

LDC: BASEBALL TOURNAMENT RULES SUMMARY*

<u>RULE</u>	<u>Mighty Mite (U8)</u>	<u>Minor(U10)</u>	<u>MAJOR(U12)</u>	<u>PONY(U14)</u>
Pitching Distance	36 (4' Radius circle around rubber)	46	50	55
Base Paths	55	65	70	80
Game Length	6	6	7	7
Time Limit	2 Hrs.	2 Hrs.	2 Hrs.	2 ¼ Hrs.
Mercy Rule	15 after 3 ½ Innings if home team winning	10 after 3 ½ Innings if home team winning	10 after 4 ½ Innings if home team winning	10 after 4 ½ Innings if home team winning
Pitching Limits	N/A			
Game		3	3	7
Day		5	5	-
Tournament		-	-	10
Min. Playing Time Required	2 Consecutive Innings	NONE	NONE	NONE
Min. # of Players To Start/Finish Game	8	8	8	8
Max. # of Defensive Players	10	9	9	9
Infield Fly	N/A	YES	YES	YES
Dropped 3 rd Strike	N/A	YES	YES	YES
Bunting	N/A	YES	YES	YES

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Rule	Mighty Mite(U8)	Minor(U10)	Major(U12)	Pony(U14)
Stealing	N/A	YES	YES	YES
Lead Offs	N/A	NO	YES	YES
Additional Hitter	N/A	YES	YES	YES
Designated Hitter	N/A	YES	YES	YES
Batting	All players, continuous, 1x thru order or 3 outs until last inning then 3 outs	Not continuous, bat until 3 outs	Not continuous, bat until 3 outs	Not continuous, bat until 3 outs
Balks	N/A	NO	YES, 1 warning per pitcher	YES
Max. Bat Size	2 ¼" w/30" length	2 ¼" w/31" length	2 ¼" w/32" length	2 ¾" , minus 5
Max. Roster Size	16	16	16	16
Sliding	In <u>all</u> divisions players must slide or "give themselves up" on all close plays. The <u>umpires</u> are the sole judge of what may or may not be a "close play".			
Catcher "Speed-Up" Rule	Yes	Yes	Yes	Yes

This chart is a summary of the rules for the Tournament. Except in the Mighty Mite Division, current year high school rules apply in all leagues except as modified by the LDC Tournament Committee.