



2019
Virginia State Junior League
Softball Tournament

Pre-Tournament Meeting
(The Road to Kirkland)



Agenda



- Introductions
- Pre-Game Activities
- Highlight Playing Rules and Pitching Rules
- Forfeits and Bench/Dugout
- Visits and Injuries
- Mandatory Play
- Substitution/Re-Entry
- Suspended Games and Run Rule
- Regulation Game and Tie Game
- Altercations/Ejections
- Protests
- Summary and Safety Reminder



Introductions



- Tournament Director and District 15 Staff
- Tournament Umpires
- Host League Officials
- Team Managers, Coaches, and League Officials



Pre-Game Activities



- Arrive at the field at least one hour before game time
 - Check field conditions and other site activities for readiness
- Managers meet with Tournament Director for Coin Toss
 - Meet approximately 45 minutes before scheduled game time
 - Turn in affidavits (only)
 - **Home team will occupy first base dugout--no exceptions**
 - **Visitor team will occupy third base dugout—no exceptions**
- Review Ground Rules



Pre-Game Activities



- Ten minutes before game time the announcer will:
 - Welcome the fans to the game
 - Introduce the home team players, coaches, manager and League representative(s)
 - Introduce the visiting team players, coaches, manager and League representative(s)
 - Introduce the umpires
- Play the National Anthem or lead the Little League Pledge
- Turn the game over to the umpires
 - Players and coaches return to dugouts
 - UIC conducts Plate Conference w/ Managers and TD



Responsibility and Authority



- All International Tournaments are authorized by the International Board of Directors of Little League.
- Leagues opting to participate must do so with full understanding of the rules and regulations.
- Once the Tournament season starts, authority is vested solely in the Tournament Committee in Williamsport.
- There will be no waivers or resorting to local rules or other variation unless granted explicitly from the Tournament Committee in Williamsport.
- Revocation of Tournament privileges or forfeiture of a tournament game may be decided only by the Tournament Committee in Williamsport.



Tournament Playing Rules



The Little League, Junior League, and Senior League Softball Official Playing Rules shall govern tournament play except as noted below:

1. SOFTBALLS: Softballs meeting Little League specifications for a 12-inch softball shall be used.

NOTE: *Specific Models for tournament play can be found here:*

www.LittleLeague.org/tournamentballs.

2. FIELDS: All fields are considered neutral. The home team shall be determined by the toss of a coin, the winner having the choice.

Softball: The official pitching distance shall be (3) **Junior/Senior League:** 43 feet.



Tournament Playing Rules



3. PLAYING RULES: A copy of the Little League, Junior League, and Senior League Baseball/Softball Regulations, Playing Rules, and the Tournament Rules and Guidelines must be available at each tournament site and at the time the game is to be played. This is the responsibility of the Tournament Director. Written ground rules established by the Tournament Director or assistant must be reviewed with both managers and umpire-in-chief at least ten (10) minutes before the start of the game.



PLAYING RULES (Batter's Box)



- a. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

EXCEPTIONS:

- i. On a swing, slap, or check swing
- ii. When forced out of the box by a pitch
- iii. When the batter attempts a "slap" or "slap bunt"
- iv. When the catcher does not catch the pitched ball
- v. When a play has been attempted
- vi. When time has been called
- vii. When the pitcher leaves the eight foot circle or the catcher leaves the catcher's box
- viii. On a three ball count pitch that is a strike that the batter thinks is a ball

PENALTY: If the batter leaves the batter's box or delays play and one of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance.

Note: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.



PLAYING RULES (Illegal Bat)



- b. In all Tournament levels and divisions, the penalty for use of an illegal bat [see Rule 6.06(d)], if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:
 - i. The batter is out (**NOTE:** The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and;
 - ii. The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.



PLAYING RULES

(Special Pinch Runner)



- e. Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch runner.



PLAYING RULES

(Unsportsmanlike Conduct)



- e. Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgement of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.



PITCHING RULES



These rules replace the regular season pitching regulations. ***Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.***

- a. Any player on a tournament team may pitch. (**NOTE:** There is no limit to the number of eligible pitchers a tournament team may use in a game.)
- b. A Tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the Tournament.
- c. 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 in the same inning as he/she was removed. **A pitcher may be withdrawn from the game, offensively or defensively, and return as a pitcher once per inning provided the return does not violate the substitution, visits per pitcher, or mandatory play rule(s). Penalty: See Rule 10(f).**
- d. **No pitching restrictions apply.**



FORFEITS & BENCH/DUGOUT



- 5. FORFEITS:** No game may be forfeited or a team disqualified without the authorization of the Tournament Committee. Violations which may result in forfeiture or disqualification must be reported immediately to the Regional Director before further play takes place which would involve a team or teams affected by such action.
- 6. BENCH/DUGOUT:** No one except the players, manager and coach(es) shall occupy the bench or dugout during a game. Base coaches may be players or adults. Two (2) adult base coaches are permitted at all levels subject to playing rule 4.05(2).



VISITS



7. **VISITS:** A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule.
- When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

Junior League: A manager or coach may come out **once** in one inning to visit with the pitcher, but the **second** time out, the player must be removed as a pitcher. The manager or coach may come out **twice** in a game to visit with the pitcher, but the **third** time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.



INJURY/ILLNESS



- 8. INJURY/ILLNESS:** If a player is injured or becomes ill during a game, the decision of a doctor (if present) or medical personnel will be final as to whether or not the player may continue in the game.

Note: This is interpreted as any player leaving the game due to illness or injury must have a written note from a medical professional to return to play in the tournament.



MANDATORY PLAY: Junior League



9. **MANDATORY PLAY:** If a tournament team has thirteen (13) or more eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of one (1) at bat. If a tournament team has twelve (12) or fewer eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
 - a. Prior to the start of play in the top of the fifth inning, the umpire in chief or other individual designated by the game Tournament Director, in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirements into the line-up as outlined in the rule book (page 142). A manager's failure/refusal to insert players into the line-up as outlined shall result in immediate ejection of the manager and removal for the remainder of the International Tournament.



MANDATORY PLAY: Junior League



- b. Managers are responsible for ensuring that all players fulfill the requirements of mandatory play, even if no notification is made.
- c. There is no exception to this rule unless the game is shortened for any reason. NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.



MANDATORY PLAY: Junior League



- d. Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested or brought to the Tournament Committee's attention, in addition to the removal of the team's manager, without replacement, for the remainder of the International Tournament, additional penalties (including but not limited to forfeiture of a game, additional mandatory play requirements for the players who failed to meet mandatory play, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:
1. A manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;



MANDATORY PLAY: Junior League



2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level, or;
3. a manager willfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. This includes pregame and postgame activities. Violation may result, by action of the Tournament Committee, in further suspension; forfeiture of a game; and/or disqualification of the team, managers or coaches from further tournament participation.



MANDATORY PLAY: Junior League



- d. For the purposes of this rule, “six (6) consecutive defensive outs” is defined as: A player enters the field in one of the nine defensive positions when her team is on defense and occupies such position while six consecutive outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being retired, put out, or by reaching base safely.



SUBSTITUTIONS/RE-ENTRY



- 10. SUBSTITUTIONS/RE-ENTRY:** This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play.
- a. If illness, injury or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.
 - b. Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.



SUBSTITUTIONS/RE-ENTRY



- c. A substitute entering the game for the first time **may not be** removed prior to completion of her mandatory play requirements.

Note: If a team has thirteen (13) or more players in uniform at the start of a game and is the visiting team, they may substitute a batter for the starting pitcher listed in the line-up prior to the pitcher facing a batter without violating Rule 3.03(c) provided that the pitcher of record pitches to the first batter in the bottom of the first inning in accordance with Rule 3.05. All other rules governing the pitcher are still in effect.

- d. Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.
- e. A starter and her substitute must not be in the lineup at the same time, except as provided in Playing Rule 10(a).



SUBSTITUTIONS/RE-ENTRY



- f. Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered. **Junior/Senior League:** Ineligible pitcher under 1) a Tournament player pitches during the regular season or special games concurrently; 2) a pitcher, starter, or substitute, violates substitution or mandatory play rule(s); or 3) a pitcher moves to another defensive position twice and then returns as a pitcher twice in the same inning, will be considered an improper substitution.
- g. Tournament Rule 3(e) will replace Rule 7.14, as Special Pinch Runner rule.



SUSPENDED GAMES



11. SUSPENDED GAMES: Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played. Incomplete (not regulation) or tie games are considered suspended games.

NOTE: A contest decided by forfeit does not constitute a “game” for the purposes of this rule, unless one complete inning was physically played before the game was forfeited. (Forfeits are only by decree of the Tournament Committee in Williamsport.)



RUN RULE



12. RUN RULE: If at the end of four (4) innings, three and one-half innings, if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If at the end of a regulation game, one team has a lead of ten (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.

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

NOTE 2: A game determined by the 15-run rule, shall be considered a regulation game.



REGULATION GAME



- 13. REGULATION GAME:** Each tournament game must be played to the point of being an official game:
- a. Regulation games are five or more innings in which one team has scored more runs than the other (four and one-half (4 1/2) if the home team is ahead.
 - b. Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew (as defined in Tournament Rules and Guidelines – Curfew) on the same day.
 - c. If two games are scheduled for the same site, no “time limit” may be imposed on the first game.



TIE GAME



14. **TIE GAME:** When the completion of seven innings and the score is tied, the following tie-breaker will be played to determine a winning team:
- a. The eighth inning will be played as normal.
 - b. Starting in the top of the ninth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to be 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.



REPLAYING GAMES/ UNAUTHORIZED AGREEMENTS



15. **REPLAYING GAMES:** No tournament game may be replayed without specific approval from the Tournament Committee at Williamsport.

16. **UNAUTHORIZED AGREEMENTS:** No agreements shall be made between managers and/or Tournament Directors and/or umpires contrary to Tournament Rules.



ALTERCATIONS



17. ALTERCATIONS: A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical altercation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgement, is not in violation of this rule.

Penalty: The umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game. The Tournament Director shall refer all incidents to the Tournament Committee who may impose additional penalties and/or actions towards the individuals and/or teams up to and including forfeiture of a game, further suspension and/or disqualification.



EJECTIONS



18. EJECTIONS - Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). This includes pregame or postgame activities. Ejections shall be noted in the tournament team's affidavit in the Record of Ejections on page 4. Entry should include member's name and date ejected and be signed by the Tournament Director or District Administrator.



Protests



- Replaces rule 4.19
- Considered only when based on:
 - Violation or misinterpretation of playing rule;
 - Use of ineligible pitcher;
 - Use of ineligible player;
 - Violation of mandatory play
- Tournament Officials are encouraged to avoid circumstances that might lead to a potential protest.

Note: Umpires, Tournament Directors and District Administrators do not have the authority to declare a forfeiture under any circumstances.



Protests – Violation or Misinterpretation of Playing Rule



- Formal (verbal) protest must be made to Umpire-in-Chief before next pitch or play.
- Umpire-in-chief must call conference with all umpires.
- If unresolved, the UIC must consult with Tournament Director or District Administrator
- If still unresolved, a call must be made to Regional Director
- If still unresolved, Regional Director must call Tournament Committee for a decision.
- The decision of the Tournament Committee shall be final and binding.



Protests - Use of Ineligible Pitcher



If the facts establishing or verifying an ineligible pitcher become known **DURING** a game, and the ineligible pitcher participates in the game, subject to the following conditions:

- (a) Protest may be lodged by the manager or coach with the Umpire-in-Chief who shall consult with the Tournament Director or District Administrator.
- (b) The Tournament Director or District Administrator must contact the Regional Director (or appointed agent) who shall contact the Tournament Committee for a decision. Tournament Committee Decision is final and binding.



Protests - Use of Ineligible Pitcher



If the facts establishing or verifying an ineligible pitcher become known **AFTER** a game, and the ineligible pitcher participated in the game, subject to the following conditions:

- (a) Protest may be lodged with the Tournament Director or District Administrator. Such protest must be made before either team affected by the protest begins another game.
- (b) The Tournament Director or District Administrator must contact the Regional Director (or appointed agent) who shall contact the Tournament Committee for a decision. Tournament Committee Decision is final and binding.



Protests - Use of Ineligible Player (Prior to Game)



Complainant presents matter to Tournament Director and/or District Administrator

Matter shall be resolved with Regional Director and Tournament Committee before the first pitch of the game.

The decision of the Tournament Committee shall be final and binding.



Protests - Use of Ineligible Player (During the Game)



Protest may be lodged by the manager or coach with Umpire-in-Chief who shall consult with Tournament Director or District Administrator.

Tournament Director or District Administrator shall contact Regional Director, who shall contact the Tournament Committee for a decision.

The decision of the Tournament Committee shall be final and binding.



Protests - Use of Ineligible Player (After the Game)



Protest may be lodged by the manager or coach with the Tournament Director or District Administrator.

Such protest must be before either team affected begins another game.

Tournament Director or District Administrator must contact Regional Director, who shall contact the Tournament Committee for a decision.

The decision of the Tournament Committee shall be final and binding.

NOTE: Only the Tournament Committee can disqualify a team, players and/or require the forfeiture of games.



Protests



In addition to the penalties described above, the Tournament Committee may disqualify a player, team or entire league from tournament play. The Tournament Committee may take action as a result of a protest or on its own initiative.



Team Managers



- Have your teams at the field at least 1 hour before the first game they play and 45 minutes before each successive game time.
- Give the affidavit only, to the TD
- Give complete lineup for all starters and subs to Assistant TD/Announcer
- Ensure all equipment meets Little League specifications - HELMETS
- Have all players in appropriate uniform - PATCHES
- Be dressed in appropriate attire
- Have medical release forms for each player
- Have a first aid kit
- **ENSURE THAT YOU AND YOUR TEAM CONDUCT YOURSELVES ACCORDING TO THE HIGHEST STANDARDS OF SPORTSMANSHIP AND FAIR PLAY (See LL Pledges and Parent Code of Conduct)**



Team Managers



- Have all equipment out for inspection – only equipment being used
 - Approved Bats ONLY – Manager responsible – severe penalty for illegal bat
 - Catcher’s Helmet must have dangling throat protector
 - Helmets – no stickers, paint, air brushing allowed unless approved by manufacturer – must have letter from manufacturer to authorize
 - Equipment removed from the game will be returned when team exits tournament
- Managers, Coaches, and Players may not mingle w/ spectators (3.09)
- Coaches may not warm up pitchers before or during game (3.09)
- Coaches (and spectators) will not “work” the umpires
- Base Coaches respect the Coach’s Box
 - Only 1 offensive timeout per half inning



Handling a Protest



Should a need for protest become apparent, discuss the situation with the umpires and if not satisfied, consult the rule book, and the Tournament Director on site, if necessary.

Remember it is the responsibility of the Manager to recite the perceived rule infraction from the correct Tournament rulebook to the UIC and Tournament Director.

If you are not satisfied with the Tournament Director's ruling, he will raise the issue to the Southeastern Regional Director and Tournament Committee for a ruling.

Under no circumstances will the game continue until the situation is resolved. IF the game is resumed before the situation is resolved, the protest is null and will be disallowed.



After the Game



At the end of the game, make sure the pitchers' records are accurately recorded on the back of the affidavits (Managers must initial) and retrieve the affidavit.

Ensure you know when and where your next game will be and inform your teams.

Make sure the Tournament Director has your contact information in case the schedule changes due to weather and/or field conditions.



Rules Summary



- All Tournament games conducted in accordance with 2019 Little League Softball® Tournament Rules and Guidelines
 - Proper Substitution
 - Proper player attire – includes LL patches properly affixed
 - Only rostered manager, coaches and players allowed in dugout or on the field – players (and coaches) must request permission from UIC to leave the dugout for any reason
 - Adults may not warm up pitchers at tournament site – any player may warm up pitcher w/ proper catcher’s helmet with throat guard
 - Ensure Bats and Batting Helmets Meet LL Specifications (NO DENTS, CRACKS, or ALTERATIONS)
 - Base coaches do not take the field until after “throwdown”



Safety Reminders



- Accident Reporting
 - Little League Accident Notification
 - When professional medical care required
 - Notify Tournament Director
 - Requires written clearance to return to play
- NO Jewelry (except Medical Alert)
- Heat Illness Prevention - Hydrate All Day (week) – encourage players to drink plenty of water – all day, every day
- Concussion Training – Managers and Coaches must have NFHS training and certification – **NFHS Certification is REQUIRED for all Virginia State Tournaments**
- Lightning Policy – Wait 30 minutes - No Kidding – No Second Chances
- Approved Softball Bats only – BPF 1.20
- Batting Helmets – NOTHING on helmet that wasn't provided with helmet purchase unless the Manager produces a letter from the manufacturer authorizing the alteration.
- Equipment removed from the tournament will be returned to the team manager after the team exits the tournament





Good Luck
Play Hard
Be Safe
Have Fun



Questions??



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www.eteamz.com/vadistrict15/

“Our kids, our future.”



What's wrong with this picture?