

# **Plymouth New Hope Little League - Memorial Cup 2025**

## **Presented by Pub 42**

### **General Baseball Rules and Procedures:**

- The tournament default is to use Little League Official Regulations and Playing Rules.
  - <https://www.littleleague.org/playing-rules/rules-regulations-policies/>
- Continuous Batting - All players in the batting line-up shall bat for the entire duration of the game. Injured players may be removed from the lineup (notify opponent and umpire), late arriving players may enter at the end of the lineup (notify opponent and umpire).
- Free defensive substitutions are permitted for non-pitching position players.
- Each player is required to play a minimum of:
  - 6 defensive outs in the field over the course of a six inning game
  - 3 defensive outs in the field for a game less than six innings
  - Note: For an inning where the run limit is met instead of 3 outs being recorded, it shall be considered 3 outs in the field for those players who played the entire ½ inning in the field
  - Failure to meet these field play requirements may result in a forfeiture of the game, if such violation is brought to the attention of tournament officials and there are no extenuating circumstances (weather, injury, etc.)
- Complete Game – Four complete innings (or 3 1/2 innings if the home team is ahead) constitutes a complete game. Run Rule games (see below) are complete games.
- Exchange batting orders with the opposing team before the game, lineup card should include both player last name and number.
- Be ready to play at least 5 minutes before the scheduled game time for late night games.
- If there is inclement weather, the league reserves the right to stop and/or shorten games. So long as each individual field is in a playable condition (i.e., no standing water), if field 4 is playing, all other fields should follow the District 1 umpire's weather ruling.
  - Coaches and players should always assume that scheduled games will be played and they should show up at the field unless notified by PNHLL that the league or city has canceled the games. If weather is in question, please check the pnll.org website for updates, if there is nothing posted regarding game cancellations or delays, please show up planning to play at your scheduled game time.
  - The tournament schedule allows for make-up dates, should games be canceled or postponed. We will make every effort to play all games. If we are unable to play all pool play games, advancement will be based on the current number of games completed up to that point. Weather decisions will be made by the Tournament Director or Board Officer on duty until the umpires take the field. Once the umpires take the field, the decision to stop play due to weather is vested in them.
- **Reporting Score**
  - **Home team coach must report the final game score via email. Both coaches may report the score to avoid discrepancies. A score reports form is available on the pnll.org website, every coach should have copies with them. Reports must have the scores for each half inning as completed.**
  - Scores will be updated, and posted to our website tournament tab at [PNHLL.ORG](http://PNHLL.ORG)

## **Additional Rules Specific to the PNHLL Memorial Cup Tournament:**

- Tiers of Competition
  - PNHLL hosts the Memorial Cup Tournament with the intent and desire of providing a venue and opportunity for competitive postseason Little League Baseball. In the interest of achieving parity, there are three tiers of competition: Upper-Majors (12U), Lower-Majors (11U), Minors (8U-10U)
  - In general, teams in the Majors tiers should consist of players between 10U - 12U.
  - 12U players have limited pitching availability at the Lower-Majors tier
    - 12U individuals may not pitch more than two innings (note: any portion of one game inning constitutes a full inning for the individual; i.e. getting a third out only, constitutes an inning pitched for the purpose of this rule)
    - 12U individuals may not pitch after the third inning in any game
    - No more than two 12U individuals may pitch per team per game
  - 12U players are otherwise able to freely participate in Lower-Majors tier games.
  - No 12U players in Minors.
  - 11U individuals have extremely limited pitching availability in Minors tier games
    - 11U players may not pitch more than one inning (note: any portion of one game inning constitutes a full inning for the individual; i.e. getting a third out only, constitutes an inning pitched for the purpose of this rule)
    - 11U individuals may not pitch after the third inning in any game
    - Only one 11U player may pitch per team per game in the Minors tier
  - 11U players are otherwise able to freely participate in Minors tier games.
- Home / Away
  - Unless assigned, Home/Away teams will be decided by a coin flip in pool play ONLY. Coin flip winner chooses Home or Away and the loser chooses the dugout. Coaches should complete the flip 1 hour before their scheduled pool play games.
  - Home team in bracket play will be based on seeding and may choose their dugout.
- Game Length
  - In pool play, games will have a hard stop. Starting early doesn't alter game length.
    - No inning can start after 1 hour and 45 minutes
    - No batter can bat after 1 hour and 55 minutes
    - The next inning starts the moment the previous inning ends
    - Final inning can be declared after 1 hour and 35 minutes (plate meeting)
  - In pool play, if the 1 hour and 55 minutes time limit is reached, the game is immediately over, the score reverts back to the previous fully completed inning.
    - **Example: Visiting team is trailing after 5 innings. In the top of the 6<sup>th</sup> inning the visiting team takes the lead. Time runs out before the 6<sup>th</sup> inning is able to be completed. The game, and thus the score reverts back to the fifth inning and the home team is declared the winner. (Explain this to your players and parents so there are no surprises!)**
  - In bracket play, there will NOT be a hard stop.
    - Once the time limit of 1 hour and 45 minutes is met, the teams will finish the current inning. Note: Run limits may still be in effect, unless the last inning was called prior to the start of the inning, (see Run Limits).

- Ties
  - In pool play, games can end in a tie and/or be less than four innings. Games of less than four innings not called due to Run Rule will be considered a tie in the standings (i.e. weather or field-lighting shortened game), however the runs scored in all completed half-innings will be used for pool play seeding determinations.
  - In bracket play, games must have a winner and a loser for the game. Starting in the seventh inning, the last player scheduled to bat in the lineup for each half inning shall begin that half inning on second base.
  - If a game exceeds 2 hours and 15 minutes after a completed inning and remains tied, the game shall be suspended and resumed at the scheduled start time for the next round game in the bracket. The ensuing bracket game will be played immediately following the completion of the suspended game. Please see Little League rules for details and pitcher usage matters concerning suspended games.
- Run Limits
  - Upper-Majors Tier (12U) - No run limit per inning
  - Lower-Majors Tier (11U) and Minors Tier (8U-11U) - Five runs maximum per each half inning for innings 1 through 5. No maximum limit on runs scored in the final inning, however the inning must be completed to count (see Game Length).
  - If an umpire declares an inning to be the “final inning” prior to the beginning of play in that inning, then there is no maximum limit on the number of runs scored for that inning. This may occur at 1 hour and 35 minutes after game start, both team’s coaches must be informed of this decision at home plate at the same time. This is at the discretion of the umpire, not at the demand of a coach or coaches.
- Run Rule
  - If one team is up by 15 or more runs after the completion of 3 full innings or 10 or more runs after either the 4th or 5th inning (home team need not bat if ahead), the game will be called and a winner will be declared.
  - In pool play, to keep things on schedule, the field umpire has discretion after 1 hour and 45 minutes to call a game if a team is ahead by 6+ runs and the current full inning is judged as being unlikely to reach completion.
  - Home teams can “walk off” a Run Rule win, at any point.
- Other Rules - Below are some additional rules that may come into play:
  - Dropped Third Strike
    - In Upper-Majors Tier, the dropped third strike rule will be in effect. If a catcher drops the third strike, the batter can run to 1st base if unoccupied, or if there are two outs.
    - This rule will not be in effect for either the Lower-Majors Tier or the Minors Tier.
  - Roster and Substitutes
    - Teams must furnish a roster when they register. Each player’s little league ages and names should be provided; numbers should also be assigned if possible. Numbers may be updated later, if team jerseys are not ready at the time of registration. Each player should only appear on one roster.
    - Teams must start and finish each game with at least 9 players. If a team can’t field a 9-player roster, call-overs from other equal tier (or lower) teams may be allowed, until the team has up to 10 players to start a game.

- If a player is injured during the course of play, a team may finish the game with eight players in the field.
  - Substitutes must bat at the end of the order, can only play outfield or catch and should wear their regular team jersey (even if a duplicate number). Coaches must declare to the other team and the umpire the use of a substitute before a game begins. Substitute players must not pitch under any circumstance!
  - Teams may use any player from their league as a substitute, even if they are not on a Selects roster, but only so long as that player is also not on an All-Star roster. The player must not have appeared on any current All-Star roster for the league at any age level.
  - Any Majors Tier Selects team may utilize another Majors Tier Selects player and/or a Minor Tier Selects rostered player as a substitute; however, a Minor Tier Selects team may not utilize any Major Tier Selects rostered players.
  - An individual player rostered on one Selects team may substitute for another team twice during the tournament. The tournament director must pre-clear additional substitutions or roster updates.
- Mound Trips - A coach must change pitchers after they go to the mound two times in the same inning or for the third time in a game with the same pitcher. Coaches can only go to the mound once the umpire has first acknowledged a request for time. Umpires may exempt injury visits from Mound Trips.
- Batting cages
  - Batting cage (Upper-Majors Tier)
    - There are 2 batting cages located between field 4 and field 5. The cage located on the side closest to the concession stand **is not a PNHLL batting cage and is not to be used under any circumstances.**
    - The batting cage farthest from the concession stand is to be used by teams that are playing on field 4 only.
  - Batting Cage (Lower-Majors Tier and Minors)
    - There is a batting cage between fields 2 and 3. It has two partitions, which can be used by teams scheduled on these fields.
    - It is available for teams scheduled on field 1 only if no teams are using it.
  - Teams listed in the left column for pool play will get the cage for 25 minutes starting 1 hour before game time. The team listed in the right column for pool play will then have the cage for 25 minutes directly after that. Players should be ready to go at the field 5 minutes before scheduled game time.
- Each team must provide the umpire with 1 game ball at the start of the game.
- Brackets will be seeded based upon pool play results. The size of the brackets (including the use of gold, silver, or bronze divisions at each tier) may vary depending on the total number of team entries at each tier. The tournament director will make every reasonable effort to post the size and factors to be used when seeding brackets before the start of pool play. The tournament director reserves the right to alter bracket design and game length at any time, in the case of unusual or unforeseen circumstances (i.e. declaring 5 inning games or shorter games for weather or field-lighting postponed games).

- **Tie Breakers for knockout bracket seeding**
  - Best record in pool (winning percentage)
  - Head-to-Head (includes avg. runs allowed per half-inning in shortened game)
  - Total Runs Allowed, divided by completed half-innings in the field (lowest)
  - Total Runs Scored, divided by completed half-innings at bat (highest)
  - Coin Toss

### **Pitch Count Rules:**

- Coaches are to print out and carry with them their [pitching affidavit forms](#). If you did not bring one to a game, check in at the concession stand to see if a blank form is available.
- **After a game finishes, coaches should complete their pitching affidavit and sign off on the other team's form.**
- Each coach should sign off, so there is evidence if a count is questioned. PNHLL will **not** keep a live record of pitch counts. It is up to the coaches to keep track of their pitch counts during a game and confirm between innings.
- Coaches must keep the pitching affidavit with them and present it upon request by the umpire, opposing team's coaches, the Tournament Director, or a PNH board member.
- Players may be rostered on a Selects team in a division that does not match their little league age, however players have pitching limits if they play in a lower tier division.
- If a pitcher goes over their limit or is otherwise ineligible to pitch and still pitches, the game may be played to its conclusion, however the score shall be recorded as a 6-0 win for the team that did not violate the tournament pitch count or eligibility rules.
- Little League standards for Pitch Counts and days of rest will be in effect, and are as follows:
  - Maximum pitches:
    - 11 and 12 years old - 85 pitches
    - 9 and 10 year olds - 75 pitches
    - 8 and under - 50 pitches
  - Pitch count and days' rest required:
    - 1-20 pitches = 0 days rest
    - 21-35 pitches = 1 days rest
    - 36-50 pitches = 2 days rest
    - 51-65 pitches = 3 days rest
    - 66 or more pitches = 4 days rest
- If a pitcher reaches their maximum pitch count (85, 75, or 50) while facing a batter, they are allowed to finish pitching to that batter. After that batter, they must be removed immediately.
- The pitch count of record for a pitcher when removed, and when not at the maximum, is the count at which the first pitch was thrown for their last batter faced.
- Catching and Pitching
  - A player who plays catcher for four (4) or more innings in a game cannot then pitch in that game. Catching for any part of an inning is considered catching for a full inning. This means that if a player catches through the 3rd inning and then catches even one pitch in the 4th inning, they cannot pitch in that game.

- o A Player who plays the position of catcher for three (3) innings or less, and moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position for the remainder of that calendar day.
- o If a pitcher pitches 41 or more pitches he cannot catch in that game.
- Pitchers cannot pitch on 3 consecutive days, regardless of the number of pitches thrown.
- There are no balks at any division. Umpires may call an illegal pitch and declare a ball.
- Intentional walks will follow the 2018 Little League rule change: Defensive teams will be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. The umpire will rule the ball dead and no runners may advance unless forced by the batter's award of first base. Four (4) pitches will be added to the pitcher's pitch count.

### **Pitches and Scores Reporting:**

- [The form is here](#). The home team manager is responsible for printing, bringing, and maintaining a score report for each game. The home team will be assigned in pool play!
- The concession stand may have blank copies of the reporting forms, if you forget to bring your own copy to a game you might be able to obtain one from the concession stand (not guaranteed).
- Verify pitch counts between innings, but inning by inning counts need not be reported
- The use of a threshold count based upon the first pitch thrown to the last batter a pitcher has faced is in effect; the threshold for days of rest may be different than the actual number of pitches thrown, both numbers can be reported.
- Have both managers sign a score report and both may then take a photo of the report.
- Scores reports must be emailed to [tournaments@pnhll.org](mailto:tournaments@pnhll.org).
- PNHLL shall not obligate itself to track down score reports, coaches are responsible for submitting their reports.

### **Facility and League Rules:**

- No large hard wall coolers in stands or around the fields.
- Concession will be available with both hot and cold food options, snacks, and drinks.
- No external noise makers. (i.e.: cowbells, whistles, horns, etc.)
- No banners on any fences that are not pre-approved. (City ordinance)
- A team that forfeits out of the tournament after the schedule is announced will receive no refund. All teams that are scheduled to play the team that forfeits will earn a 6-0 win. PNHLL shall not obligate itself to reschedule any game after the schedule is posted.

### **Disputes:**

The Tournament Director or PNHLL Officer on Duty will handle disputes and the ruling will be final. **If you have a dispute that you cannot resolve at your field, go to the concession stand and ask for the Board Officer on Duty.** Game length will not be extended because of disputes. We ask that your coaching staff, players, and fans respect the umpires and the volunteers putting on this event. **Any type of mistreatment of umpires, field crew, other team coaches/players, tournament staff, or anyone else will result in ejection.**

**Game Balls:**

Teams are both expected to provide an acceptable game ball to the field umpire. In addition, the home team should send their pitcher to the mound in the first inning with a brand new game ball.

**Please contact us if you have Questions:**

**Tournament Director**

Open, [tournaments@PNHLL.org](mailto:tournaments@PNHLL.org)

**League President**

Matt Hilliard, [president@PNHLL.org](mailto:president@PNHLL.org)