

1. During all games (excluding the championship game), each batter will start each plate appearance with a 1 ball and 1 strike count.
2. Time Limits
 - a. Weekday Games – no new inning after 8:30pm
 - b. Weekend Games – no new inning after 1 hour and 30 minutes from the end of the plate meeting.
 - c. If the difference in score is insurmountable by the trailing team when time expires, the game is over at that point.
 - d. No Time Limit will be used for the championship game
3. Continuous batting order is mandatory and courtesy runners and mandatory play requirements will follow the tournament rules in the Little League Rulebook (Tournament Playing Rule 3d and 9)
4. Run Rules
 - a. 15 runs after 3 innings
 - b. 10 runs after 4 innings
 - c. 8 runs after 5 innings
5. Pitching Rules
 - a. 1 pitch = 1 inning pitched
 - b. Each pitcher will only be permitted to pitch in a maximum of 3 inning in one game
 - c. Each pitcher will only be permitted to pitch in a maximum of 6 innings in one calendar day
 - d. Each pitcher will only be permitted to pitch in a maximum of 15 innings for the duration of the tournament
 - e. No pitcher will be permitted to pitch on 3 consecutive days.
 - f. A player that has played the position of catcher for 4 or more innings in a game will not be permitted to pitch in the same game.
 - g. Pitching Inning Counts will reset for the championship game
 - i. Each pitcher will be permitted to pitch in a maximum of 6 innings between the championship and “if needed” game
 - h. Failure to have pitchers innings logged will result in penalties up to and including forfeiture of games and disqualification from the tournament.
6. Roster Requirements
 - a. The tournament is to be played with regular season rosters only. Rosters will be verified using information found on the Little League Data Center.
 - b. Combining teams in order to play the tournament is not permitted
 - c. Teams are not permitted to player pool or “pick up” a player at any point during the tournament
 - d. A team must start a game with 9 players, in the case of injury/illness/ejection, a team may continue to play and finish a game with 8 players
 - i. EXCEPTION: on days where multiple games will be played, a team that is reduced to 8 players by injury/illness/ejection may continue to play in the tournament with 8 players.
 - ii. Players removed from the game due to injury/illness/ejection will be skipped in the batting order without penalty
 - iii. Under no circumstance will a team be permitted to play with less than 8 players.
7. The home team will be designated by coin toss at the plate meeting prior to each game. The team that wins the coin toss will have the choice of home team.
 - a. In the championship game, the team coming from the winners bracket will have choice of home team and there will be no coin toss. This team will also host the championship game on the divisions next scheduled off day.
 - i. If the “if needed” game is required, a coin toss will be used. The host for the “if needed” game will be determined by coin toss.

1. There will be 2 separate coin tosses, the first to determine the hosting league and the second to designate the home team
8. Any game that goes into extra innings or is tied after the expiration of the time limit, the Texas Shootout Tiebreaker will be used.
 - a. The inning will start with 0 outs, a runner on second base, and all batters will start each plate appearance with a count of 3 balls and 2 strikes.
 - i. The runner placed on second base is the player scheduled to bat last in the inning
 - ii. Inning pitched in the Texas Shootout Tiebreaker will count toward a player's innings pitched count.
9. All protests must be resolved before play may be resumed
 - a. Protests will only be considered for rule interpretations, illegal players, or illegal pitchers
10. Each team will be required to provide 2 acceptable quality game balls for each game.
11. All rules not addressed here will first revert to the district rules and then the rules in the Little League Rulebook.