



2021 TBLL “8 YEAR OLD” FRIENDSHIP TOURNAMENT RULES

- 1) Coach-Pitch in innings 1, 3, and 5. Coach-Pitcher will make every effort to avoid contact with the ball in play. If ball strikes coach – the ball is live. If the coach interferes with a defensive player attempting to make a play, ball is dead and the runner closest to home is ruled out.
 - a. Maximum of 7 pitches per player. If the 7th pitch is fouled, the player is permitted to an additional pitch until the result of the pitch is not foul (A “clean strike” or a ball on the 7th pitch or later will constitute an out).
 - b. Coach-Pitcher will pitch from the pitching plate for the first 5 pitches, and can move to the edge of the mound for the last two (Coaches must step in clay and not past the chalk line or in the grass). When play is coming back to the infield, the players will be instructed to return the ball to the pitching coach if he is still in the infield area. (If the player throws the ball to the pitching coach and the coach deliberately lets it go the ball will be called dead and all runners will go back to the base they started at. The pitching coach will be given a warning and if it occurs again the pitching coach will be tossed from the game). Otherwise, the ball will be returned to the player pitcher.
 - c. No walks, no bunting during coach-pitch innings. 3 swinging strikes is an OUT even if they occur before the 7th pitch.
 - d. During Coach-Pitch innings, the player in the pitching position must begin play with one foot on the mound at pitching rubber depth or deeper.

- 2) Kid-Pitch in innings 2, 4, and 6. Walks and strikeouts... Normal Baseball.
 - a. A pitcher may pitch all three kid-pitch innings.
 - b. 50 pitches maximum per game.



- c. Rest rules: 21-35 pitches – one day rest
36-50 pitches – two days rest
- d. Under no circumstances shall a player pitch three (3) consecutive days.
- e. Once a player pitches over 40 pitches, they cannot catch for the remainder of that game. A Catcher who catches more than three innings cannot pitch.
- f. Once a Pitcher is removed from kid-pitch inning, he may not re-enter as a Pitcher (This does not consider the coach-pitch innings as being removed).
- g. During kid-pitch innings, runners shall not lead-off but may advance at their own risk (steal) once a pitched ball has reached the batter. When a runner tries to advance prior to the pitched ball reaching home plate, the following shall apply:
 - i. If the runner advances safely, the umpire shall call time and the runner shall return to the base last legally occupied at the time of the pitch.
 - ii. If the runner is called out, the call shall stand.
 - iii. If the ball is hit, the defensive team shall have the option to either accept the result of the play or ask for a re-pitch.
- h. Runners shall not advance from Third Base to Home unless:
 - i. The runner is forced home by a base on balls or a hit batter,
 - ii. A ball returned from the catcher to the pitcher is not caught cleanly, or
 - iii. The catcher throws to Second Base in an attempt to catch a runner stealing from first, or the catcher throws to Third Base trying to pick off a runner already occupying Third Base.
- i. Runners shall not advance home from Third Base on wild pitches. The advancing runner will be directed back to Third Base.
- j. Bunting is allowed during Kid-Pitch innings. If the batter presents a bunt, he shall not swing at the same pitch. The penalty for a batted ball after presenting a bunt will be a called strike. The defense has the right to decline the penalty and accept the play.



- 3) Batting order is continuous regardless if the player has played defensively.
- 4) Each team's roster must have a minimum of Nine (9) players.
- 5) No player shall sit defensively for 2 consecutive innings.
- 6) Defensive team consists of 5 Infielders (including the Pitcher), a Catcher, and a maximum of 4 Outfielders (Left Field, Left/Center Field, Right/Center Field, Right Field). Outfielders must play in the grass. No "roving" outfielders (can't stand right behind clay as an additional infielder).
- 7) The infield fly rule is **NOT** in effect.
- 8) Play is considered over when the pitcher has obtained possession of the ball in the infield and does not make a play on a runner. (Umpire discretion on runner advancement and possession).
- 9) No excessive running. One base per infield overthrow.
- 10) Five (5) Run maximum per inning. The 6th Inning is an 8-Run Limit inning.
- 11) Unless a tiebreaker inning is deemed necessary (see rule 14), no new innings will begin after 1 hour and 50 minutes of play. Umpire or the Tournament Director will declare the 4th or 5th Inning as open innings (8-Run Limit) if it appears that the time limit will be reached prior to 6th inning. Once declared open, that inning is the final inning of the game.
- 12) A 10-Run rule is in effect. The game is over once it is mathematically impossible (regardless of the inning) for a team to win, tie, or avoid the 10-Run rule.



- 13) Ties are permitted in Pool Play.
- 14) In elimination games there are no ties allowed. The game will continue alternating innings with coach pitch (odd innings) and kid pitch (even innings). We will use a Texas tie breaker to start the inning. Last batted out will start the inning at second base with no outs. Ex. If the open inning is the 5th inning and the game is tied, we will start the 6th inning with kid pitch and last batted out on second base.
- 15) Teams advancing past Pool Play will be determined based upon the Tiebreaker Procedures outlined in the Little League Tournament Pool Play Format guidelines.

This Tournament will be governed by Little League Regular Season Rules, unless specified above