



Delaware District 1

2026 Special Games Tournaments

Rules and Regulations



Camden-Wyoming □ Dover □ Felton □ Harrington □ Little Lass □ Milford □ MOT □ Smyrna-Clayton

Team Rosters

- All players must meet eligibility and age requirements for their respective tournaments.
- Players may not be selected if they were selected for any All-Star tournament.
 - Exception: Pat Knight players may play in 50/70 District tournament.
- Players may only participate in one Special Game Tournament team per year.
- Players may be added to the roster at any time with proof of eligibility, proof of age, and District approval.
- Team rosters should not exceed fourteen (14) players per team.

District Responsibility

- Once the tournament begins, all authority is vested solely in the office of Delaware District 1, and District staff decisions are final.
- The Tournament Director and/or District staff reserve the right to make ad hoc, in-game changes to a tournament rule if they feel a manager is manipulating that rule to gain an unfair advantage or making a travesty of the game.

Field Assignments

- All fields are considered neutral and a coin flip determines home/away. The team listed first on the bracket calls the coin flip in the air. Winner selects home or away.
- The team listed first (top of the bracket) occupies the first base dugout.
- The team listed second (bottom of the bracket) occupies the third base dugout.

Field Decorum

- The actions of players, managers, coaches, umpires and officials must be above approach.
- No arguments regarding a judgment call by an umpire will be allowed.
- Any player, manager, coach, or fan who is involved in a verbal or physical altercation or an incident of unsportsmanlike conduct may be ejected by an umpire or the Tournament Director.
- Ejected people shall leave the complex after an ejection.
- Players unable to leave (due to transportation) shall go to the press box with the Tournament Director.
- After ejection, a minimum one game suspension will be in effect, with additional disciplinary action possible upon District review.

Umpire Responsibilities

- Will arrive at the game site 30 minutes prior to the scheduled game time and attend plate meeting 10 minutes before the game to discuss ground rules.
- Protests must be settled prior to the next pitch. Any protest must be a playing rule.

Uniforms and Equipment

- Players must wear proper regular season uniforms according to Little League rules.
- No All Star uniforms, but league “All Star” hats are approved.
- Equipment must meet the rules and regulations of Little League for that division.
- Catchers gear must be approved with dangling throat protector in place. (Rule 1.17)
- There will be no pre-game equipment check by umpires. Sole responsibility for legal and proper equipment falls entirely on the team manager. (Rule 3.01(a))
- If a batter enters the batter’s box with an illegal bat, the batter is out, and both batter and manager are ejected from the game. Manager will be removed for the remainder of the game and will be suspended one additional game. (Rule 1.10, Rule 3.01(a), and Rule 6.06 (d))
- Use of pine tar must be limited to the handle or grip only. Otherwise the bat is removed from play and the player warned. A repeat infraction will result in player and manager being ejected. (Rule 1.10, Note 2)
- Illegal equipment (most specifically bats) will result in the ejection penalty. Improper equipment (metal spikes, choke-up knobs, no throat guard, etc.) must be corrected immediately and will not result in an ejection unless there is continuous use.

Managers/Coaches

- All managers and coaches must be from the local league.
- Each team is allowed one manager and two coaches. (Rule 3.17)
 - Pitching machine teams are allowed one extra bench coach to run the machine.
 - While their team is on defense, the manager and coaches must stay inside their dugout and may not be on the field or outside the fences.
 - No parent or coach is permitted to relay signals or call pitches from the stands.
- Scorekeepers/bookkeepers are to be off the field, not in the dugout.

Manager Responsibilities

- Report to the Tournament Director upon arrival.
- Provide two (2) Little League approved game balls. (Regular season or tournament balls)
 - Regulation balls only. (i.e. no bouncy pitching machine balls)
- Provide the Tournament Director with three (3) copies of team’s batting order.
 - One copy for plate umpire, one copy for official scorekeeper, one copy for opposing manager. Printed lineup cards are preferable, as they are more legible.
 - Line up cards shall include the following:
 - Player’s full name, starting position, and uniform number.
 - Manager and coaches listed by full name.

Pre-Game Warm-Ups

- Managers meet with Tournament Director ~30 minutes before the game to determine Home and Away teams and to discuss any tournament rules.
- The team listed first (top of the bracket) is allowed 10 minutes of warm-ups on the field 30 minutes prior to scheduled game time.
- The team listed second (bottom of the bracket) is allowed 10 minutes of warm-ups on the field 20 minutes prior to scheduled game time.
- No team other than the team scheduled for warm-up may be on the field during the opponent’s warm-up. This includes outfield and foul territory.
- Game starting times and or team field time may be revised or cancelled by the Tournament Director to maintain tournament schedule.

Playing Rules and Regulations for all Tournaments

- Current season Official Regulations and Playing Rules for Regular Season will apply.
- Continuous batting order shall be used in all tournaments and all divisions.
- Infield fly rule is in effect for all tournaments.
- Two-hour time limit for all games except the championship game. The Tournament Director is the official time keeper.
 - No new inning will be started after time limit. The current inning will be completed.
 - If not an official game, the inning will be completed, and the team that is leading shall be the winner.
- The championship game has no time limit, but is subject to weather conditions and curfew restrictions.
- All managers in all divisions are required to fulfill the mandatory play requirements without exception.
 - All players must be entered defensively by the third (3rd) inning.
 - Each player must play two innings defensively by the end of the fourth inning.
 - Players' defensive innings do not need to be consecutive.
 - Failure to comply shall result in the Manager being suspended from the game and the remainder of the tournament.

Playing Rules and Regulations for Walt Bowers and Pat Knight

- Mercy rules:
 - 15 Run rule is in effect after 3 innings. (2 ½ innings with Home Team leading.)
 - 10 Run rule is in effect after 4 innings. (3 ½ innings with Home Team leading.)
 - 8 Run rule is in effect after 5 innings. (4 ½ innings with Home Team leading.)
- For the first five innings, the half-inning is over after:
 - Three outs are recorded, or
 - 10 runs are scored
- A team may score unlimited runs in the 6th inning only.
 - Unlimited runs may not be scored in innings 1-5, even if they are the last innings of the game due to time or mercy rules.
- Walt Bowers and Pat Knight tournaments follow regular season pitching rules.
- “Dropped third strike” rule applies.
- Baseball Tournament pitching log must be maintained. Form must be verified and signed by manager before leaving the field. All data entered on the form is final and binding.

Playing Rules and Regulations for Lynn Deakins

- Mercy rules:
 - 15 Run rule is in effect after 3 innings. (2 ½ innings with Home Team leading.)
 - 10 Run rule is in effect after 4 innings. (3 ½ innings with Home Team leading.)
 - 8 Run rule is in effect after 5 innings. (4 ½ innings with Home Team leading.)
- For the first five innings, the half-inning is over after:
 - Three outs are recorded, or
 - 6 runs are scored
- A team may score unlimited runs in the 6th inning only.
 - Unlimited runs may not be scored in innings 1-5, even if they are the last innings of the game due to time or mercy rules.
- “Dropped third strike” rule applies.

Playing Rules and Regulations for Pitching Machine Tournaments

- Mercy rules:
 - 10 Run rule is in effect after 4 innings. (3 ½ innings with Home Team leading.)
- For the first five innings, the half-inning is over after:
 - Three outs are recorded, or
 - 6 runs are scored
- A team may score unlimited runs in the 6th inning only.
 - Unlimited runs may not be scored in innings 1-5, even if they are the last innings of the game due to time or mercy rules.
- Three outfielders only, nine players on defense overall.
- Games will be played using a Little League approved, single-wheeled, pitching machine.
- Machine speed at start of game: Baseball 41 MPH and Softball 35 MPH.
- The pitching machine will be set up with the back leg of the machine touching the pitching rubber on the mound.
- Change of speed must be approved by the Tournament Director or designee.
 - Any manual adjustment to the machine, shall be agreed upon by the home plate umpire and Tournament Director, before any such adjustments can be made.
 - Managers may request a pitching machine review and may be consulted, but the Tournament Director may make an adjustment to the machine without manager approval.
- An eight foot circle will be marked around the mound. “Pitcher” plays defense anywhere within this area, except in front of the machine.
- Only the two base coaches may direct base runners or offense. (i.e. no “coaching from the circle”)
- Batters shall hit the ball or strike out.
 - There are no walks. (i.e. Rule 6.08 (a) is suspended.)
 - Batters hit by a pitch are not awarded first base.
- Base runners can only advance on batted balls, after the ball is hit.
 - Base runners may not steal bases.
 - Base runners may not advance on passed balls or throws back to the pitcher from the catcher after a pitch.
 - After the ball is put into play, runners may advance whenever a play is made on a runner.
 - After the ball is returned to the pitcher after a play, the base runner may continue to a base to which they are already heading, but no further.
- If a batted ball strikes the pitching machine or accidentally hits the coach feeding the machine, the umpires shall call time, and the batter will be awarded first base, and base runners shall be awarded one base.
- If the coach who feeds the pitching machine intentionally interferes with a batted ball, the ball is considered dead, and the at-bat will be replayed.
- There is no dropped third strike rule in effect.
- Bunting is not permitted.

Weather

- It is summer and it’s going to be hot. Make sure your players are properly hydrated and recognize the signs of heat exhaustion and dehydration.
- It is summer and it’s going to rain. When it rains prior to the game, leagues make determinations on whether to close fields based on the conditions and their knowledge of the fields. Games may be postponed based on their recommendations.
- We will play games if there is a window of opportunity to get the game in.
- Games may be suspended or postponed based on current field conditions or weather predictions of future rain or lightning.
- Curfew rules do not force teams to stay at the field if we know unsafe weather will continue.