

# COMMUNITY PARK LITTLE LEAGUE 2026 MINOR INVITATIONAL TOURNAMENT RULES

## **BENCHES & DUGOUTS**

Home team will take 3<sup>rd</sup> baseline bench or dugout; the home team takes infield 25 min before game time. Visiting team will take infield 15 min before game time, allowing for plate meeting 5 min before game time.

## **COACHES & MANAGERS**

Only 1 team manager and 3 coaches shall occupy the bench, dugout, or bullpen. (THIS MEANS NO PARENTS HANGING OUT IN BULLPEN TO WATCH OR WARM UP PITCHERS) Batboys or batgirls are NOT PERMITTED. The use of electronic communication between the bench/ dugout/ bullpen and on-field personnel is NOT PERMITTED

## **MANDATORY PLAY/ BATTING ORDER**

Having a continuous batting order means every player present is in the batting order and will bat. Each player present/ rostered shall play a minimum of 3 defensive outs.

## **BAT DONUTS/RINGS/WEIGHTS**

On deck batters are NOT PERMITTED, even in fenced areas or behind dugouts. The next batter should be ready with a helmet on, but MAY NOT pick up a bat until it is his/her turn at bat. ALL PLAYERS MUST REMAIN IN DUGOUT DURING THE GAME IT IS THE COACHES RESPONSIBILITY TO MAKE SURE THEIR PLAYERS ARE IN THE DUGOUT NOT HANGING AROUND BEHIND DUGOUT OR IN BULLPEN, IF THIS PERSISTS TO BE AN ISSUE ACTIONS MAY BE TAKEN BY UMPIRE. THIS IS FOR PLAYERS OWN SAFETY AND WILL BE **STRICTLY** ENFORCED.

NOTE: ONLY THE FIRST BATTER OF EACH HALF-INNING WILL BE PERMITTED outside the dugout between half-innings to practice swing a bat safely.

**3<sup>RD</sup> STRIKE NOT CAUGHT RULE IS NOT IN EFFECT FOR THIS TOURNAMENT**

**As well as no infield fly rule.**

## **COURTESY RUNNERS**

The pitcher and or catcher on record may be courtesy run for, with 2 outs in inning. If both catcher and pitcher are on base (i.e., Pitcher on 3<sup>rd</sup> catcher on 2<sup>nd</sup>) they both may be courtesy run for, 2<sup>nd</sup> (last) out is placed on 3<sup>rd</sup> and 1<sup>st</sup> out will be placed on 2<sup>nd</sup>.

**PLATE UMPIRE WILL COLLECT OFFICIAL SCORE CARD AS WELL AS OFFICIAL PITCH COUNT SHEETS. COACHES MAY TAKE A PHOTO FOR SUBMISSION AND OWN**

## **RECORDS**

**SCORE KEEPER (OFFICIAL SCORE KEEPER WILL BE HOME TEAM)** Both sides encouraged to keep their own score.

**PITCH COUNTS (OFFICIAL PITCH COUNT WILL BE VISITING TEAM)** Coaches are responsible for knowing their own pitcher's pitch count.

Pitchers must be removed when they reach 75 pitches, warm up pitches do not count only pitches during live play. If they reach the max pitches of 75 during a batter, they may remain in the game till this batter is either retired (out) or reaches 1<sup>st</sup> base.

Once a pitcher is removed from the game they cannot return as pitcher in same game. They may remain in game in a defensive role.

**\*\*Coaches are encouraged (but not required)** to inform the umpire and pitch counter when a pitcher has reached their pitching threshold. Upon informing the umpire of LAST BATTER for pitcher his/her pitch count will stop at this point, and pitcher will be able to finish batter with no extra pitches being charged to pitch count. You cannot call last batter for pitcher before they have thrown at least one pitch to the current batter.

**\*\*UNDER NO CIRCUMSTANCES shall a player pitch in 3 consecutive days\*\***

For this tournament, a pitcher that throws 20 or less pitches will still be eligible to pitch in another game on the same day, with their pitch count starting at previous finish.

(i.e., Little Jimmy throws 19 pitches in game 1, he can still pitch in game 2 starting at a pitch count of 19. BUT if little jimmy throws 21 pitches, he must adhere to the following rest period.

## **PITCHES VS CALENDAR REST DAYS NEEDED**

21-35 = 1 DAY

36-50 = 2 DAYS

51-65 = 3 DAYS

66+ = 4 DAYS

## **WARMING UP PITCHERS**

Managers or coaches are permitted to warm up a pitcher at home plate or in bull pen.

Players warming up in bullpen MUST wear a helmet. Player catchers must wear chest protectors and facemask along with catcher's mitt to warm up player pitcher.

Coaches will only be permitted 2 mound visits per inning OR 3 per game to same pitcher. Pitcher must be removed from game on 3<sup>rd</sup> visit of inning OR 4<sup>th</sup> visit of game to same pitcher.

## **PITCHER/ CATCHERS CHANGING ROLES**

A pitcher who pitches 41 or more pitches in a game may NOT play the position of catcher for the remainder of the day.

A catcher who catches 4 or more innings (if a catcher catches 1 pitch in the 4<sup>th</sup> inning this counts as 4 innings caught) cannot pitch on the same calendar day.

## **STEALING BASES**

Players may steal bases once the pitch has reached the front of the PLATE. A player who is caught leaving early will be returned to the original base. If the ball is successfully batted and the hitter reaches base safely the runner committing the illegal steal may only be allowed to advance to no more than one base in front of batter

## **INTENTIONAL WALKS**

A player may be intentionally walked by announcing such decision to the home plate umpire. ONE time during the game. (cannot intentionally walk the same player more than once per game) This would not restrict a team from throwing four balls outside the strike zone to this batter another time during the game.

## **RULES OF GAME PLAY**

5 RUN PER HALF INNING LIMIT

NO NEW INNING AFTER 90 min

\*\*\*\*NOTE: COACHES PLEASE EXIT DUGOUT QUICKLY ONCE GAMES END. HAVE YOU TEAM MEETING/POST GAME CHATS AFTER YOU HAVE CLEANED AND EXITED YOUR DUGOUT OUTSIDE OF THE PLAYING AREA\*\*\*\*(UMPIRE MAY DETERMINE LAST INNING BY HAVING DISCUSSION WITH COACHES ABOUT WHICH INNING WILL BE DETERMINED LAST INNING (IE IF AT THE 70 MINUTE MARK AND YOU HAVE JUST REACHED THE 3<sup>RD</sup> INNING THE UMPIRE CAN DETERMINE THAT IT WILL BE THE LAST INNING DURING QUARTERS/SEMI FINALS.

## **THERE WILL BE ABSOLUTELY NO OPEN INNINGS**

Teams will be awarded 2pts for a win, 1 pts for a tie, and 0 points for loss.

## **CHAMPIONSHIP/ MEDAL GAMES**

### **NO OPEN INNINGS**

### **NO NEW INNINGS AFTER 90 MINUTES FROM THE TIME OF FIRST PITCH**

### **TIES WILL BE BROKEN BY PLAYING EXTRA INNINGS WITH THE LITTLE LEAGUE TIE BREAK RULES IN EFFECT**

LAST OUT RUNNER ON 2<sup>ND</sup> BASE (this is in effect for after the 6<sup>th</sup> inning of play or if the 90 minute mark has been reached and the game is tie... i.e. going into the 4<sup>th</sup> inning and it's a tie game and the 4<sup>th</sup> inning will go past the 90 MINUTE time limit, therefore the 4<sup>th</sup> inning and every inning after will be played under little league tie breaker rule) runner on 2<sup>nd</sup>(last out of previous inning)

## **MERCY RULE**

Mercy rule is in effect if a team is up by 15 runs after 3<sup>rd</sup> inning OR 10 runs after 4<sup>th</sup> or any following innings.

## **FIELD SPECIFICATIONS**

60 FEET BASES

46 FEET MOUND (\*\*Exception players 8yrs or younger 42 feet)

## **BAT RULE AND REGULATIONS**

### **ALL BATS MUST MEET**

### **USA BASEBALL BAT STANDARDS!!**

Be no longer than 33' in length.

2 5/8" in diameter max 2 1/4 "bats are still permitted.

Wood bats are permitted at all ages.

All bats MUST bear the USA BASEBALL LOGO and bats that have USSA logo or 1.15 marking are considered ILLEGAL.

If a batter enters the batter's box with an illegal bat or is discovered having used an illegal bat prior to the next batter entering the batter's box. The ball is dead. Runners must return if they advanced on the play.

NOTE: If the infraction is discovered before the next player enters the batter's box, following the turn at bat of the player who used an illegal bat:

The manager of the defense may advise the plate umpire or crew chief of a decision to decline the penalty and except the play. Such election shall be made immediately at the end of play.

The manager of the violating team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.

## **JEWELRY to be worn AT OWN RISK**

ABSOLUTELY NO SLIDING INTO FIRST, a player may dive head first BACK to a bag but not advancing to a bag.

## **RUNNING OFF THE BASELINE**

Offensive players running 3 feet off the baseline to avoid a tag will be called out. UNLESS the runner is trying to avoid interference with the defender fielding a ball. A runner's base path is established when the tag attempt occurs and is a straight line from runner to the base to which he/she is attempting to reach.

ALL appeals will be dealt with according to Little League rules.