

LITTLE LEAGUE TEXAS DISTRICT 28

2023 SPECIAL DISTRICT TOURNAMENTS

COACH PITCH EIGHT YEAR OLD TOURNAMENT

1. LEAGUE AGE 8 AS DETERMINED BY THE 2023 LEAGUE AGE CHART. EACH TEAM MAY CONSIST OF UP TO 14 LEAGUE AGE 7-8 PLAYERS, ALONG WITH 1 ADULT MANAGER AND 3 ADULT COACHES. THE OFFICIAL MANAGER AND OFFICIAL COACHES ARE THE ONLY ADULT TEAM MEMBERS ALLOWED ON THE PLAYING FIELD OR IN THE DUGOUT BEFORE, DURING OR AFTER THE GAME. MANAGERS/COACHES MAY COACH BOTH BASES.
2. EACH PLAYER WILL WEAR THE REGULAR SEASON UNIFORM WITH ALL STAR OR REGULAR SEASON HATS PROVIDED BY THEIR LEAGUE. NO ALL-STAR UNIFORMS OR NON-UNIFORM ITEMS (DIFFERENT SOCKS, ETC.) ALLOWED.
3. FAILURE OF A TEAM TO ARRIVE BY 15 MINUTES AFTER THE SCHEDULED START TIME WITH AT LEAST 9 PLAYERS AND 1 ROSTERED ADULT WILL NORMALLY RESULT IN A FORFEIT. FORFEITURE DECISION CAN ONLY BE MADE BY DISTRICT. CANNOT PLAY OR CONTINUE WITH LESS THAN 9 ROSTERED PLAYERS.
4. TEAMS WILL PLACE ALL BATS, HELMETS, BAT BAGS AND CATCHER'S GEAR IN FRONT OF THE DUGOUT PRIOR TO EACH GAME FOR UMPIRE INSPECTION. NO GEAR SHALL REMAIN ON THE PLAYING FIELD OR IN THE DUGOUT WITHOUT INSPECTION BY THE UMPIRES.
5. EACH TEAM WILL FIELD 10 DEFENSIVE PLAYERS, WITH 4 OF THE 10 PLAYING OUTFIELD. NONE OF THE 4 OUTFIELDERS MAY BE POSITIONED CLOSER THAN THE OUTFIELD GRASS.
6. A "FAKE BUNT > SWING" PLAY IS NOT ALLOWED. **PENALTY** (*EVEN IF BALL IS NOT HIT*) = **IMMEDIATE DEAD BALL OUT** (RUNNERS RETURN TO THE BASE OCCUPIED AT THE TIME OF THE PITCH). AN UMPIRE MAY EJECT A MANAGER FOR UNSPORTSMANLIKE CONDUCT IF HIS TEAM CONTINUES USE OF THIS PLAY.
7. EACH TEAM WILL PRESENT A BATTING-ORDER LINEUP OF THE ENTIRE ROSTER TO THE SCOREKEEPER AND OPPOSING TEAM PRIOR TO THE START OF EACH GAME. EACH TEAM WILL BAT THE ENTIRE ROSTER. ANY PLAYER ARRIVING AFTER THE START OF THE GAME WILL BE PLACED AT THE END OF THE BATTING ORDER. IF A PLAYER LEAVES THE GAME FOR ANY REASON, THE PLAYER'S SPOT IN THE BATTING ORDER WILL BE SKIPPED WITHOUT PENALTY. THE INFIELD FLY RULE WILL NOT APPLY. CURFEW IS 10:00 PM
8. GAMES WILL BE TIMED - NO INNING SHALL START AFTER 1 HOUR AND 30 MINUTES. EACH TEAM WILL BE ALLOWED A MAXIMUM OF 5 RUNS PER INNING FOR THE FIRST 5 INNINGS, WITH UNLIMITED RUNS PER INNING ALLOWED AFTER THE 5TH INNING. THE RUN RULE (4.10-c, pg. 116) WILL APPLY.
9. COACH PITCHER WILL THROW OVERHAND FROM IN FRONT OF THE PITCHERS MOUND AT A DISTANT OF 35 FEET; EACH BATTER WILL RECEIVE THREE(3) PITCHES FROM COACH PITCHER. THERE WILL BE NO WALKS. IF BATTER FOULS OFF THE THIRD PITCH, THEY WILL CONTINUE UNTIL THE BALL IS EITHER PUT IN PLAY, OR A SWING AND A MISS.
10. COACH PITCHER MUST MAKE EVERY ATTEMPT TO VACATE THE FIELD OF PLAY IMMEDIATELY ONCE THE BALL HAS BEEN PUT IN PLAY. IF THE COACH PITCHER INTENTIONALLY INTERFERES WITH A BATTED BALL, THE BATTER WILL BE CALLED OUT. IF UNINTENTIONAL CONTACT IS MADE BY THE COACH PITCHER, THE BALL IS DEAD AND ALL RUNNER'S ADVANCE ONE BASE IF FORCED. THIS WILL BE AN UMPIRE'S JUDGEMENT CALL.
11. COURTESY RUNNER: A TOURNAMENT TEAM MAY PERMIT A "COURTESY RUNNER" FOR THE CATCHER AND/OR PITCHER OF RECORD WHEN THERE ARE TWO (2) OUTS. UTILIZING CONTINUOUS BATTING ORDER, THE COURTESY RUNNER MAY BE IN THE TEAM'S BATTING ORDER AND MUST BE THE PLAYER IN THE BATTING ORDER WHO MADE THE LAST OUT.
12. STEALING IS NOT PERMITTED.
13. BUNTING IS NOT PERMITTED.
14. PLAY WILL STOP ONCE ANY PLAYER HAS POSITIONED HIMSELF ON THE PITCHER'S RUBBER WITH POSSESSION OF THE BALL AND THE RUNNERS HAVE STOPPED ADVANCEMENT. THE PLAYER PITCHER MAY NOT LEAVE THE RUBBER UNTIL THE BALL HAS CROSSED HOME PLATE. ALL PLAYER PITCHERS MUST WEAR A BATTING HELMET.

ALL REGULAR SEASON RULES WILL APPLY EXCEPT FOR THE RULES LISTED ABOVE.

5/30/2023