



## TOURNAMENT RULES

1. The 2023 Clutch City Classic Tournament is being played under the Little League Tournament Playing Rules. Little League Tournament Rules are in effect unless otherwise stated below.
2. All divisions will have a game-time limit of 1 hour 30 minutes or 6 innings, which ever come first.
3. All Divisions will play in 2 pool games on Saturday. Sunday will be a single elimination bracket.
4. For pool games, if a game is tied after time has expired or 6 innings, the game will end in a tie. On Sunday (or the final day of the tournament), if a game is tied after time has expired or 6 innings, all subsequent innings will start with 1 out and a runner on second base. The runner is to be the last out made from previous inning. **The Championship Game will have no time limit.**
5. Continuous batting order must be used.
6. Only approved USA Baseball stamped bats are allowed.
7. During the 2-game pool play, each team will have one Home game and one Away game. Bracket day seeding will be determined by the previous day's pool play standings.
8. A courtesy runner is permitted for the catcher/or a pitcher of record when there are two outs. 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.
9. Home team is responsible for keeping the Official Scorebook.
10. Visiting team is responsible for keeping Scoreboard.
11. No pre-game infield warm-up. You may warm-up in outfield or grass areas around fields.
12. Little League Approved baseballs will be provided by WLL/BLL for each game. No cost to team.

13. All umpires will be provided for the tournament by WLL/BLL. No cost to team.
14. The 11 and 12U divisions in this tournament are considered Majors by the Little League Tournament Rules and the batter can run to first on a dropped third strike.
15. Protests must be handled before the next pitch by the tournament director(s). In the event of a protest, the game clock will be stopped until a ruling is made. A \$100 (cash) protest fee must be submitted to the protest committee before the protest will be considered. If the protest committee rules in favor of the protest, the \$100 protest fee will be refunded. No protest shall be considered relating to a decision involving an umpire's judgment. Equipment, other than illegal bats (see rule 6 above), that does not meet specifications must be removed from the game, but does not constitute cause for protest.

## RUN RULES

1. A 15-run rule applies after 3 innings (2 ½ if the home team is ahead). A 10-run rule applies after 4 innings (3 ½ if the home team is ahead).
2. All divisions have a 5-run limit per inning for the first 3 innings. The only way more than 5 runs can be scored is on a home run (over the fence), in which case all runs scored count. There will not be a run limit for the 4<sup>th</sup> inning and beyond.

## PITCHING RULES

1. A pitcher may pitch a total of 27 outs during the tournament. These out may be used at any time during the tournament at the discretion of the coaches.
2. A pitcher may not pitch more than 18 outs in a single day or game.
3. Any pitcher pitching more than 12 outs in a single game is NOT allowed to pitch in another game that same day. Exception: If the 13th out occurs as part of a double play or triple play and the pitcher is immediately removed from the game, a pitcher may pitch in a second game on the same day.
4. A team may use as many pitchers as desired in a game up to the level of their eligibility.
5. A violation of the pitching rules may result in a forfeited game. This will be determined by the tournament director(s).
6. Coaches will be allowed to warm-up pitchers between innings
7. There is no limit to the number of innings a player can play the position of catcher (you can pitch and catch in the same game without regard to time played at either position).

## SAFETY

1. Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
2. Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.
3. For safety reason, no fake bunts and swings will be allowed (showing bunt, pulling bat back, and then proceeding to swing). The batter can show bunt and pull back. Bunting is not allowed in the 7U and 8U division.

## TIE BREAKING PROCEDURES – FOR POOL PLAY

For all divisions, the following tiebreakers will be followed in order to determine seedings in the knockout round:

1. Runs Allowed
2. Runs Scored

## COACH PITCH 7U AND 8U RULES

1. Rules from previous sections apply unless superseded by the following rules.
2. A coach pitching must have been a coach in the respective division during the regular season to ensure qualified coaches who have undergone approved background checks by their league are the ones participating in the tournament.
3. Pitching distance - The Coach pitching must release the ball no closer than 35' from the tip of home plate.
4. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. (One warning will be allowed. Two violations will result in immediate removal from the mound)
5. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering at a ball with a swing or check swing crossing the plate and fouling a pitch. Everything else will be called a ball regardless of location.
6. No walks are permitted.
7. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
8. Bunting shall not be allowed.
9. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur: a) The lead runner stops attempting to

advance. b) The ball is in the possession of an infield player inside the base paths. c) No defensive play is imminent.

10. Teams may play 10 players defensively. However, with 10 players, there shall be 4 outfielders who shall play no closer than 20 feet to the infield dirt. No "rovers" are allowed.
11. Pitchers must be positioned behind the coach pitching on either side of them and must have at least one foot inside the dirt area. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base. If no runners are on base, the ruling is a "Dead Ball/No Pitch".
12. Stealing is not permitted in Coach Pitch.
13. The infield fly rule is not in effect.

## REGISTRATION

1. All registrations must be completed through the Westbury Little League or Bellaire Little League website.
2. All player birth certificates must be on-hand during the tournament (copies are okay). Age group determined by 2023 Little League age chart.
3. Teams must bring a copy of their Little League Insurance policy (see your league President for a copy).