1. LEAGUE AGE AS DETERMINED BY THE 2018 LEAGUE AGE CHART(PAGE 161). EACH TEAM MAY CONSIST OF UP TO 14 LEAGUE AGE 9, 10, 11 & 12 PLAYERS, ALONG WITH 1 ADULT MANAGER AND 2 ADULT COACHES. **ALL PLAYERS MUST HAVE COMPETED IN THEIR LEAGUE’S MINOR LEAGUE PROGRAM FOR THE ENTIRE SEASON**. 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.

1. FAILURE OF A TEAM TO ARRIVE BY 15 MINUTES AFTER THE SCEDULED START TIME WITH AT LEAST 9 PLAYERS AND 1 ROSTERED ADULT WILL NORMALLY RESULT IN A FORFIET. FORFIETURE 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.

1. REGULATION IV (i) (pg. 39) RE MANDATORY DEFENSIVE PLAY AND TOURNAMENT RULE 9.c. (pg. 136) (PENALTY) WILL APPLY. NOTE 3 ON PG. 39 WILL ALSO APPLY DUE TO THE “5 RUN” RULE (SEE RULE 9 BELOW).

6. 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.

7. TIME LIMIT – NO INNING SHALL START AFTER 1 HOUR AND 30 MINUTES. CURFEW IS 12 MIDNIGHT.

8. NO MORE THAN 3 “LEAGUE AGE 12” PLAYERS WILL BE ALLOWED ON ANY ROSTER. “LEAGUE AGE 12” PLAYERS MAY NOT PITCH OR CATCH.

9. 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-e) WILL APPLY.

10. EACH TEAM WILL SUPPLY A “PITCH COUNTER” PRIOR TO THE START OF EACH GAME. THE TWO “PITCH COUNTERS” WILL SIT TOGETHER IN AN AREA SEPARATE FROM THE OTHER FANS AND WILL CONFIRM THE PITCH COUNT AFTER EACH BATTER. IF THEY CANNOT RESOLVE THE COUNT, THEY WILL CALL TIME OUT AND IMMEDIATELY CONSULT WITH THE OFFICIAL SCOREKEEPER. IF AN AGREEMENT CANNOT BE REACHED, THE TOURNAMENT OFFICIAL WILL MAKE THE FINAL DECISION. THE PITCH COUNTERS WILL INFORM EACH BENCH WHEN THE COUNT FOR ANY PITCHER GETS WITHIN 15 PITCHES OF THE MAXIMUM ALLOWED. THE PITCH COUNT FOR EACH PITCHER WILL BE ENTERED INTO THE SCOREBOOK AT THE COMPLETION OF EACH HALF INNING.

SEE PAGE 132,133,4d., 4.e. FOR PITCH COUNT LIMITS AND DAYS OF REST REQUIREMENTS. NOTE: “The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that the pitcher is removed before delivering a pitch to another batter.” ***MARK A “T” NEXT TO THE THAT PITCHER’S “PITCH COUNT TOTAL” ON ALL PITCHING RECORDS WHEN THIS OCCURS.***

11. PROTEST RULE 4.19 (87). PROTESTS NOT RESOLVED BY THE HOST SITE PROTEST COMMITTEE WILL BE REFERRED TO THE DISTRICT LEVEL. THE DISTRICT DECISION SHALL BE FINAL.

ALL TOURNAMENT RULES WILL APPLY EXCEPT FOR THE RULES LISTED ABOVE.