

MICHIGAN DISTRICT 15 2022 FUN FOR ALL

1/2022 Revision

FUN for the kids!!

- Develop skills through additional playing time and experience playing teams from other leagues.
- In April of 2021, Little League revised their divisional ages. By approval of the league presidents the Fun for All tournament ages will align with revised Little League Rules. Minor Fun for All BB/SB will be ages 8, 9 and 10. Major BB/SB will be 10, 11 and 12. Juniors BB/SB will be 12, 13 and 14. ***It is possible that you have a league age 10 year old play one weekend in the minors and majors, it is possible that you have a 12 year old play both in majors & juniors in this tournament only. (clarification 2/2020)***

Rules:

- Final rosters must be submitted to tournament director at each site 30 minutes prior to first scheduled game. Only rostered players submitted prior to the tournament start will be allowed to participate. In the event of a player injury or player shortage, emergency substitutions may be allowed by the tournament director. ***You may have some rostered players not show up for all games but you must start and end with eight players. Failure to adhere to the rules will result in forfeiture of games and medals. Refunds will only occur for a team that withdraws 72 hrs. Before the start of tournament.***
- Borrowed players are allowed but must be borrowed from players must be little league age, it is possible that a player may play in two divisions (example: league age 12 could play both in Juniors and a Major division. Borrowed players must come from a team not entered in the tournament. The maximum number of borrowed players is three. **Borrowed players must wear their regular season team shirt and play any position including pitcher in all divisions. (to prevent a forfeit please see the tournament director – about an increase to 4 borrowed players)**
- There are NO Combined Teams allowed except those combined for regular season play. For clarification contact the tournament director.
- Each player must play six (6) outs unless the mercy rule or time out rule goes into effect.
- Continuous (open) batting order for all games. Reference playing rule 4.04 for procedures.
- STEALING IS **NOT ALLOWED** FOR ANY PITCHING MACHINE DIVISION. You may not steal on a passed ball; you may not steal when the ball is going from pitcher to catcher or catcher to pitcher.
- On a batted ball the runner may continue to advance until they stop at a base. The batter runner may advance one base on each play or attempted play at any base. The runner may not steal or advance to home unless played upon.

- Games will consist of six (6) innings for all divisions of play unless the mercy rule or time expiration rule goes into effect. **In Junior baseball and Junior softball 10 run mercy rule is in effect in the 5th inning (or 4 ½ if the home team is leading). In JR BB/SB you must play 5 innings to have those games count as a complete game for All Star qualifications.**
- **A new inning** is not allowed after **90 minutes of play for 8, 9 & 10 and Major BB Pitching Machine and 8, 9 & 10 and Major SB** divisions. Junior BB and Junior SB are not allowed to start a new inning to start after two hours of play. Please work with your umpire to make sure that the last declared inning is unlimited runs – if your players don't hustle you may find that the last declared inning might be the 4th or 5th inning. The scorekeeper will keep the time and alert the managers and umpires on time remaining. So 88 minutes played and you will start a last undeclared run inning.
- In the case of a tie, **a modified** International Tie-breaker rule applies. Play continues with a runner on 2nd base (the player who made the last out in the previous inning), and two outs. A full inning of play is completed (away and home portion). Play will continue until a winner is determined.
- Mercy Rule-10 runs after four (4) innings (or 3 ½ if home team is leading) for Majors and 8/9/10 Baseball and Softball.
- Runs per Inning – **Softball – 8, 9 & 10 (Little Majors) SB and Majors SB, Baseball 8, 9 & 10 BB and Major BB 10,11, & 12** - Five (5) runs per inning except for unlimited last declared inning.
- **Pitching Machine 2017 Rules** are in effect for 8, 9 & 10 Baseball, 8, 9 & 10 Softball, Major Baseball and Major Softball (revised 2/11/2015) Division ONLY (see page 4)
- **Pitching Rules Junior Baseball only**
 - **Junior Baseball Only – See Regulation VI for pitching**
 - **Maximum pitches for a JR Baseball player ages 13 – 16 is 95 pitches per day.**
Note: if you reach 95 pitches you may finish the current batter until that batter strikes out or reaches base safely.
 - All regular season pitching regulations in effect including pitch count.
 - **These are 6 inning games - again mercy of 10 after 5 innings**
 - Double headers are played on Saturday. A pitcher may pitch **30 pitches or less the first** game and then in the second game of the DH pitch the balance of his eligibility (example if league age 13: **game one 30 pitches, game two 65 pitches**). **They are no longer eligible to pitch on Sunday. Please read the threshold allowance!**
 - **You may pitch 20 pitches in a day between two games but not to exceed this number to pitch the second day.** You may split your 20 pitches the first day between two games but if you exceed 20 pitches on Saturday, you may not pitch on Sunday. If you pitch 20 or less pitches on Saturday you may pitch Sunday a full 95 pitches. You may also split your 95 pitches between the two games played on Saturday. A single game is played on Sunday.
 - **Junior BB Only VI (a) – A catcher who catches in 4 innings in a game may not pitch that day. VI (c) A pitcher who delivers 41 or more pitches in a game may not assume the position of catcher for the remainder of that day.**

- **Managers must submit a pitching affidavit form for Junior BB (supplied by the tournament director) listing the innings pitched and pitch count by each pitcher during the tournament.** Following each tournament game, the form is updated and signed by the official scorekeeper or tournament director. Failure of the manager to present signed affidavit to official scorekeeper may result in a forfeit.
- **Junior Softball Pitching Rules**
 - **Junior Softball No limitations per Little League rules for triple header.**
 - **These are 6 inning games and mercy of 10 runs after 5 innings(4 ½ if the home team is in the lead).**
- Rainouts
 - Local rules apply regarding weather.
 - If entire day on Saturday is rained out, games will not be rescheduled, however, weather permitting, Sunday games will be played. No champion will be decided in this case.
 - If one game is rained out on Saturday or Sunday, then the weather clears allowing play to commence, the winner of the games rained out will be decided by a coin toss.
- Host league supplies the umpires.
- Each team is required to supply one new and one used ball for each game.
- **Tie Breaker System** to determine pool entry for Championship Game
 - In case of a two-way tie, the winner of the pool play head-to-head game between the two teams involved will determine which team advances to the championship game.
 - In the case of a three-way tie, if Head-to-Head cannot break the 2nd and 3rd place tie than the total number of runs given up, divided by the defensive innings played by that team will be used to determine which team finishes 2nd
 - Forfeits count as no runs and no innings.

Example: Defensive low run ratio = Runs allowed/defensive innings.

Team A1 – W2 – L1 3 games

Team A2 – W2 – L1 3 games

Team A3 – W2 – L1 3 games

Team A1 allowed 45 runs in 25 innings = 1.8

Team A2 allowed 50 runs in 25 innings = 2.0

Team A3 allowed 55 runs in 25 innings = 2.2

PITCHING MACHINE BASEBALL & SOFTBALL RULES:

- **As machine speeds per machine VARY the host site will set the machine speed (2/15/17)**
 - Bunting is allowed
 - Stealing is NOT Allowed – includes no stealing pitcher to catcher/catcher to pitcher.

- On a batted ball the runner may continue to advance until they stop at a base. The batter runner may advance one base on each play or attempted play at any base. The runner **may not steal or advance to home unless played upon.**
- Continuous batting, no special runner or courtesy runner to be used.
- ⊖ A thrown or batted ball that hits the pitching machine is live and played UNLESS it comes to rest in the pitching machine circle. If a thrown or batted ball comes to rest in the pitching machine circle, a dead ball is declared by the umpire's judgment. The batter is awarded a single and runners advance only if forced.
- Safety is the key: players should not be fielding balls lying under the pitching machine or close to it, UMPIRES are instructed to stop the play, & declare a dead ball. Bases will be awarded by the umpire. Base runners will advance only if forced.
- The batter will receive three (3) strikes. There will be no walks awarded. No base will be awarded to a batter hit by the pitching machine ball, the ball will be declared dead and no runners may advance. A ball delivered out of the strike zone will be declared as a no pitch. **IF the batter does not swing at 3 consecutive pitches THAT ARE OUT OF THE STRIKE ZONE** The umpire may adjust the pitching machine at any time.
- ~~○ The pitching machine will be **adjusted ONLY by umpire** at the top of each inning if needed. (Revised 2/15/17)~~
- The pitcher's position is a player, and must wear a batting helmet with a guard in both baseball and softball.
- **If the coach/manager volunteer act as the pitcher (feeds the ball) they may ONLY encourage or position the batter in the box. They may NOT coach the base runners.**
- The pitching circle should be a 10-foot diameter circle chalked around your pitching machine. No double wheel pitching machines.
- The pitcher's position must be behind the chute of the pitching machine and maintain one foot inside the circle prior to the delivery of the ball. **Once the ball exits the chute, the player in the pitchers position may adjust their stance.**
- The catcher will receive two warm-up pitches prior to play every inning.
- The ball may be put into play by the umpire or the offensive coach for all games. Please "show" the ball by holding the ball above shoulder height and then extending the ball toward the batter just prior to placing it into the pitching machine.
- Five run limit per half inning, with the sixth or final inning must be unlimited runs.
- Mercy of 10 runs after four innings (or three and one-half if the home team is ahead by 10 runs).