



LVLL 2024 9's TOURNAMENT RULES



1. **2024 LVLL 9's Tournament Rules** – The official Little League Minors tournament rules will be subject to the following clarifications and amendments. In the event of a dispute, a final decision will be made by the Lynn Valley Little League Tournament Rules Official.
2. **Team rosters** – Team rosters will consist of a minimum of nine players and a maximum of 13 players. All players must be “baseball age” 9 or 8 currently playing in your association.
3. **Minimum players** – A minimum of eight players is required to start a game, and for a team playing with eight players, the ninth position in the batting order will be an automatic out. Any late arriving players will be added to the bottom of the lineup after they arrive and are not allowed to bat until the inning after they arrive and are added to the lineup. Teams with less than eight players at the scheduled start time of the game will automatically forfeit the game with a recorded score of 6-0 and one inning completed.
4. **Home and away team** – Given an odd number of round-robin games, a coin toss will occur before the start of the game, with the winner being the home team. We will also use a coin toss for all playoff games.
5. **Fielding team** – The following rules will apply to the fielding team:
 - a. maximum of nine fielders.
 - b. the three outfielders must be situated on the outfield grass (i.e., no encroaching onto the infield dirt) until the ball crosses home plate;
 - c. defensive substitutions during an inning will only be allowed in the case of an injury.
 - d. players must play at least one inning in each of the infield and the outfield; and
 - e. no player shall sit out a second inning during a game until each player on the team has sat out a full inning (i.e., replacing a pitcher mid-inning does not satisfy their requirement to sit out a full inning).
6. **Batting team** – The following rules will apply to the batting team:
 - a. games will use a continuous batting order with all players batting regardless of whether they are in the defensive line-up. Players arriving late will be added to the bottom of the batting order;



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- b. only Little League approved bats with the "USABat" logos will be permitted; and
 - c. there is no "on deck" circle, and only the batter may have and swing a bat (i.e., no holding or swinging bats in or behind the dugout).
 - d. No infield fly rule – The infield fly rule will not be enforced.
7. **No bunting** – There will be no bunting allowed. Whether the batter has bunted is at the sole discretion of the plate umpire.
8. **Stealing** – Stealing is allowed. Runners are allowed to leave the bag once the ball crosses home plate. Stealing is subject to the overthrow rules noted below.
9. **Overthrows** – Overthrows rules will be as noted:
 - a. On a hit ball, the ball remains live on an overthrow. The runners may continue to advance until the pitcher has control of the ball on the mound.
 - b. A ball that leaves the field of play is considered a dead ball. The runner will be limited to one additional base. The field of play is defined by the line of the backstop extending the outfield fence. It will be the umpire's discretion if the ball has left the field of play.
 - c. Only one base may be stolen by a runner per pitch. No advancing on an overthrow made to the base. I.e. if a runner steals second and the ball goes to centerfield, the runner is not allowed to steal third. In this case, if the runner does try and advance to third, they will do so at their own risk but will be sent back to second base if they are safe at third. After the steal, if there is an overthrow to the pitcher, the base runner may advance.
10. **Sliding** – Runners must slide on all close plays.
11. **Dropped third strike** – Batters may not advance on a third strike. Minor League Rule 6.05(b)(2) is in effect.
12. **Pitching** – The following rules apply:
 - a. A pitcher will be removed if the pitcher hits three batters in the same inning or four batters in one game;
 - b. Pitchers may pitch a maximum of two innings per game, three innings per day, and four innings in total over the course of the entire round-robin portion of the



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tournament. For added clarity, delivering one pitch in an inning constitutes pitching one full inning.

- c. Players who have caught for **three** innings during a game are not allowed to pitch. Further, players can only catch and pitch a maximum of three innings during a game. For added clarity, receiving one pitch in an inning constitutes playing as a catcher for one full inning.
- d. Notwithstanding the limits above, please manage your pitchers' arms appropriately and do not send any pitcher that cites arm soreness out to the mound.
- e. Pitching totals will reset for Monday. Pitchers will be limited to two innings per game three innings total on Monday.

13. Last inning and run limits – The following will apply:

- a. games will consist of six innings subject to the time limit in rule 13(b);
- b. once a game hits the 100-minute mark (i.e., one hour and 40 minutes) based on the actual start time of the game, the next inning will be declared the last inning of the game. No game can end until the declared final inning or 6th inning has been completed. *As an example, if the fourth inning starts at one hour and 30 minutes, and finishes at one hour 41 minutes, the fifth inning will be declared as the last inning;*
- c. there will be a three (3) run limit for innings 1-5 unless one of those innings is the "last" inning per rule 13(b), in which case the run limit will be seven (7), which is also the run limit for the 6th inning if it is played;
- d. the run limit rule (Rule 4.10(e) as set out in the Little League rule book (the so-called "mercy rule") is not in effect due to the inning run limits; however, the game will end when a team can no longer win due to the run limits imposed for the remaining innings (assuming a full six-inning game will be played); and
- e. extra innings will not be played except for the semi-final and final games (i.e., to determine the top 4 places of the tournament). In the semi-final and final game the "California Rule" will be utilized with the last out of the prior inning placed at second base and the batting team starting with one out. All extra innings will be capped at seven runs.

14. Scorekeeping and pitch counts – Teams are responsible for keeping score and pitch count. The home team will take the official score in the scorebook provided by the scorekeeping official at the beginning of the game. Both teams are to review and initial



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the official scorebook at the end of the game. If there is a dispute in a tie-breaker or in pitch counts, the official scorebook will be used as the governing document. Other scorebooks will not be reviewed. After the game, the home team is responsible to report the scores and pitch counts to the scorekeeping official at LVLL9Select@gmail.com and return the scorebook to the concession.

15. **Rainouts** (or any conditions that require the game to be postponed i.e. air quality) – In their sole discretion, the Tournament Coordinator will decide if a game should be postponed and if there is room to reschedule the game. If a game cannot be made-up, it will be recorded as a 1-1 tie in the schedule. Teams should prepare to be at the field for the start of their game unless the Tournament Coordinator has messaged in advance that a game has been postponed. We have a tight schedule, postponements on Friday or Saturday will be very hard to reschedule. Fingers crossed for good weather conditions.
16. **Rules and responsibilities for coaches** – Please note the following:
 - a. there will be a maximum of four (4) coaches per team once the game starts;
 - b. at all times, one coach must be physically in the dugout to the extent there are players in the dugout;
 - c. remaining coaches can be outside of the dugout, and standing immediately in front of the dugout fence;
 - d. two adult base coaches will be allowed as long as there is one adult in the dugout whenever there are any players in the dugout;
 - e. Coaches shall always refrain from directly making the call (e.g., yelling “safe”, “out”, “strike”) or indirectly making the call (e.g., do not yell things like “you’ll get that call next time”) and please remember that all of the ump’s will be kids who may still be learning to be an ump;
 - f. given the age group, ump’s will be asked to err on the side of calling a larger strike zone;
 - g. if you want clarification on a call, please call for time and confer with the coach of the opposing team **FIRST** and if that does not resolve the dispute, both coaches can approach the umpire to discuss the call and get clarification; and
 - h. coaches will be responsible for their players and spectators associated with their team. Any negative comments directed towards the other team; attempts to distract the players and/or intimidate the opposing team will not be tolerated.



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- i. Coaches will also be responsible for parents who are attempting to influence an umpire's call, directly or indirectly, as outlined in 16(e) above. The first infraction during a game will result in a warning, the second infraction will result in **AUTOMATIC FORFEIT** as outlined in the **CODE OF CONDUCT** signed by each team. Warnings will carry over to subsequent games. For clarity, if a team is given a warning in their first game of round robin play, this will carry over to all subsequent games in the tournament. The Tournament Coordinator will have sole discretion to remove any team that has forfeited a game due to coaches/players/spectator behavior from the rest of the tournament.
 - j. These tournament rules SHOULD NOT be brought into the dugout or on to the field for any reason.
17. **Tournament Format** - Teams will be broken into three groups, two groups of 4 and one group of 6, with a round-robin format guaranteeing three games for all 14 participants. The winners of each group and a wild card will advance to the semi-finals in a two-round tournament bracket. The winners of the semifinals will play each other to determine first and second place. The losers of the semi-finals will play for third and fourth place. There will also be two consolidation games, for 5th/6th & 7th/8th places based on the Wild Card rankings 2nd to 5th.
18. **Tie-breakers** – For the purposes of breaking ties to determine the teams playing in the playoff games, the following tie-breakers will be applied in the order of listing:
- a. To determine the winner of a round-robin Groups A + B (w/4 teams) where teams are tied with the best record.
 - i. If two teams are tied, the team that won the head-to-head game is placed in the higher position.
 - ii. If three or more teams are tied:
 - 1. If one team has defeated all the other teams involved in the tie, that team is placed higher.
 - 2. If multiple teams have similar records against each other, the Runs Allowed Ratio is applied. The team(s) with the lowest ratio are seeded higher. The Runs Allowed Ratio is calculated as total runs allowed during pool play divided by the number of half-innings played on defense during pool play.



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- a. If there is still a tie, team(s) will be ranked by Total Runs Scored
 - b. If still tied, a coin flip overseen by the tournament scorekeeper official will decide the advancing team.
- b. To determine the winner of round-robin Group C (w/6 teams) where teams are tied with the best record.
- i. If two teams are tied with a 3-0 record - the Runs Allowed Ratio determines the winner.
 1. If there is still a tie, team(s) will be ranked by Total Runs Scored
 2. If still tied, a coin flip overseen by the tournament scorekeeper official will decide the advancing team
 - ii. If three or more teams are tied:
 1. Any teams that won a head-to-head game with any of the teams involved in the tie will be placed in a higher position than the defeated team
 2. If multiple teams have similar records against each other, the Runs Allowed Ratio is applied. The team(s) with the lowest ratio are seeded higher. The Runs Allowed Ratio is calculated as total runs allowed during pool play divided by the number of half-innings played on defense during pool play.
 3. If there is still a tie, team(s) will be ranked by Total Runs Scored
 4. If still tied, a coin flip overseen by the tournament scorekeeper official will decide the advancing team.
- c. to determine the Wild Card winner and placements 2nd-5th in the Wild Card standings, teams will be initially ranked by the # of wins, with tiebreakers based on:
- i. Any teams that won a head-to-head game with any of the teams involved in the tie will be placed in a higher position than the defeated team
 - ii. If multiple teams have similar records against each other, the Runs Allowed Ratio is applied. The team(s) with the lowest ratio are seeded higher. The Runs Allowed Ratio is calculated as total runs allowed during pool play divided by the number of half-innings played on defense during pool play.
 - iii. If there is still a tie, team(s) will be ranked by Total Runs Scored



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- iv. If still tied, a coin flip overseen by the tournament scorekeeper official will decide the Wild card winner and placements 2nd-5th.
19. **Pin exchange** – We are encouraging a pin exchange, so please try to bring pins. If you have forgotten, please advise the opposing coach that we will forgo the ceremony after the game.
 20. **MVP** – We will be awarding an MVP at the end of each game. Please work with the opposing team's coach to identify a suitable MVP. No player can receive an MVP award twice.
 21. **Fun** - Remember, priority #1 is for the kids to have fun and create memories. But that doesn't mean us adults can't as well!