

FLLL Double Elimination Games

Coach Pitch – FLLL Rules

1. This is double elimination game play.
2. Home team is determined by a coin toss prior to each game. Winner of the coin toss gets to choose home or away. The home dugout is on the first base side at all fields.
3. 5-run rule per inning is in effect for this tournament. 6th inning – teams can bat through the entire batting order or three (3) defensive outs by opposing team to end the inning.
4. Continuous batting order throughout the game.
5. All players must all play at least six (6) consecutive outs in the field (doesn't matter which position) and at least one (1) plate appearance to bat. IF the game ends in MERCY rule, any player that did not play a defensive role during that game MUST play 6 consecutive outs in the next game or risk forfeiture.
6. Coaches must pitch from rubber with no bucket (hold 5 balls). Your back foot should be on the rubber.
 1. *** FYI - post-season summer tournaments for all stars WILL require you to throw from the rubber with no bucket)
7. Mercy rule is ten (10) runs after bottom of 4th inning or home team has the 10-run lead after top of 4.
8. No Time Limit : See tie breaker rules at the end of this document.
9. All other rules shall apply from the regular season.
10. This rules do not apply to batter out of order (See Rule book for Batter out of order). Any batter that does not bat will be ruled out (Example went to bathroom). If a batter is injured during an AT-BAT, that batter will be replaced with the last batter PUT OUT or last batter from previous inning – the count will remain from the injured batter. If a batter is removed during the game due to illness, that batter will be ruled out during next @ bat and must be removed from the dugout. Any player whom is removed due to injury and cannot bat must be removed (benched) for the entirety of the game. * If batter was injured in previous at-bat and can bat during next at-bat, that player may resume.
- 11. All other rules shall apply from the regular season.**

FLLL Double Elimination Games

Minors – 5070 Rules

The rules will very much mimic our regular season rules except there will be no run limits or time limits. Also, we will be using Consecutive Batting Order as we have throughout the regular season.

1. This is double elimination game play.
2. Consecutive Batting Order “CBO”
3. Every player must be assigned defensive position for 6 consecutive outs. If you are home team, you must assign those players a defensive position no later than the top of the 5th. If you are visitor team, you must assign those players field positions no later than the bottom of the 4th. IF the game ends in MERCY rule, any player that did not play a defensive role during that game MUST play 6 consecutive outs in the next game or risk forfeiture.
4. Home team is determined by a coin toss prior to each game. Winner of the coin toss gets to choose home or away. The home dugout is on the first base side at all fields.
5. There is no limit on runs per inning / no time limit.
6. Mercy rule is fifteen (15) runs after three (3) innings [Intermediate (50-70) Division / Junior / Senior League: four innings] , ten (10) runs after four (4) innings [Intermediate (50-70) Division / Junior / Senior League: five innings] or eight (8) runs after (5) innings [Intermediate (50-70) Division / Junior / Senior League: six innings]

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.

7. Pitch count cap by age limits as follows:
Pitching age limits, cap limits and required rest
 - i. 13-16 yrs = 95 pitchers per day
 - ii. 11-12 yrs. = 85 pitchers per day
 - iii. 9-10 yrs. = 75 pitchers per day
 - iv. 7-8 yrs. = 50 pitchers per day
8. Pitch counts / rest requirements (14 and under). Pitch counts and days of rest remain as they were during the regular season:
 - i. 66 or more = 4 calendar days of rest
 - ii. b. 51 to 65 = 3 calendar days of rest
 - iii. c. 36 to 50 = 2 calendar days of rest
 - iv. d. 21 to 35 = 1 calendar days of rest e. 1 to 20 = 0 calendar days of rest
9. Coaches must fill out Pitcher Eligibility Tracking Forms after each completed game, signed by opposing coach and umpire for the game. ***This form must be properly handled or players may be ruled ineligible for pitching at subsequent game***

10. All other rules shall apply from the regular season.

11. This rules do not apply to batter out of order (See Rule book for Batter out of order). Any batter that does not bat will be ruled out (Example went to bathroom). EXCEPTION - If a batter is injured during an AT-BAT, that batter will be replaced with the last batter PUT OUT or last batter from previous inning – the count will remain from the injured batter. If a batter is removed during the game due to illness, that batter will be ruled out during next @ bat and must be removed from the dugout. Any player whom is removed due to injury and cannot bat must be removed (benched) for the entirety of the game. * If batter was injured in previous at-bat and can bat during next at-bat, that player may resume.

TIE GAME

COACH PITCH / MINORS : If after the 6th inning and score is tied, the 7th inning will be played in Tie Breaker Style. See the underlined section in 14b Below.

MAJORS: If after the 6th inning and score is tied (Regulation Game), the 7th inning will be played as normal to resolve the tie. If after the 7th inning and score is still tied, game will be played (8th inning) in Tie Breaker Style. See the underlined section in 14b Below.

50/70: If after the 7th inning and score is tied (Regulation Game), the 8th inning will be played as normal to resolve the tie. If after the 8th inning and score is still tied, game will be played (9th inning) in Tie Breaker Style. See the underlined section in 14b Below.

RULE 14B - HARD TO READ VERSION FROM THE BOOK

When the completion of six innings [Intermediate (50-70) Division/ Junior/Senior League: seven innings] and the score is tied, the following tie-breaker will be played to determine a winning team:

a. The seventh inning [Intermediate (50-70) Division/Junior/Senior League: eighth inning] will be played as normal.

b. Starting in the top of the eighth inning [Intermediate (50-70) Division/Junior/ Senior League: ninth inning], and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner