



Early/Late 8s Special Games Tournament Rules

General Playing Rules

1. Little League Rule Book and District 12 Handbook rules will be followed.
2. Rosters should consist of a minimum of 9 and a maximum of 14 players. Only league age 8s and 7s are permitted on the roster.
3. Teams not arriving to the field within 15 minutes after the scheduled start time will forfeit the game.
4. Teams who arrive to the field with less than 8 players will have 15 minutes from the scheduled start time of that game to field 8 players. If after 15 minutes the team still does not have 8 players, they will forfeit the game. Also, if at any time during the game, a team drops to less than 8 players the team will forfeit the game.
5. Games will be a maximum of 6 innings with a 1 hour and 50-minute time limit from ACTUAL start time (no inning shall start after time limit). An inning starts after the 3rd out is recorded in the previous inning.
 - a. Championship games will have no time limit.
 - b. Time taken up during any serious injury will not be charged against the game time limit. Managers must confirm with the umpire at the time of such an incident the exact time credited.
6. An inning ends with 3 outs, 5 runs, or every player as batted.
7. The game ends if a team is winning by 10 or more runs after 4 innings (3 ½ if home team winning), or up by 6 runs or more after 5 innings (4 ½ if home team winning).
8. Little League regular season curfew is in effect. No inning may start after 10:00pm.
9. No infield fly rule or dropped 3rd strike rule.
10. Maximum of four adults in the dugout during a game
 - a. Only players and coaches allowed in the dugout during the game.
11. Each team will furnish the opposing team and press box announcer with a copy of their lineup to include full names, number, and position prior to the start of the game. Lineup card should also list ineligible pitchers.
12. Pitch count sheets must be completed and signed upon the completion of the game. Pitch counts will be posted on the host league's website.

Offensive Playing Rules

1. The batting line-up will consist of all players present for the game; continuous batting order.
2. In between innings, only the leadoff batter is allowed on the field.
3. THERE IS NO ON-DECK POSITION IN LITTLE LEAGUE. PLAYERS ARE NOT TO HAVE A BAT IN THEIR HAND UNTIL THEY ARE WALKING UP TO BAT. USE OF DONUTS IS PROHIBITED.
4. Stealing is permitted, except the stealing of home. Runners must score on a batted ball or a bases loaded walk/hit by pitch.
 - a. If a player steals when they are not allowed to, they do so at the own peril and can be put out.
 - b. If a runner makes it safely to home plate, that runner shall be returned to third base. Any runner(s) "forced" back shall also be returned to their previous base.
5. No slash bunts. Any batter who attempts a slash bunt will be called out. (Slash bunt: batter shows bunt, then pulls the bat back after the pitch and takes a full swing).



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6. If a player must leave the game for any reason during the game, his or her batting position shall be skipped over and no out will be recorded. When they return to the field, they bat in their original position.
7. Players arriving AFTER the game has begun will be placed at the end of the submitted lineup. If the first batter has already batted a second time, the late arriving player needs to wait until his position comes up in the order again.
8. Running for the catcher is allowed with two outs. The runner coming into the game from the bench must be the furthest from batting.

Defensive Playing Rules

1. There shall be free substitution of defensive players with a minimum of six outs in the field per player.
2. Once a pitcher is removed from the pitcher's position, that player shall not reenter as a pitcher.
3. Players are limited to a maximum of 50 pitches per day, subject to observing the required number of days rest if they have pitched in a previous game.
4. One coach will be allowed behind the plate to retrieve the ball in "no steal" situations.