



Agenda



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Points of Emphasis



- 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
- District Administrator is responsible for scheduling and supervising all District Tournament games
- 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





- All Tournament play shall be governed by the 2023 Little League Baseball® Official Regulations, Playing Rules, and Policies
- Little League, Junior League, and Senior League Rules
- Tournament Rules and Guidelines
- Written ground rules established by the Tournament Director or Site Coordinator must be reviewed with both managers and Umpire-in-Chief at least ten (10) minutes prior to the start of a game.





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 "drag 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 dirt area of the pitching mound or takes a position more than five (5) feet from the pitcher's plate after receiving the ball 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.

8-10, 9-11, LL Divisions: No pitch has to be thrown, the ball is dead, and no runners may advance.

Intermediate Division/Juniors/Seniors: No pitch has to be thrown and the ball is live.





- 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.
- c. 9-11 Year Old Division: the batter may advance on an uncaught third strike (6.05/6.09). This rule will not apply for the 8-10 Year Old Division.





- d. 8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League: **COURTESY RUNNER**: A tournament team may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team's batting order and must be the player in the batting order who made the last out.
- d. Senior Division: 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.





- 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.
- f. Managers or coaches are not permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may stand by to observe a pitcher during warm-up in the bullpen.





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. **Exception:** Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
 - A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15-and 16-year olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. Exception: If the pitcher reaches the 20 pitch limit (15- and 16-year olds: 30 pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until batter reaches base, batter is retired, or 3rd out is made to complete the half-inning.
- b. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.





- c. Pitchers once removed from the mound may not return as pitchers.

 Intermediate (50-70) Division/Junior League: 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 per game.
- d. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13-14	95 pitches per day
11-12	85 pitches per day
9-10	75 pitches per day
6-8	50 pitches per day

Exception: If a pitcher reaches the pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game.





NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.





- e. Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1 to 20 pitches in a day, no (0) rest is required.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.





EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

f. A player cannot pitch in two games in a day. (**Exception:** A 12-year-old playing in the Junior Division is not eligible to pitch in two games in a day. **Note:** Junior League—If a pitcher reaches 30 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game of that day.



OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE



- g. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered less than 40 pitches, and subject to each of these conditions:
 - 1. If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game.
 - If the pitcher delivered between 21 and 40 pitches before the game was suspended, that pitcher's count will begin with the number of pitches delivered in that game.





- h. In a game ("Game A") suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of (g) above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted.
- i. Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violations protested or brought to the Tournament Committee's attention, shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled games, even if those games are played at the next level.





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. **Exception**: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15-and 16-year olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. Exception: If the pitcher reaches the 20 pitch limit (15- and 16- year olds: 30 pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until batter reaches base, batter is retired, or 3rd out is made to complete the half-inning.





- 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 per game.
- d. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

- 12 (Senior League) 85 pitches per day
- 13 16 (Senior League) 95 pitches per day





Exception: If a pitcher reaches the pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the halfinning. NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.





e. Pitchers league age 15-16 must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 61 to 75 pitches in a day, three (3) calendar days of rest must be observed.

- If a player pitches 46 to 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 to 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 to 30 pitches in a day, no (0) calendar day of rest is required.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.





- e. Pitchers league age 12 14 must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1 to 20 pitches in a day, no (0) rest is required.

Note: Under no circumstances shall a player

pitch in three (3) consecutive days.





EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

f. A player may be used as a pitcher in up to two games in a day. **Exception:** A 12-year-old playing in the Senior Division is not eligible to pitch in two games in a day. **Note:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game of that day.





- g. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered less than 40 pitches, and subject to each of these conditions:
 - 1. If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game.
 - 2. If the pitcher delivered between 21 and 40 pitches before the game was suspended, that pitcher's count will begin with the number of pitches delivered in that game.
- h. In a game ("Game A") suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of (g) above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted.





- i. Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violations protested or brought to the attention of the Tournament Committee, shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled games, even if those games are played at the next level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further participation) may be imposed if, in the opinion of the Tournament Committee:
 - 1. A manager or coach takes an action that results in making a travesty of the game,
 - 2. A team fails to meet 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 willingly and knowingly disregards the requirement of this rule.



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).

Note: Only Rostered Managers, Coaches, and Players shall be on the field of play, including the dugout, during a tournament game



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.

9-11 Year Old Division, Little League, Intermediate Division, Junior and Senior 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.



VISITS and INJURY/ILLNESS



8-10 Year Old Division: A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.

This rule applies to each pitcher who enters a game.

Note: Only one (1) offensive time-out will be permitted each inning.

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 – CONTINUOUS BATTING ODER: 8-10, 9-11 Year Old Divisions, Little League, and Junior League



All Tournament Teams must adopt a policy of a continuous batting order that will include all players on the team affidavit present at the start of the game, to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order.

- a. A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply: 8-to10-Year Old Division, 9-to11-Year Old Division, Little League: Pitchers once removed from the mound, may not return as pitchers. Intermediate (50/70) and Junior Division: 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 per game.
- b. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives later to a game site, if the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.



MANDATORY PLAY – CONTINUOUS BATTING ODER: 8-10, 9-11 Year Old Divisions, Little League, and Junior League



- c. An improper batter will be considered as batting out of turn (see Rule 6.07).
- d. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter.
- e. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).
- f. There is no exception to this rule. This rule does not apply to Senior Divisions of play.

NOTE: The rule replaces Regulation IV (i) and Rule 3.03.



MANDATORY PLAY – CONTINUOUS BATTING ODER: 8-10, 9-11 Year Old Divisions, Little League, and Junior League



- g. Managers are solely responsible for ensuring that all players fulfill the requirements of playing participation.
- h. The Tournament Committee reserves the right to impose penalties (including, but not limited to removal of the manager, forfeiture of a game, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:
- 1. if 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;
- 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 (State level for 8-to-10- and 9-to-11-Year-Old Divisions), or;
- 3. a manager willfully and knowingly disregards this rule.



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 manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.
- b. Senior League Only: Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.
- d. Defensive substitutions must be made while the team is on defense. Senior League Only: Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.
- e. Senior League Only: A starter and her/his substitute must not be in the lineup at the same time, except as provided in Playing Rule 10(a).
- Does not apply to Senior League



10. SUBSTITUTIONS/RE-ENTRY



- f. 8 to 10 -, 9 to 11-, 10 to 12-, and Junior League: Mandatory Play improper substitutions [see Tournament Rule 9], if discovered, shall be dealt with as a "Batting Out of Order." See Rule 6.07. Senior League Only: Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.
- g. Tournament Rule 3(d) will replace Rule 7.14, as the Courtesy Pinch Runner (8 to 10 Year Old, 9 to 11 Year Old, Little League, Junior League and Special Pinch Runner (Senior League) Runner rule.
- h. Junior/Senior League only: 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 per game. Senior League only: Rule 3.03, Designated Hitter, WILL apply during the tournament.
- i. Senior League: Any player in the starting line-up, including the designated hitter, who has been removed for a substitute may re-enter the game ONCE, provided such player occupies the same batting position as he or she did in the starting line-up. A substitute (non-starter) may not re-enter the game in any position once that player is removed from the line-up.



11. SUSPENDED GAMES



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.)



12. RUN RULE



RUN RULE: If at the end of three (3) innings (Intermediate Division/Junior/Senior League: four innings), two and one-half innings (Intermediate Division/Junior/Senior League: 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.

NOTE 3: There is no 8-run rule in Tournament Play, as outlined in Rule 4.10(e) for Regular Season only.



13. REGULATION GAME



REGULATION GAME: Each tournament game must be played to the point of being an official game:

Regulation games are of four or more innings (five or more innings for Intermediate (50-70) Division/Junior/Senior League) in which one team has scored more runs than the other (three and one-half (3 1/2) if the home team is ahead or four and one-half (4 1/2) if the home team is ahead in Intermediate (50-70) Division/Junior/Senior League).

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.

If two games are scheduled for the same site, no "time limit" may be imposed on the first game.



14. TIE GAME



TIE GAME: When the completion of six innings [Junior/Senior League: seven innings] and the score is tied, the following tiebreaker will be played to determine a winning team:

- a. The seventh inning [Junior/Senior League: eighth inning] will be played as normal.
- b. Starting in the top of the eighth inning [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 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.



Games and Agreements



15. REPLAYING GAMES: No tournament game may be replayed without the 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.



17. ALTERCATIONS



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.



18. EJECTIONS



A manager, coach, or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). This includes pregame and postgame activities. Ejections shall be noted in the tournament team's eligibility 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.

A manager, coach, or player 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.

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.



Replacements



- Players, managers, and coaches listed on the tournament affidavit may be permanently replaced
- If a player, manager, or coach is replaced, that person may not be returned to the Tournament Affidavit
- Permanent replacements must be from the league's regular season teams and shall be recorded and approved by the District Administrator or Tournament Director in the space provided on the Eligibility Affidavit
- Any player, manager, or coach who has been replaced/removed shall be marked through with heavy black line
- Individuals suspended for any games may not be replaced



Temporary Replacements



- If a manager or coach is unable to attend a game for a justifiable reason, a Tournament Director could approve a temporary replacement
- Managers or coaches suspended for any games <u>may not be</u> replaced for the team's next physically played game
- Temporary replacements do not have to come from regular season teams
- Temporary manager or coach replacements may only be used once, unless a Little League Volunteer Application is completed, and the league president or tournament director conducts a background check in accordance with Little League Regulations and any respective state laws
- Temporary manager or coach replacements must have completed the Diamond Leader training
- Temporary replacement of a manager or coach must be entered on the Eligibility Affidavit



Starting Games and Curfew



- A game shall not be started unless the Tournament Director or assistant judges there is adequate time to complete the game before darkness or curfew
- No inning shall start after midnight prevailing time (8-10, 9-11, and LL)
- 12:30 a.m. for Intermediate (50-70) Division Baseball and Junior League Baseball/Softball
- 1:00 a.m. for Senior League Baseball/Softball
- NOTE: An inning starts the moment the third out is made completing the previous inning.
- Neither the Tournament Directors and officials nor tournament teams are
 permitted to circumvent the curfews established above by continuing,
 suspending and restarting, or starting a game after curfew has been
 reached and play is required to be terminated. If the curfew noted above
 occurs during a game suspended in accordance with Tournament Rule 11,
 that game must not be continued after the curfew. It must either be
 resumed on a subsequent day, or declared ended, as determined by rule.



Inclement Weather



- All tournament games must be played as scheduled, and every attempt must be made to stay on schedule
- All attempts must be made for games suspended by weather
- Games that have become a regulation game and can't be resumed due to unplayable field conditions prior to curfew are over and may not be resumed to following day
- Same applies if darkness and no lights are available
- Games halted by light failure, a locally imposed curfew on the lights, sprinkler malfunction, or some other human-error condition, must be suspended and resumed the next available day
- Tournament directors reserve the right to move game sites or adjust game times to equate for inclement weather
- Schedules may not otherwise be altered



Protests



All officials, including all managers, coaches, scorekeepers, umpires, Tournament Directors, District Administrators, etc., should make every effort to prevent a situation that may result in the forfeiture of a game or suspension of tournament privileges. However, failure by any party to prevent such situations shall not affect the validity of a protest



Protests



- Replaces rule 4.19
- No protest shall be considered on a decision involving an umpire's judgement. Equipment which does not meet specifications must be removed from the game.
- Considered only when based on:
 - Violation or interpretation of a playing rule;
 - Use of ineligible pitcher;
 - Use of ineligible player;
- Tournament Officials are encouraged to avoid circumstances that might lead to a potential protest.

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



Protests - Interpretation of Playing Rule



The violation or interpretation of a playing rule;

When a manager claims that a decision is in violation of the playing rules, the following steps must be taken:

- The protest must be made before the next pitch or play
- If not, the protest shall not be considered
- 1. A formal (verbal) protest must be made to the Umpire-in-Chief at once by the manager or coach.
- 2. The Umpire-in-Chief must immediately call a conference of all umpires working the game.



Protests - Interpretation of Playing Rule



- 3. If the problem cannot be resolved to the satisfaction of the managers, the Umpire-in-Chief shall be required to consult with the Tournament Director or District Administrator
- 4. If the managers do not accept the decision of the Tournament Director, either manager may elect, without penalty, to discontinue play until the matter is referred to the Regional Headquarters. Either the Umpire-in-Chief, Tournament Director or District Administrator will call the Regional Headquarters at this time.
- 5. If the managers do not accept the decision from the Regional Headquarters, either may insist that the matter be referred to the Tournament Committee in Williamsport. The decision of the Tournament Committee shall be final and binding



Protests - Use of Ineligible Pitcher



Ineligibility refers to the Tournament Pitching Rules (Tournament Playing Rule 4. If an ineligible pitcher delivers one or more pitches to a batter, that game is subject and action by the Tournament Committee in Williamsport.

- 1. 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) 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 who shall contact the Tournament Committee for a decision. The decision of the Tournament Committee shall be final and binding.



Protests - Use of Ineligible Pitcher



- 2. 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) A protest may be lodged by the manager or coach 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 who shall contact the Tournament Committee for a decision. The decision of the Tournament Committee shall be final and binding.

PENALTY: See <u>Tournament Rule 4(i)</u>.



Protests - Use of Ineligible Player



- Ineligibility under this rule applies to league age, residence or school attendance (as defined by Little League Baseball, Incorporated),
- participation in other programs, or
- participation as an eligible player for eight (8) [Senior Division: No minimum regular season games required] games during the regular season
- 1. If the facts establishing or verifying eligibility of a player are known to the complainant, Tournament Official, or Tournament Director after the ineligible player participated in a game during the International Tournament, that team shall be disqualified and removed from the International Tournament, subject to any of the following conditions:



Protests - Use of Ineligible Player



- a) A protest is lodged by the manager or coach with the Umpire-in-Chief, who shall consult with the Tournament Director or District Administrator. The Tournament Director or District Administrator must contact the Regional Director, who shall contact the Tournament Committee for a decision. The decision of the Tournament Committee shall be final and binding.
- b) The Tournament Director, District Administrator, or Tournament Official become aware of the circumstances by any means, they must contact the Regional Director, who shall contact the Tournament Committee for a decision. The decision of the Tournament Committee shall be final and binding.



Protests



In addition to the penalties described in the three types of protests, 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. Disqualification of a team or player(s) and/or forfeiture of a game must be the decision of the Tournament Committee at Williamsport, and such decisions will be made prior to the continuation of the affected team(s) or player(s) in further tournament play



Notable Rules and Differences



- Baseballs must have RS-T designated printed on the ball
- Each player on tournament teams must wear a conventional uniform that includes <u>the Little League</u> <u>patch</u>
- Uniforms do not have to match
- The 8-10-year-old division does NOT use Minor League rules
- Little League (Major) Division rules apply when not addressed in the tournament playing rules
- 10-run and 15-run rules apply in all divisions of play



Pre-Game Activities



- Arrive at the field at least one hour before game time
 - Check field conditions and other site activities for readiness
- Conduct the coin toss with Assistant Tournament Director/
 Site Coordinator approx. 45 minutes prior to start of game
 - Home team will occupy first base dugout--no exceptions
 - Visitor team will occupy third base dugout—no exceptions
- Get ground rules from the host (should be written)
- Provide tournament affidavits (ONLY) to the Site Coordinator
 - Site Coordinator will verify completeness, accuracy, and signatures
 - Do not provide tournament team binders or Player Verification Forms
 - Keep sleeve of Medical Releases with you in the dugout



Pre-Game Activities



- Confirm eligibility of pitchers
 - Opposing Manager does NOT get to review Affidavit or Pitch Count; however, it is good form for each manager to state which pitchers are ineligible and notify the Game UIC at the Plate Conference
- Provide the names, numbers, and positions of the players for the Site
 Coordinator to provide to announcer best at coin toss time
- Occupy dugout when requested or when previous team has vacated
 - Parents may help with equipment but must leave the field immediately
- Place all equipment in front of dugout for safety inspection
- Thirty minutes before game time the home team will take the field for 10 minutes
- Twenty minutes before game time the visiting team will take the field for 10 minutes



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
 - Introduce the umpires
 - Introduce the Assistant Tournament Director on site
- 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



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 sign) and retrieve the affidavit. Review pitcher eligibility, pitch counts (baseball only) and required days of rest with the Official Score Keeper and Site Coordinator.

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

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



Proper Attire



- ALL MANAGERS AND COACHES THAT PARTICIPATE IN ANY ALL STAR
 TOURNAMENTS, OR TOURNAMENTS THAT ARE LITTLE LEAGUE APPROVED
 INCLUDING BASEBALL & SOFTBALL MUST BE DRESSED APPROPRIATLEY.
- ACCEPTABLE WEAR: TEAM HATS/VISORS, TEAM LOGO SHIRTS, COLLARED SHIRTS, SLACKS, SHORTS, SHOES, (SUCH AS TENNIS, SPORT, OR DRESS).
- UNACCEPTABLE WEAR: T-SHIRTS, CUTOFFS OF ANY TYPE, OPEN TOED SHOES, BARE FEET, OR ANY CLOTHING THAT HAS UNACCEPTABLE WORDING OR GRAPHICS NOT ASSOCIATED WITH LITTLE LEAGUE BASEBALL/SOFTBALL.
- **ANY DRESS:** THAT IS IN QUESTION, MUST BE APPROVED BY THE DISTRICT ADMINISTRATOR PRIOR TO PARTICIPATING IN ANY TOURNAMENT.



Proper Behavior



Manager responsible for behavior of coaches, players and fans

- Know how to properly question a call, make an appeal, and make a protest
- Site Coordinators and League Officials will be walking around and observing the spectators for problems. Managers may be asked to calm down their fans if they get unruly.
- No tobacco (including vaping), illegal drugs, or alcohol are permitted at tournament sites
- No inappropriate or foul language will be permitted from players, managers, coaches, or fans
- Ensure fans are aware of the Parent Code of Conduct and let them know they are expected to behave accordingly
 - Fans may be asked to leave the tournament site



Spectator Guidance



- Game results will and updated and tournament brackets will be posted at the tournament site and will be available on the Virginia District 15 website, www.VADistrict15.org.
- There is no plan for games to be streamed via Game Changer, Facebook, or other internet media. If fans wish to stream a game, it must be viewed through a personal social media account for private use only and may not be on the open internet.
- Individuals wishing to record or live stream games for personal use are not permitted to affix any equipment to the playing facility, including but not limited to fencing, dugouts, stanchions, or light poles.
- No noise makers of any kind may be used during tournament games.
- No smoking or tobacco use is permitted at the field or on school grounds, which includes vaping and chewing. No alcohol or illicit drugs shall be brought to the tournament site.



Team Managers and Coaches



- Have their 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 Site Coordinator/Assistant TD
- Give complete lineup all starters and subs to Assistant TD/Announcer
- Ensure all equipment meets Little League specifications Bats and Helmets
- Have all players in appropriate uniform LITTLE LEAGUE 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 and Coaches



- 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
 - Equipment removed from the game will be returned when team exits tournament
- Managers and Coaches must have Little League Diamond Leader certification
- Managers, Coaches, and Players may not mingle w/ spectators (3.09)
- Coaches (adults) 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



Rules Summary



- All Tournament games conducted in accordance with 2023 Little League Baseball® Tournament Rules and Guidelines
 - Continuous Batting Order (CBO) for Junior League and below
 - Uncaught 3rd Strike applies to 9-11 Baseball and older divisions
 - 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
 - Catcher during Infield Practice must have helmet w/ throat guard (min)
 - 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 Concussion Awareness training and certification from NFHS
- Lightning Policy Wait 30 minutes No Kidding No Second Chances
- Approved Bats Non-wood bats for this division shall bear the USA Baseball logo signifying the bat meets the USABat USA Baseball's Youth Bat Performance standard. ALL BPF 1.15 bats are prohibited. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in Junior and Senior League Baseball Divisions. Additional information is available at www.LittleLeague.org/BatInfo
- Equipment removed will be returned to team manager AFTER TEAM's LAST GAME





Questions??



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https://vadistrict15.org



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"Our kids, our future."

