

Texas District 33 Little League Special Games Rules

Junior Minor (7-8 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 **6 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 9 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 **4 ADULT coaches** (1 manager/head coach, 3 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, 15-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 back leg of the pitching machine will be resting against the pitching plate. Any alteration of the machine will be done only **AFTER** the completion of a full inning (not during) with the agreement of both managers. If the machine has a digital read-out, the speed should be approximately 37 MPH. If the machine becomes unplayable due to bumping or malfunction, the umpire can authorize necessary alteration to get it working properly.
3. Each batter will receive 6 pitches from the machine. If the batter swings and misses 3 times before he/she reaches 6 pitches, he/she is out. If the batter fouls the 6th pitch, he/she will continue to receive pitches until he/she hits the ball fairly, swings and misses, or does not swing.
4. No bunting or walks in this division.
5. For the safety of all players, if the batted ball hits the pitching machine or the coach at the machine, the ball is **DEAD** and all runners will receive a one base award. This includes a ball that is located underneath the machine within the confines of the legs of the machine. Players should keep a safe distance from the machine and NEVER reach underneath it.

Example: Runner on second. Batter hits the pitch, and it strikes the machine. The ball is dead and runners will be at 1st and 3rd base.

6. The offensive team will have a 1st base coach, a 3rd base coach, a pitcher coach feeding the pitching machine, and a coach in the dugout. Little League rules require an adult remain in the dugout with the players at all times.

NOTE: The pitcher coach may coach the batter **before** the pitch is thrown and before the ball is in play. No pitcher coaching after ball is in play! Otherwise, the players are to receive coaching from the base coaches. Continued coaching from

pitcher's position while play is occurring will result in removal/replacement (but not ejection) of the offending coach.

7. 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.**

Base Running

1. No leadoffs or base stealing, even on a typical passed ball (i.e., catcher does not stop the pitch or errant throw back to the pitcher).
2. On overthrows, the runner may advance **ONE** base on **ONE** overthrow per play. However, while advancing, the runner is at risk of being put out. This does not mean that the players should not attempt to throw out the runner as he/she advances.

EXAMPLE: The batter is running to 1st when the 2nd baseman overthrows the 1st baseman. Runner touches 1st and heads to 2nd. 1st baseman can pick up the ball and throw out the runner. However, if the 2nd baseman/short stop does not catch the ball, and it rolls into the outfield, the runner must stop at 2nd base and cannot advance further.

3. Once the ball is in possession of any player on the infield (on the dirt or grass inside of dirt) and **NO PLAY IS BEING MADE**, the runners must stop at the base they last acquired. **TIME WILL BE CALLED BY THE UMPIRE. This is a judgement call, and no arguing of these calls will be acceptable.** If advancing, they must stop at the next base. If the runner continues beyond the base last acquired, he is liable to being put out.

NOTE: The players do not need to call time, put their hands up, or do anything. ***It is solely the umpire's judgment as to when no play is being made.*** Possible plays include: running towards runners for purposes of tagging, pump fakes to stop runners, throws to other players. If it is adjudged that the player on the infield was throwing it to the coach/pitcher on the mound, play will be stopped. If outfielder throws it towards pitcher/coach, it is considered a possible overthrow.

Defense

1. Ten defensive players may play. They will occupy the regular nine positions with a fourth outfielder.
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. There is no infield fly rule.
5. The pitcher (coach) should check with the defensive team's manager before the first pitch of an inning to confirm that his players are placed correctly and ready for play.
6. 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.

EXCEPTION: The defensive team will position a coach behind the catcher in order to facilitate game time by retrieving the ball if it gets past the catcher.

7. If the defensive team's manager requests "time," he should tell the umpire (NOT the pitcher coach!). It is at the umpire's discretion to GRANT time. Wait for umpire to confirm and grant the timeout before leaving the dugout.