



2024 Valley East Little League

8U Minors Tournament Rules

1. A team must have a minimum of eight (8) players at the start of the game or it will be considered a forfeit.
2. A regulation game is five (5) innings with no time limit.
 - 2.1. A game will be considered complete if one of the following conditions has been met:
 - 2.1.1. A 15-Run Rule is in effect after three (3) complete innings of play.
 - 2.1.2. A 10-Run Rule is in effect after four (4) complete innings of play.
 - 2.1.3. Five (5) full innings have been completed and a winner has been determined.
3. An inning will consist of three (3) outs or a max of five (5) runs allowed, whichever comes first. The max run rule for the final (5th) inning and any extra innings is a max of ten (10) runs allowed.
 - 3.1. If runners are still advancing during the at-bat when the max allowed runs were scored, play will continue until the current at-bat is complete. All runs scored during the at-bat beyond the max allowed runs will count.
 - 3.2. The batter and/or runner(s) may continue to advance on any balls hit to the outfield, touched or untouched by an infielder, until it has been returned to the infield. A ball is considered returned to the infield when the ball reaches the infield, whether it be thrown, caught, or run in by a defensive player. This is further defined as:
 - 3.2.1. The ball landed in the infield, regardless of if the ball landed in fair or foul territory. The ball was caught or touched by an infielder while in the infield.
 - 3.3. If the batter and/or runner has not crossed the base before the ball has been returned to the infield, or have stopped advancing to the next base, they will be required to return to their previous base once play has stopped. The batter and/or runner(s) can be thrown out while attempting to advance to the next base or returning to the previous base. Upon completion of play, a runner deemed by the umpire to have advanced to the next base after the ball has been returned to the infield will be returned to their previous base without liability of being put out.
 - 3.4. Base runners are permitted to tag-up on fly balls hit to the outfield. The player must re-touch or remain on the starting base until the ball is caught before attempting to advance and may be thrown out while attempting to advance.
4. All players will bat in a continuous lineup.
5. There will be no leads, stealing, nor advancing on overthrows.
6. A courtesy runner is allowed for the catcher only.
7. Innings pitched will consist of:
 - 7.1. Players will pitch innings 1, 3, and 5.
 - 7.1.1. Players pitching innings 1, 3 and 5 are not required to play the pitching position during coach pitch innings.
 - 7.1.2. If a pitcher beans three (3) batters in a game, they must be removed from the position of pitcher.
 - 7.2. Coaches will pitch innings 2, 4, and any extra innings.
 - 7.2.1. An at-bat consists of three (3) swinging strikes or six (6) pitches, whichever comes first. A foul ball on the sixth (6th) pitch, and all subsequent pitches, will award the batter with one (1) additional pitch.
 - 7.3. Bunting is allowed during Player Pitch innings only.
 - 7.4. All Little League pitch count rules will be followed.
8. Defense is limited to a maximum of ten (10) players with four (4) outfielders.
 - 8.1. All players must play a minimum of six (6) consecutive defensive outs per game.

- 8.2.** The player filling the defensive role of pitcher will be required to keep one foot on the mound until the pitch is thrown. They may start on either side of the pitching mound but must be even with, or behind, the coach that is pitching.
- 9.** There will be no Infield Fly Rule.