL** result in suspension of play of the game.

Pre-Game

1. A regulation game will be considered 4 complete innings in this division. If a game is shortened to 3 full innings or less (due to weather, light failure, etc.), the game will resume from point it was suspended.

2. Batting order lineups shall be turned in to the District Administrator/tournament director at least 30 minutes prior to scheduled first pitch. Lineups **MUST** include player first and last name, jersey number, and starting defensive position. Missing information may delay the start of the game.
3. Home team will be determined by coin flip by the District Administrator/tournament director at least 30 minutes prior to scheduled first pitch.
4. Dugouts will be assigned after the coin flip. Teams should not attempt to set up in a dugout prior to the coin flip.
5. When teams get their dugout assignment, all equipment (batting helmets, bats, and catching equipment) should be put out in front of their dug out for inspection by a coach from the opposing team. Managers will certify to umpires at the plate meeting that all equipment has been inspected and meets requirements. All Little League rules for use of illegal equipment are the responsibility of the team's manager and will be enforced.
6. No one is allowed in the dugout at any time who is not listed on the team's official roster without prior authorization from the District Administrator. Dugouts must remain closed once the team enters to begin game preparations.

Time Limits

1. There will be 1 hour, 30-minute time limit. No new inning will start after this time limit, unless there is a tie game, in which the game continues until a winner is determined.

NOTE: In the event of a tie game, one additional regular inning will be played. If there is still a tie at the conclusion of that inning, all future innings will begin with a runner on 2nd base until the tie is resolved. The runner on 2nd base will be the last out of the previous inning.

2. Clock runs continuously throughout the game. The clock may be paused for an injury taking significant time to address, equipment malfunction, or other issue severely impacting continuation of the game only at the discretion of the District Administrator/tournament director.
3. The suspension of play shall be the District Administrator/tournament director's decision before the beginning of the game and the umpire's during the game. If conditions become unsafe during the game, the umpire will consult with the District Administrator/tournament director before making a final determination for the game. If

play is suspended, the District Administrator will make all further decisions regarding the game.

Offense

1. Continuous batting order is required. If a player leaves during the game, his/her position is skipped without penalty. Any player showing up late for a game may be added to the end of the batting order at the manager's discretion. If added, he/she must meet mandatory play. The manager is required to notify the umpires, scorer's table, and the opposing team's manager of the addition immediately.
2. The offensive team will have a 1st base coach, a 3rd base coach, and a coach in the dugout. Little League rules require an adult remain in the dugout with the players at all times.
3. Players cannot advance to 1st base on a dropped third strike.
4. No leadoffs.
5. A courtesy runner may be used for the pitcher and/or catcher of record when there are 2 outs. It must be the player in the batting order who made the last out (refer to rule 7.14(b), notes 2-3).
6. An inning is over, and a new one immediately begins when:
 - a. 3 outs are made, or
 - b. 5 offensive runs are scored.

There will be no continuation over 5 runs unless the hit is a homerun that is "out-of-the-park". This run limit is in effect for the entirety of the game. **NO UNLIMITED SCORING AT ANY TIME.**

Defense

1. Nine defensive players may play. They will occupy the regular 9 positions.
2. If a half-inning ends because of the 5-run limit, and a player on the defense has played for the entire half-inning, that player will be considered to have participated for 3 defensive outs for the purposes of mandatory play. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

3. All outfielders must be on the outfield grass until the ball is put in play.
4. Per Little League rules, managers/coaches are **NOT** permitted to warm up a pitcher at home plate or in the bullpen or anywhere else at any time. They may stand by to observe a pitcher during warm up in the bullpen (*Tournament rule 3(f)*).

NOTE: Wearing of a catcher's helmet with mask and dangling throat guard is required during games, pitcher warm up, bullpen warm up, and any form of infield or infield/outfield practice for players who are assuming the role of the catcher around the plate (even if they aren't the actual catcher of record).

5. Little League pitch count rules will apply in all Special Games tournaments.
6. The pitch count will be kept by the tournament site and is the final judgement for the number of pitches thrown by a player. Managers should check with the scorer's table regarding a player's pitch count, if there's a question. After the game, both managers must sign the required Pitch Count Data Sheet with the pitch counts and availability for each player who pitched in that game. The signed Pitch Count Data Sheet is the final word on pitch counts and availability for the rest of the tournament.
7. All managers, coaches, and players must remain in the dugout with the gate closed at all times. Only the hitter who is coming up to bat may be out between innings when on offense.
8. If the defensive team's manager requests "time," he should tell the umpire. It is at the umpire's discretion to GRANT time. Wait for umpire to confirm and grant the timeout before leaving the dugout.

Substitutions

1. All defensive substitutions made between innings **MUST** be reported to the scorer's table and umpires.
2. Substitutions made during an inning should start by requesting and being granted "time" from the umpire. Once the change is made, it must be immediately reported to the scorer's table and umpires.
3. For the purposes of mandatory play and pitch counts (including catchers), substitutions not reported may not be recorded in the official scorebook or the Pitch Count Data Sheet. If it is not recorded due to a manager's failure to report it properly, it didn't happen and applicable penalties will be enforced based on the Little League Rulebook.