



## DISTRICT 9 TOURNAMENT RULES/NOTES

1. There will be no batting practice on the tournament fields at any time.
2. Anyone having prior knowledge of facts that establish or verify the ineligibility of a player or team must bring that complaint forward to the Tournament Director prior to the game.
3. The Managers of both teams will report to the Tournament Director, 1 HOUR before their scheduled game time for a coin flip to decide home team and go over ground rules. The FILLED OUT line-up sheets will be exchanged after the coin flip. IN THE EVENT A MANAGER (or team rep) IS NOT PRESENT or does not have their lineup sheet filled out at that time, THE TOURNAMENT DIRECTOR, OR DESIGNEE, WILL ACT IN THEIR BEHALF.
4. Four part Line-up forms will be provided by the Tournament Director for all the games your team will be participating in. One of the copies will be given to the opposing team, one to you, one for umpires and one to the scorekeeper.
5. The Manager is reminded that only the players on his "Little League Tournament Team Eligibility Affidavit" can participate in a tournament game. The Manager must contact the tournament Director, before game time if a replacement player is to be used (must bring all required supporting documentation as well as a letter from the President and Player Agent). All Managers are reminded that once a player is replaced on the affidavit, she can NEVER be returned to the Affidavit.
6. Only bats that meet Little League regulations shall be permitted in the dugout. Dented or cracked bats shall not be permitted in the dugout. Cracked batting helmets shall not be permitted. If a helmet does not fit properly upon the head at all times, chinstraps will be required. All teams must have adequate batting helmets that meet Little League requirements in the dugout. Remember there shall not be any stickers or writing, decals, painting on the helmets unless you have a written letter from the manufacturer stating that said items will not damage the integrity of the helmet.
7. Each team will be scheduled for 10 minutes of infield and outfield practice on the tournament field prior to the start of each game. Visitor team time on the field will start 35 minutes before game time and Home team time will start 25 minutes before game time. Catchers MUST wear protective helmet and mask with dangling throat guard during this practice.
8. Only players. Manager and up to 2 coaches shall occupy the dugout during the game.
9. A player in uniform must accomplish the warming up of a pitcher prior to or during the game. This includes the bullpen and also includes prior to a game during team warm-up exercises. Any player warming up a pitcher must wear a catcher's mask and helmet at all time during the warm-up.

10. The Pre-Game ceremonies will follow the same pattern each game. The announcer will introduce in the following order: District Administrator, League President, Manager, all players and then the Coaches. Each person will enter the field as they are announced. They will stand with the District Administrator or President beginning the line next to the pitching rubber and the line will extend toward the 1st or 3rd base bag. We will introduce one person from each team at a time and they will meet at the pitchers rubber and shake hands before they take their place in line.

11. Catchers must wear approved catchers helmets and mask with a dangling throat protectors all players must be in full uniform, including the appropriate Little League shoulder patch. Throat protectors are MANDATORY for catchers.

12. All Managers are reminded that the game is designed to be played between the players, one Manager and up to two Coaches. That means you are not allowed to have assistant coaches or parents in or around the dugout nor in the stands assisting in coaching the team nor relaying information to the players nor the dugout. **RULE 3.09 WILL BE ENFORCED. THERE WILL BE NO COMMUNICATION BETWEEN ANYONE IN THE DUG OUT AND FANS OR PARENTS OUTSIDE THE DUG OUT.** Also the players, the Manager and the Coaches cannot leave the dugout without permission from the umpire.

13. All equipment MUST be kept in the dugout. Keep bats and batting helmets orderly and racked up at all times. A player must retrieve bats after the batter has completed the time at bat and after all play has stopped. Do this promptly to avoid delays in the game.

14. No pins are to be worn on the baseball caps or uniforms during the game. All wrist watches, rings, earrings, bracelets and necklaces (Including sports necklaces) **are to be removed**, (this including adult base coaches). Wedding rings will be allowed to be worn by the adult base coaches.

15. Have your players hustling at all times to prevent unnecessary delays.

16. Grooming must be neat and presentable. Player's hair must be such that the batting helmet fits securely and properly. Managers/Coaches must not wear clothing that is tattered, dirty or objectionable (such as tank tops or like items). Clean blue jeans and mid-thigh walking shorts are acceptable as long as they are clean and neat.

17. No one will be permitted to taunt the opposing team or individual players. No one shall call terms such as "strike", "swing batter", etc. **This shall be considered unsportsman like conduct [Rule 4.06(c) and 9.01(d)].** Proper conduct poses a great responsibility on all concerned and is of far greater importance during tournament time.

18. Only one offensive time out will be allowed per inning.

19. All protests regarding book rules must be presented immediately to the Umpire -in-Charge. No protests are allowed on judgment calls by the umpires. **PROTESTS MUST BE RESOLVED BEFORE THE NEXT PLAY IS STARTED.** Protests will not be considered after the game is concluded unless allowed by the Tournament Rules.

20. Only base runners, batter, 2 base coaches and bat retriever are allowed out of the dugout and on the field for the offensive team once play has started. Base coaches must be members of the team on the affidavit and player base coaches must be in uniform.

21. There will be medical personnel in attendance at or near the game. The medical release form is mandatory for tournament play since a player can be injured and their parents may not be at the game.

22. In the event of an injury or accident on the playing field, no one shall come on the field until all play has ceased and the umpire has called "time!" The Manager will come onto the field to aid the player. Umpires will assist as needed. All offensive and defensive players will remain in their respective positions on the field; the umpires will allow an attendant identified by the manager onto the field if needed.

23. If a player is injured to the point of having exposed blood, that player will be removed from the game until such time as the bleeding has stopped, all blood is removed/neutralized from her uniform and the wound has been properly covered/closed so as to not jeopardize other players. Before that injured player can re-enter the game, the Umpire-in-Chief must be satisfied that the above has been complied with. The removal of the injured player and her re-entry must be in compliance with the tournament substitution rules.

24. Should a player on your team hit a home run, all players on the team **are to remain in the dugout or away from the home plate** area and extend their congratulations once the batter/runner completes rounding the bases and touches home plate.

25. Home run balls to the players or parents are not authorized and will not be presented nor sold to the players or parents.

26. The official scorekeeper will be behind home plate in a score booth and announce the batter that steps into the batter's box. Be sure you notify the plate umpire (UIC) and the official scorekeeper of any changes in your line-up. Your failure to do so will only delay the game as the official scorekeeper must have this information.

27. The scoreboard is for the convenience of the spectators and shall not be considered official. The plate umpire is official on balls, strikes and outs. The official scorekeeper is official on runs and batting order.

28. All Managers will come to the Tournament Director after each game and verify the pitching record for that game on their Eligibility Affidavit. They will initial the Affidavit signifying that the entry is correct before they will be given the lineup sheet for the next game, at this time they will pick up their affidavit. Managers who fail to verify the pitching for that game and initial the Affidavit will be conceding that the pitching record entered on the form is correct and they will not have a lineup sheet for the next game.

30. Tournament pins will be awarded to the players, manager and up to 2 coaches.

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