



## 2026 Blue-Gray Tournament Rules

### Tournament Rules

1. The 2026 Blue Gray Tournament is being played under the Special Games provision (Sec IX) of Little League baseball. Little League Regular Season Rules are in effect.
2. Continuous batting order must be used.
3. Only approved *USA baseball stamped bats* are allowed
4. Home team is determined by a coin flip. In the Championship Game, the team from the winner's bracket will be the home team. If a second game is required in the Championship Game series, the home team will be determined by a coin flip.
5. The Little League mandatory play requirement must be met.
  - a. Minimum 6 outs played per player in attendance; no mandatory infield play requirements).
  - b. The 6 outs do NOT need to be played consecutively.
  - c. Each player must play at least 3 outs by the end of the 3<sup>rd</sup> inning and 6 outs in a full 6 inning game.
6. A courtesy runner for the catcher is allowed with two outs. It must only be for the catcher of record in the previous inning. The courtesy runner shall be the player that made the previous out. If no outs have been recorded in the game, the courtesy runner shall be the previous batter not on base. If the team batting has not played defense yet and a courtesy runner is used for a player, the player that was run for must assume the catching position the next inning. This scenario only applies in the first inning for the visiting team. (A courtesy runner for the pitcher is allowed with the same rules as the catcher in all kid pitch divisions)
7. The home team is responsible for keeping the Official Scorebook.
8. The visiting team is responsible for keeping the Scoreboard.
9. **All pitch counts and scores must be reported to the Tournament Director by 10:00 AM on the day following the game.**
10. **No infield warm-up.** You may warm up in outfield or grass areas around fields.
11. Each team will provide two (2) new Little League Approved baseballs for each game.
12. All umpires will be provided for the tournament. Prior to the beginning of each game played, each team (Home and Visitor) must pay an umpire in cash. Failure to pay the umpire will result in forfeit.
  - a. \$45 for each Coach Pitch game per team
  - b. \$60 for each Kid Pitch game per team
13. For the 7U and 8U divisions it will be a double-elimination tournament. The older divisions may be structured as a pool play event instead depending on the number of entries.
14. No entry fees. The only cost for each team will be the Umpire fees (see rule #11 a & b).
15. The 11 and 12U divisions in this tournament are considered Majors by the Little League Regular Season Rules and the batter can run to first on a dropped third strike.
16. If a game is tied after 6 innings or after time has expired, the teams will play one more regular inning. If the game is still tied, then subsequent innings will start with a runner on second base and 1 out. The runner is to be the last out that was made from the previous inning.
17. If a host site has safety bases (“double bases”) installed, refer to the Little League Rulebook.

### Registration

1. All registration must be done via the Blue Gray link from the Tournament Director.
2. All player birth certificates must be on hand during the tournament (copies are okay). Age group determined by 2026 Little League age chart.
3. Teams must bring a copy of their Little League Insurance policy (see your league President for a copy).



## Run Rules

<p><b>10U/11U/12U</b></p>	<p><b>Run Limit:</b> No run limit per inning.</p> <p><b>Mercy Rule:</b>            15 runs after 3 innings (2 ½ if the home team is ahead).            10 runs after 4 innings (3 ½ if the home team is ahead).</p>
<p><b>9U</b></p>	<p><b>Run Limit:</b> A team may score a maximum of five (5) runs per inning for the first 3 innings. Note: continuation scoring will not be allowed after 5 runs. The only way more than 5 runs can be scored is on a home run (over the fence) in which case all runs scored count. There will not be a run limit for innings 4 through 6. Mercy rules still apply.</p> <p><b>Mercy Rule:</b>            15 runs after 3 innings (2 ½ if the home team is ahead).            10 runs after 4 innings (3 ½ if the home team is ahead).</p>
<p><b>7U/8U</b></p>	<p><b>Run Limit:</b> There is a 7-run limit per inning. Note: continuation scoring will not be allowed past 7 runs. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count.</p> <p><b>Mercy Rule:</b>            15 runs after 3 innings (2 ½ if the home team is ahead).            10 runs after 4 innings (3 ½ if the home team is ahead).            The game is over when the opposing team is mathematically eliminated from scoring enough runs to win or tie the game, run rules still apply.</p>

## Pitching Rules

1. A violation of the pitching rules will result in a Manager ejection and the Manager being suspended from Team's next game.
2. Little League's Regular Season Pitch counts will be in effect.
3. Home Team is official book, and each team will keep a pitch count. Visiting team should verify with Home Team Bookkeeper Each ½ inning.

## Game Time Limits

1. All divisions – no new inning will start after 1 hour and 40 minutes.
2. The Championship Game will have no time limit.

## Safety

1. Runner will be called out if the runner does not attempt to avoid contact. This is an umpire judgment call. (7.08-a3).
2. Position players cannot block the bag without the ball (including home plate.) This is a judgment call by the umpire and his decision is final.
3. For safety reasons, no fake bunts and swings will be allowed (*showing bunt, pulling bat back, and then proceeding to swing*). The batter can show bunt and pull back in all divisions except for 7U and 8U since bunting is not allowed.

## **Tie Breaking Procedures - For Pool Play**

1. For all divisions the following tiebreakers will be followed to determine seedings in the knockout round:
  - a. Runs Allowed divided by total innings played
  - b. Runs Scored divided by total innings played
  - c. Coin Flip

## **Coach Pitch 7U and 8U Rules**

1. Rules from previous sections apply unless superseded by the following rules.
2. A coach pitching must have been a coach in the respective division during the regular season to ensure qualified coaches who have undergone approved background checks by their league are the ones participating in the tournament.
3. Pitching distance - The Coach pitching must release the ball no closer than 35' from the tip of home plate.
4. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. (One warning will be allowed. Two violations will result in immediate removal from the mound)
5. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering at a ball with a swing or check swing crossing the plate and fouling a pitch. Everything else will be called a ball regardless of location. No walks are permitted.
6. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally contacts a batted ball, the batter is out, and no runner can advance.
7. Bunting shall not be allowed.
8. Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur: a) The lead runner stops attempting to advance. b) The ball is in the possession of an infield player inside the base paths. c) No defensive play is imminent.
9. Teams may play 10 players defensively. However, with 10 players, there shall be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No "rovers" are allowed.
10. Pitchers must be positioned behind the coach pitching on either side of them and must have at least one foot inside the dirt area. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base.
11. Stealing is not permitted in Coach Pitch.
12. The infield fly rule is not in effect.

## **Coach Pitch (7U & 8U) F.A.Q.'s**

*The topics below are NOT an inclusive list and mainly apply to coach pitch divisions unless otherwise noted. Once the game begins, the Umpire will make all final decisions.*

### **Can a runner score on an overthrow back to the pitcher?**

*Only if the ball was put into play by the batter and time has not been called by the umpire.*

### **Can a runner score from 3rd base on an overthrow? Yes**

### **Can an outfielder make an unassisted play at any base? Yes**

### **Can a runner on 3rd base score on a passed ball by the catcher?**

*No, unless the ball was put into play by the hitter and time has not been called by the umpire.*

### **How many bases can a runner advance on an overthrow? There is no limit.**

### **Can a 7U coach pitch from their knee? Yes, but it's not encouraged.**



## Regular Season Pitching Rules - Baseball

### VI • PITCHERS

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher. **Junior and Senior League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

#### League Age:

**13-16** - 95 pitches per day

**11-12** - 85 pitches per day

**9-10** - 75 pitches per day

**7-8** - 50 pitches per day

**Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her League age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

**Note 2: Any player who has played the position of catcher in four or more Innings in a game is not eligible to pitch on that calendar day.**

- (d) Pitchers league age 14 and under must adhere to the following requirements:

#### Days of Rest

- **01-20** pitches (**0 days rest**).
- **21-35** pitches (**1 day of rest**).
- **36-50** pitches (**2 days of rest**).
- **51-65** pitches (**3 days of rest**).
- **66-85** pitches (**4 days of rest**).

**Exception:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter."