

**California District 52**

**All-Star Tournaments**

**Intermediate (50-70) Division**

**&**

**Junior League**

**Standard Operating Procedures  
Manual**



**Little League**  
**Baseball**

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## Preface

The rules and procedures in this "Standard Operating Procedures Manual" only pertain to the post-season baseball tournaments sponsored by California District 52. In the event there are any conflicts or discrepancies between the rules and procedures in this Manual and the Little League Official Baseball Rulebook, the Little League Official Baseball Rulebook will take precedence and prevail.

## Purpose of the Manual

The purpose of this Manual is to highlight the "administrative-type" rules and procedures for Intermediate and Juniors All-Star Tournament Directors and Managers.

Explanations of **playing rules** (e.g., Interference, Obstruction, Illegal Actions, etc.) have been omitted from this Manual for two reasons:

1. To prevent this Manual from being used as a substitute for reading the playing rules in Little League Official Baseball Rulebook.
2. To prevent this Manual from being in conflict with the Little League Official Baseball Rulebook if any playing rule was **not** written or explained in its entirety in this Manual, or if Little League makes any changes to its playing rules.

This Manual is composed of four chapters. Each chapter was created for the groups below:

1. **Tournament Directors**

- Procedures for Tournament Directors

2. **Tournament Directors and Managers**

- Procedures and Rules for Tournament Directors and Managers

3. **Managers**

- Procedures for Managers

4. **Forms**

- Forms and Procedures for Tournament Directors

## List of Revisions

Update the following table to show what and why a revision was made.

- Use one (1) row per revision.
- **"Director or Manager"** column: Show who the revision will affect.
- **"Page"** column: Note the page number the revision is on.
- **"Item"** column: Note the item number on the applicable page #.
- Table of Contents, Update the Page Numbers Only.
- Change the date in the document's Header. It will have to be done twice - **1)** on the "Table of Contents" page and **2)** the "Preface" page (the pages following will be changed automatically).

<b>Date of Revision</b>	<b>Director or Manager</b>	<b>Page #</b>	<b>Item #</b>	<b>Reason for the Revision</b>	<b>By</b>
6/13/2021	All Directors & Managers	All	All	This is a "New" manual created for the Intermediate (50-70) Division and Junior League	WY

## 1- Tournament Directors

Leagues hosting District 52 District All-Star, Section All-Star or Division All-Star Tournaments have agreed to provide the best possible playing conditions and family environment, a Tournament Director or Tournament Co-Directors, and the following:

1. **Support:** The Tournament Director(s) must have support and assistance from others including, but not limited to, the following:
  - The League President and/or Board Members who are familiar with the Little League Regular Season Rules and Tournament Rules.
  - Written ground rules for the field(s).
  - Volunteers to assist with:
    - Whatever is required to properly manage and administer the Tournament.
    - Crowd control.
    - Keeping fans away from both dugouts.
    - Dealing with fans who are exhibiting poor sportsmanship.
    - Informing fans, they cannot use artificial noise generators (Examples: horns, cowbells, bullhorns, etc.).
    - Chasing foul balls.
    - Escorting players to the restrooms.
2. **Parking:** Provide adequate vehicle parking for all umpires scheduled to work the daily schedule of games, as well as the District Administrator and/or his/her designated representative. **Try to avoid parking locations where baseballs leaving the field can damage vehicles.**
3. **Emergencies:** Shall post inside and outside the score booth and visible at the snack bar/shack (if one is being used) an "**Emergency Contact Placard**" with the name and address of the field location, DIAL 911, and the phone numbers of the local police department and fire department.
  - Shall provide a first-aid kit and ice packs.
  - All Host Leagues **shall** have a working telephone (land or cellular) on site.
    - **RECOMMENDATION:** During an emergency situation, while someone is calling for help, assign someone to go out to the street to flag the First Responders and direct them to the emergency.
4. **Fields - All-Star Tournaments:** All games shall be played upon Little League fields approved by the Tournament Director and District Administrator. Exception to this rule can only be made with the consent of the West Region Director.
5. **Pre-Game Field Maintenance: REQUIRED:** Before each game the following, at a minimum, shall be performed: Drag the infield dirt, water down the infield, secure the "break-away" bases properly, and mark the field (Foul Lines, Batter's Box, Catcher's Box, First Base Runner's Lane, Base Coach Boxes, and Dead Ball Areas) strictly in accordance with the Little League Official Baseball Rulebook. Foul Lines shall be chalked or painted from the Batter's Box all the way to the foul poles on the outfield fences. Re-chalk the Batter's Box after infield practice, if needed. Refer to the [Required Field Layouts and Markings](#) in the Forms Chapter in this Manual.

6. **Dugouts:** Each Host League shall ensure each dugout is properly roped off, or otherwise clearly delineated, to ensure that immediately prior to, during and immediately following each game - spectators will **NOT** have direct or indirect access to the dugout or be able to contact or communicate with any player, manager, or coach.
  - **REQUIRED:** Host Leagues are responsible for providing water for both dugouts.
7. **Score Booth:** If a field does not have a score booth structure, the Host League will provide a roped off area with tables and chairs for the scorekeeper, pitch counter, announcer, and scoreboard operator. The Tournament Director shall establish the roped off area away from the fans and ensure it has a clear and unobstructed view of the playing field.
  - **RECOMMENDATION:** To minimize distractions, only the people working the game and authorized officials should be allowed inside the score booth or roped off area.
  - Provide at least one current Little League Official Baseball Rulebook in score booth.
8. **Scorekeepers:** Each Host League shall provide a qualified & competent Official Scorekeeper for each game.
  - **RECOMMENDATION:** If the Official Scorekeeper has to leave the score booth area, **STOP** the game until someone can step in as a substitute and get up to speed to take over.
9. **Pitch Counter:** Each Host League shall provide a qualified & competent Official Pitch Counter.
  - See the [Pitch Counter Procedures](#) and [Pitch Count Form](#) in the Forms Chapter in this Manual.
  - **RECOMMENDATION:** If the Pitch Counter has to leave the score booth area, **STOP** the game until someone can step in as a substitute and get up to speed to take over.
10. **Scoreboard Operator:** Each Host League shall provide a qualified & competent Scoreboard Operator.
11. **Announcer and Public Address System:** Each Host League shall provide a competent Public Address Announcer, a Public Address (P.A.) System, United States flag and the ability to play the National Anthem over the P.A. system.
  - All public announcing will comply with the [Public Address Announcer Procedures](#) in the Forms Chapter in this Manual.
  - **REQUIRED: Audio Volume Levels:** Be considerate to nearby neighborhoods by being attentive to the audio volume levels from the Public Address System. This includes music, if played.
    - **Loud Music** in-between half-innings can also make it difficult for managers and coaches to verbally communicate with their players.
12. **Bracket Poster:** Provide a Bracket Poster(s) to display the schedule, time, and site of games.
13. **Umpires:** District 52 will make every effort possible to provide umpires to cover all Tournament games. Host Leagues, however, must be able to provide qualified and competent umpires in the event District 52 umpires are unable to cover games.
14. **Baseballs:** Provide at least three (3) new/unused Little League Approved "RS-T" (Regular Season and Tournament) baseballs to the Plate Umpire in advance of the Pregame Ceremonies.

15. **Tournament Directors** shall comply with the following requirements and procedures while hosting the District 52 sponsored All-Star Tournaments:

- **Rule Knowledge:** Tournament Director(s) must have an acceptable knowledge of all Little League Regular Season Rules and Tournament Rules and be prepared to interpret, instruct, and follow them with the spirit and intent they are intended.
- **Arrival Time:** Arrive at the field at least one and a half (1-1/2) hours before game time and follow the [Game Day Schedule of Activities](#) in the Forms Chapter in this Manual.
- **Presence at the Game Site:** The Tournament Director(s) is expected to remain at the field until the completion of the game(s).
  - Be alert throughout the game for control and safety practices.
  - Provide guidance for the Volunteers.
  - Ensure every game has a Scorekeeper, Pitch Counter, Scoreboard Operator, and Public Address Announcer.
  - Ensure the field(s) gets prepped prior to each game. See [Pre Game Field Maintenance](#) in this Chapter.

16. **Protests:** Assist with Protests **ONLY** when called upon by the Umpire-In-Chief.

- See the [Protest Procedures](#) in the Forms Chapter in this Manual.
- Fill out the [Protest Form](#) in the Forms Chapter in this Manual and keep the District Administrator updated on all Protests.
  - **NOTE 1:** No protest shall be considered on a decision involving an umpire's judgment, this includes balls/strikes, fair/foul, or safe/out.
  - **NOTE 2:** Protests involving Playing Rules not resolved before the next pitch or play shall not be considered.
  - **NOTE 3:** Protest shall be considered only when based on:
    - The violation or interpretation of a **Playing Rule** (See to NOTE 2).
    - The use of an **Ineligible Pitcher** (A Protest may be made after the game).
    - The use of an **Ineligible Player** due to improper league age, residency or school attendance, participation in other programs, or participation in less than eight (8) regular season games (A Protest may be made after the game).
- **Protests shall be conducted under the "Conditions of Tournament Play - Protests" in the Tournament Section of the Little League Official Baseball Rulebook.**
  - The Tournament Protest Rule **replaces** the Regular Season Protest Rule 4.19.
    - A formal (verbal) Protest must be made to the Umpire-In-Chief at once by the manager or coach.
    - The Umpire-In-Chief must immediately call a conference with all umpires working the game.

- 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.
- 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 West Region Headquarters. Either the Tournament Director, Umpire-In-Chief, or District Administrator can call the West Region Headquarters at this time.
- Fill out the [Protest Form](#) in the Forms Chapter in this Manual. The West Region Headquarters will ask for the information on the form when called.
- If the managers do not accept the decision of the West Region Headquarters, either manager may (without penalty) insist that the matter be referred to the Tournament Committee in Williamsport.
  - The decision of the Tournament Committee shall be final and binding.

17. **Prior to each game, review the Tournament Affidavit & check Pitcher Eligibility:** Review and certify each team's Tournament Affidavit, Map, Player Eligibility Documentation, and Medical Release Form for each player.

- Ensure the Tournament Affidavits and Maps are properly signed and dated by the District Administrator.
- Verify the eligibility of every player that has pitched in the Tournament by reviewing the "Baseball Pitch Count Data Sheet" in each team's Tournament Affidavit. If any players are found to be *ineligible* to pitch on that day, notify both managers, the scorekeeper, the plate umpire, and make a note on the team's Lineup Card (**Suggestion:** Place an asterisk (\*) by the ineligible players' name on the Team's Lineup Card. If there are discrepancies between the team's "Baseball Pitch Count Data Sheet" and the scorebook before or at a subsequent game, the "Baseball Pitch Count Data Sheet" shall take precedence.

18. **End of the Game:** At the conclusion of an All-Star Tournament game, the Tournament Director or Official Scorekeeper shall fill out each team's "Baseball Pitch Count Data Sheet" in **ink**. The Tournament Director shall certify the entries with their signature. Managers must be sure to review their team's "Baseball Pitch Count Data Sheet" and resolve any discrepancies through the Tournament Director before leaving the game site. Return the Tournament Affidavits and supporting documents back to the Managers.

- Even though the losing team is eliminated from the tournament after their second lose, fill out their "Baseball Pitch Count Data Sheet" in case the winning team is disqualified prior to their next schedule game.
- **If there are any discrepancies between the "Baseball Pitch Count Pitch Sheet" in the Tournament Affidavit and the Scorebook before or at a subsequent game, the "Baseball Pitch Count Data Sheet" will take precedence.**

19. **Bracket Poster(s):** Update the poster(s) after every game.

20. **Following Elimination Games:** Each team shall line up on their respective baselines so the eliminated team may receive their District All-Star Tournament pins.

21. **Host Leagues for Sectional and State All-Star Tournaments ONLY:** On the first full day, District 52 Host Leagues shall provide all players, managers, coaches, and umpires, at a minimum, a hamburger or hot dog, snack, and beverage, at no charge to any of the participants or participating leagues.

## 2- Tournament Directors and Managers

1. **Entry Requirements:** Leagues entering teams in the District 52 All-Star Tournaments shall provide the respective host league an entry fee determined by the District Administrator, payable prior to the commencement of tournament play. Leagues will also provide the host league with two (2) dozen new Little League Approved “RS-T” (Regular Season and Tournament) baseballs.
2. **Eligibility Documentation:** All players shall meet the player eligibility requirements as delineated in the "Tournament Organization" section of the current Little League Official Baseball Rulebook. Each team shall have its Tournament Eligibility Affidavit, Map, and all Supporting Documentation completed and assembled prior to the commencement of tournament play. The Tournament Eligibility Affidavit shall be signed and dated by the League President and Player Agent. The Map shall be signed and dated by the League President. After validation, the District Administrator or his/her designated appointee shall certify the Tournament Eligibility Affidavit and Map with their signature and date.

**Alternate Players:** Alternate players are not authorized. They shall not accompany the team and shall not be listed on the Tournament Eligibility Affidavit.

**Replacements:** Any player, manager, or coach listed on the Tournament Eligibility Affidavit who is unable to participate because of injury, illness, vacation, or other justifiable reason may be replaced by another eligible person. 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 which may include players, managers, and coaches that also participated in the Super Bowl Tournaments.

3. **Conduct Scrutiny:** The conduct of all players, coaches, and managers shall be closely scrutinized by District 52 officials. Umpires shall enforce all rules with **SPECIAL** emphasis on good sportsmanship by all participants.
4. **Board of Directors Requirement:** Each league participating in the All-Star Tournaments shall have a representative of their respective Board of Directors in attendance whenever their respective team is playing. League Presidents and/or Board Members shall support the umpires fully. The league representative(s) shall be responsible for the conduct of all players, coaches, managers, and spectators, and shall take corrective actions when necessary. They must support the Tournament Director to ensure that Little League Regulation XIV (Field Decorum) is fully enforced.
5. **Team No Show:** If a team does not show up for their game, contact the District Administrator who will contact the West Region Headquarters. Only the West Region Headquarters can declare a forfeit.
  - Fill out the [Team No Show Form](#) in the Forms Chapter in this Manual.
6. **Injuries:** In the event of an injury to a player during a play, no one may enter the playing field until the umpire calls “Time”, or the ball has become dead from other legal causes. The Tournament Director is to make sure that all players stay away from the injured player. No parent is allowed on the field unless called for by the personnel attending to the injured player.

7. **Jewelry:** Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, pins, nor any hard cosmetic/decorative items. This rule applies regardless of composition of such jewelry, hard cosmetic item, or hard decorative item.
  - **Exception:** Jewelry that alerts medical personnel to a specific condition is permissible. If there is a concern the item will get caught in a glove, uniform or by another player, tape it to the wrist or chest, but do **not** cover the alert portion of the tag.
8. **Ineligible Pitcher:** The use of an ineligible pitcher can be Protested. **Pitch Limits and Days of Rest are "Safety" Rules intended to protect player's arms.** Therefore, it is the responsibility of everyone involved with the game (**Tournament Directors, Umpires, Managers, Coaches, Players, Scorekeepers, etc.**) to ensure only eligible pitchers pitch, or continue pitching in the game.
  - If during a Protest, it becomes clear that the protesting team knew in advance of the opposing pitcher's ineligible status and took no corrective action to prevent said pitcher from pitching, the Little League Tournament Protest Committee may levy sanctions against the managers of **both** teams, up to and including ejection from further tournament play.
9. **Line-Up Cards:** Official Lineup Cards shall be made out in quadruplicate using the standardized carbon-less Lineup Card designed for use in Little League ([www.battingorders.com](http://www.battingorders.com)) or of a similar design approved by District 52.
  - **No other Lineup Cards shall be accepted by the official scorekeeper or the umpire.**
    - Lineup Cards shall be clearly legible and include:
      - The players' first and last names AND uniform numbers,
      - Indicate the players' positions in the "POS" Column - **if starting**,
      - Players ineligible to pitch should be noted (**Suggestion:** Put an asterisk (\*) by the ineligible player's name).
    - Managers shall turn in one copy of their completed Lineup Card to the Official Scorekeeper at least thirty-five (35) minutes prior to the start of the game and bring the remaining three copies to the Plate Meeting, five (5) minutes prior to the game. The Lineups are official once they are verified by the Plate Umpire. Managers may make changes or correct errors right up to that point.
10. **Official Team on the Field:** From the time a team first arrives at the field for warm-ups until the team leaves the field at the conclusion of the game, only players, managers, and coaches on the Tournament Affidavit are permitted on the playing field, other warm-up areas, in the bullpens, and in the dugouts.
  - **Adults allowed on the Field: All adults must be named on the team's affidavit.**
    - Twelve (12) or more eligible players in uniform at the game site at the start of the game: Maximum of three (3) Adults (1 Manager, 2 Coaches).
    - Eleven (11) or fewer eligible player in uniform at the game site at the start of the game: Maximum of two (2) Adults (1 Manager, 1 Coach).
  - **Adult in the Dugout:** At least one (1) adult, either the manager or a coach shall be in the dugout at all times whenever at least one (1) or more players are in the dugout.

- If a team wishes to keep its own scorebook, then the manager or a coach shall be the team's scorekeeper.
- At no time may a manager, coach or player have contact nor communicate with a scorekeeper outside their respective dugout other than the Official Scorekeeper.

11. **Pre-Game Warm-Ups and Practice:** The following Little League Official Baseball Regulations and Rules shall be followed:

- **Regulation XIV and Rule 3.09:** Managers and coaches shall **NOT** warm-up pitchers.
  - Only players are allowed to warm-up pitchers.
- **Rule 1.17:** All catchers must wear a mask, "dangling" type throat protector, and catcher's helmet during any form of **infield/outfield practice** (*anytime a player is standing/catching next to a manager or coach swinging a bat*) and **warming-up pitchers**.
  - Skull caps are not permitted.
  - The "Hockey Style" helmet is authorized for use at all levels of play **and** a "dangling" type throat protector **still must be attached** properly.

12. **Bullpens:** If the bullpen is within the confines of the playing field fences, a "spotter" shall be positioned to protect the pitcher and/or catcher.

- If a player is used for the "spotter", he/she shall be equipped with a helmet and glove.
- If an adult is used for the "spotter", there shall be at least one adult in the dugout.

13. **Equipment Inspections:** The pre-game equipment inspections should be performed by the Umpires. Illegal and/or damaged equipment found during the inspections should be given to the Tournament Director. That equipment should be placed outside the confines of the playing field so it can't be used during the game.

- **RECOMMENDATION:** Put the player's name and team name on a piece of masking tape, then attach that tape to the equipment in case that player forgets to pick it up after the game.

14. **Mandatory Play Requirement (MPR):** All teams competing in District 52 All-Star Tournaments shall strictly adhere to the MPR as outlined in Tournament Rule 9 for Little League Baseball (Major), 8/10-year-old Division, 9/11-year-old Division, Intermediate Division, and Junior League. There is no Mandatory Play Requirement for the Senior League.

- **From 2021:** "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 1) being retired; 2) retired as a batter-runner or runner; 3) scores; or 4) the inning or game ends.
- The Mandatory Play Requirement for each player is determined by how many eligible players are in uniform at the game. See Tournament Rule 9.
  - **Required:** Prior to the start of play in the top of the fifth (5th) inning], the umpire-in-chief, the **Tournament Director** or other individual designated by the 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 Requirement into the lineup as outlined under Tournament Rule 9.

- The Tournament Director shall call the West Region Headquarters if a manager fails or refuses to insert players who have not fulfilled their Mandatory Play Requirement into the line-up as outlined under Tournament Rule 9.
15. **Rules:** Except where noted in the Tournament Rules and Guidelines, the Little League Baseball Official Regulations and Rules will be used. The Tournament Rules and Guidance are listed in the [All Star Tournament Rules Index](#) in the Forms Chapter in this Manual.
- **Tournament Rule 3(c):** The Uncaught Third Strike shall be used.
  - **Tournament Rule 4(c) & 10(h):** 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.
  - **New for 2021 - Regulation XIV(b) A.R.:** The on-deck batter **shall** be positioned in the on-deck circle closest to their dugout.
  - **Informational Comments:**
    - Courtesy Runners are not allowed.
    - Teams must have nine (9) players to start and continue a game.

The following Rules were "optional" for leagues during the Regular Season but **shall** be **enforced** during the All-Star Tournaments:

- **Regular Season Rule 4.04:** A traditional nine (9) batting order roster shall be used.
  - **Tournament Rule 12:** The Mercy Run Rule shall be used: 15 Runs after 4 innings **AND** 10 Runs after 5 innings.
  - **Tournament Rule 3(a):** The Batter staying in the Batter's Box shall be used.
  - **Tournament Rule 3(d):** Special Pinch Runners may be used.
  - **Tournament Rule 3(e):** The penalty for stealing and relaying signs to the batter shall be used.
16. **Double First Base:** A double first base may be used. See the procedures for use of a Double First Base under Rule 7.15.
17. **Regulation Game & Tie-Breaker:** District 52 All-Star tournament games shall be played until a winner is determined in accordance with the current Little League Official Baseball Rulebook.
- **Regulation Game - Tournament Rule 13:** Regulation Games are of five or more innings in which one team has scored more runs than the other.
    - There Is No Time Limit on All-Star Tournament Games.
  - **Tie Game - Tournament Rule 14:** When the completion of seven innings and the score is tied, the following tie-breaker will be played to determine a winning team:
    - The eighth inning will be played as normal.
    - 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 bat 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 2nd base. An eligible substitute or Special Pinch Runner may be inserted for the runner.

18. **Umpire Calls:** Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final.

- No umpire shall overrule another umpire's "judgment call" unless the umpire who made the original call requests assistance from another umpire.
- A manager may ask to talk to the umpire who made the original call.
  - Wait until continuous action has stopped.
  - Request "Time" to an umpire
  - Wait until an umpire grants "Time".
    - Do NOT walk onto the field until "Time" is granted.
  - Should the umpire who made the original judgment call inform the manager that their judgment decision was correct, and no assistance is necessary, the decision stands as originally called, and play shall resume.

19. **Ejections:** Managers, Coaches, and Players.

- When a manager, coach, or player is ejected from an All-Star Tournament game, that individual shall leave the playing field and the host league's premises immediately.
  - They may not sit in the stands and may not be recalled.
  - A manager or coach ejected from a game must not be present at the game site for the remainder of that game.
  - If a player is ejected and there is no parent or guardian in attendance, that player must remain in the dugout in the custody of his/her manager or coach.
- Any manager, coach, or player ejected from a game is suspended for his/her team's next physically played game.
  - May not be in attendance at the game site.
    - This includes pregame and postgame activities.
- Ejections shall be noted in the "Record of Ejections" section in the team's Affidavit.
  - The entry will include the name of the Player/Manager/Coach, Opponent, Date, and signed by the Tournament Director.
- The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches, or dugouts. Any player, manager, or coach in violation of this prohibition shall be ejected for the remainder of the tournament.
- A player, manager or coach who throws, in any manner whether positive or negative, a bat, helmet, hat, or any other equipment while on the field shall be removed from the game if in the judgment of the umpire the act was deliberate and intentional (Example: unsportsmanlike conduct).

20. **Making a Travesty of the Game:** In a few instances during tournament play, managers have instructed players to intentionally pitch wildly for the purpose of allowing the opposing team to score runs. In this case, the intent was to prolong the game for the purpose of extending it beyond the current half-inning, in order to fulfill the minimum requirements of mandatory play, or to lose the game intentionally for the purpose of influencing the tournament bracket. In other cases, managers have instructed hitters and runners to intentionally take action that would result in being called out (to shorten the game for any purpose).

When it becomes apparent to the umpire that the level of play in the game has deteriorated (by the actions of either team), the game should be stopped. If, in the umpire's judgment, either team is engaged in the actions above, the umpire should refer the issue to the Tournament Director, who should then contact the West Regional Headquarters for a decision by the Little League Tournament Committee in Williamsport, PA.

The Little League Tournament Committee shall not tolerate this type of behavior, as it undermines the values of sportsmanship and fair play that should be foremost on the minds of all adults involved. When such behavior is brought to the attention of the Tournament Committee, the Committee may impose penalties up to and including suspension or revocation of tournament privileges for the league, team, manager, coaches and/or players involved, and/or forfeiture of the game.

**Note:** This policy is not to be interpreted as a prohibition against intentional walks when used as a tactic on the part of the defense to set up a force-out, double play, to avoid pitching to a strong hitter, etc. Intentional walks should be considered a natural part of the game.

21. **Game Day Schedule:** See the [Game Day Schedule of Activities](#) in the Forms Chapter in this Manual.

### 3- Managers

1. **Managers and Coaches - Responsibilities:** The manager and coaches are totally and completely responsible for the conduct of their team members at all times. After investigation of all complaints and ejections, the manager, coach, or player may be suspended or removed indefinitely from all post-season tournament play. All penalties shall be enforced through the League President.

Managers and coaches shall remind parents and relatives that the players, managers, and coaches are not permitted to talk with the spectators during the game. Spectators shall be removed from the dugout area by the Tournament Director, Tournament Volunteers, League Officials, or District Officials during the game.

2. **Dress Code - Players, Managers & Coaches**

- By the direction of the District Administrator of District 52, the following Dress Code shall be strictly enforced throughout all tournament play. **The Dress Code is NOT optional.**
- All players shall comply with all provisions of the Little League Baseball Rulebook regarding uniforms and equipment.
- Managers and Coaches shall comply with the Dress Code governed below.
  - **Pants and Shorts:** All managers and coaches shall wear either long pants (slacks) or shorts that are their respective team colors or of neutral colors (black, gray, khaki or white). All pants and shorts shall be hemmed. Shorts must be Bermuda, tennis, or walking-type shorts. At no time shall managers or coaches wear cut-offs, gym or running shorts, running pants, running suits, sweatpants, or any other attire that an umpire or tournament official finds inappropriate. At no time may a manager or coach wear any type of denim pants or shorts.
  - **Shirts and Jerseys:** All managers and coaches may wear a team jersey or coaching shirt, or a collared “golf-type” shirt, in the respective team colors or of neutral colors (black, white, gray or khaki). All players, managers, and coaches shall have their shirts/jerseys tucked in at all times while on the field of play or in the dugout. Plain, non-collared T-shirts or T-shirts with non-team or non-Little League related designs or logos are not allowed. Tank top shirts are not allowed.
  - **Footwear:** All managers and coaches are prohibited from wearing shoes with metal spikes, sandals or “flip-flops,” or any other type of “open-toe” footwear.
  - **Jackets:** In the event of inclement weather, coaches and managers may wear jackets or sweatshirts.

3. **Conduct Expected for all Managers and Coaches:**

- Shall conduct themselves in an exemplary manner at all times. Profanity and unsportsmanlike conduct shall **NOT** be tolerated.
- Shall remain in the dugout after the game starts and **NOT** leave the dugout until recognized by an umpire. **The manager or coach shall request "Time" and the umpires shall grant "Time" before leaving the dugout.**
- Shall **NOT** stand or sit on buckets outside the dugout. **No part of the body or feet shall be in live ball territory.**

- Shall **NOT** be permitted to leave the field during the game to smoke. **Chewing tobacco is not allowed anywhere on or near a Little League field.**
- Shall **NOT** use cell phones, pagers or other electronic communication devices, other than those used for scorekeeping purposes on the field or in the dugouts.
  - **First Responders may use their phones outside the confines of the field. They should inform the umpires before the game that they are First Responders and might have to make or take phone calls during the game.**
- ***Shall NOT warm-up pitchers at any time before, during or after a game.***
- Shall **NOT** allow food or drinks (Exceptions: Water or Gatorade) into the dugouts.

4. **Conduct Expected for all Players:**

- Shall conduct themselves in an exemplary manner at all times. Profanity and unsportsmanlike conduct shall **NOT** be tolerated.
- Shall remain in the dugout. No player may leave the field or dugout without the permission of an umpire or Tournament Director after the game has started.
- Shall **NOT** make any exhibitions or demonstrations (including throwing equipment) in response to any judgment calls by the umpires (Examples: balls or strikes, safe or out, and fair or foul balls).
- **Cheering and Noise:** Positive cheering encouraged.
  - Taunting or verbal comments directed towards the opponent, or other acts of poor sportsmanship will **NOT** be tolerated.
  - This **DOES NOT** imply that the dugouts need to be silent during the pitcher's delivery, but there shouldn't be increasing volume to a crescendo, screaming, whistling, etc., in an effort to distract the pitcher. This is a baseball game – there will be some noise and players will need to deal with it.
  - Generating artificial noise is **NOT** permitted during the game (Examples: banging on the dugout fences or benches, clanking bats, etc.).
- Shall **NOT** bring food or drinks (Exceptions: Water or Gatorade) into the dugouts.

5. **In-Between Half-Innings:** Players shall hustle on and off the field. Between half innings, umpires are directed to allow a maximum of six (6) warm-up pitches or one (1) minute (whichever occurs first) between each half-inning. Remember, by rule, the next half-inning begins as soon as the third out is made!

6. **Substitutions:** When making lineup changes between half-innings, managers **are strongly encouraged** to make lineup changes immediately following the third out of the previous half-inning and not waiting until the next half-inning is about to begin.

- Offensive players may be “self-entered” (**this is also strongly encouraged**) as they come up to bat by just informing the Home Plate Umpire that they are entering the game and giving the Plate Umpire their number and the number of the player that they are replacing.
  - Projected (or forecasted) substitutions are not allowed.

7. **Base Coaches** (adults and/or players): The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher.
  - If players are used as base coaches, they shall wear a helmet.
8. **Lead-Off Batter:** Only the first batter of each half-inning will be permitted outside the dugout between half-innings. That first batter may take practice swings in front of their dugout **ONLY** if safe to do so.

## 4- Forms

1. Game Day Schedule of Activities
2. Coin Toss Worksheet
3. Public Address Announcer - Procedures
  - a. Tournament Game - Announcer Script
  - b. Little League Pledge & Parent/Volunteer Pledge
4. Pitch Counter - Procedure
  - a. Pitch Count Form
5. Protest Procedures
6. Protest Form
7. Team No Show Form
8. All Star Tournaments Rules Index
9. Required Field Layouts and Markings
  - a. 60-Foot Field Requirements
  - b. Little League - Field Layout Diagram
  - c. Little League - Pitcher's Plate & Home Plate Layout Diagram

## Game Day Schedule of Activities

The following Schedule of Activities shall be strictly followed for all District 52 sponsored Tournaments. If the Tournament is running behind schedule, the Tournament Director has the discretion to shorten the length of the infield practices or cancel it outright.

1. **Sixty (60) minutes prior to the scheduled first pitch:** Both teams arrive at the field to commence warm-ups.
2. **Fifty-five (55) minutes prior to the first pitch:** Each manager shall report to the Tournament Director for the pre-game coin toss. The winner of the coin toss has the option to select either “Home Team” or “Visiting Team” or the choice of Dugout. Once the winner selects their option, the other team’s manager shall select one of the remaining options.
  - **RECOMMENDATION:** To keep track of each teams' choice during the coin toss, use the [Coin Toss Worksheet](#) in the Forms Chapter in this Manual.
  - **All-Star Tournaments:** Managers shall give their "Tournament Affidavit" and supporting documents to the Tournament Director for review.
3. **Thirty-five (35) minutes prior to the first pitch:** Each manager shall submit to their Official Lineup Card to the Official Scorekeeper. The Official Lineup Card shall include the players’ first and last names, jersey numbers and the following:
  - **All-Star Tournaments:** All Players who are starting the game shall be assigned an abbreviated position name or numerical symbol in their "POS." column on the Lineup Card.
    - Indicate all players that are ineligible to pitch that day on the Lineup Card. (**Suggestion:** Place an asterisk (\*) by the ineligible players' name).
4. **Thirty minutes (30) prior to the first pitch:** The Visiting Team shall be given the option to take infield practice for 10 minutes.
5. **Twenty (20) minutes prior to the first pitch:** The Home Team shall be given the option to take infield practice for 10 minutes.
6. **Ten (10) minutes prior to the first pitch:** Pregame Ceremonies – Introduction of the complete player roster, coaches and managers. The Visiting Team will be announced first, then the Home Team. Alternatively, players are to take position from home plate to either first or third base. Announce the umpires by position. Umpires will take their position behind home plate facing the teams. Play the National Anthem and then recite the [Little League Pledge](#) and the [Little League Parent/Volunteer Pledge](#) in the Forms Chapter in this Manual.
7. **Five (5) minutes prior to the first pitch:** Players will retreat to their respective dugout. The Managers will meet with the Umpires and Tournament Director at Home Plate to exchange Lineup Cards and review the Ground Rules.
8. **Scheduled first pitch time:** PLAY BALL!

## Coin Toss Worksheet

- **Coin Toss:** Fifty-Five (55) Minutes prior to first pitch
- **Procedure:** Choose one of the following before the coin toss (do this for each game):
  1. Assign each team the "Heads" or "Tails" side of the coin. Neither team will have a choice of sides.
  2. Give the team traveling the greatest distance to the game site the option to call "Heads" or "Tails."

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

**League/Team Name:** \_\_\_\_\_ Heads   Tails

**Choice:** Home / Away   **OR**   1st base dugout / 3rd base dugout

## Public Address Announcer - Procedures

All personnel working as Public Address Announcers must remember that each District 52 Tournament game is to be treated as a game played at a "Neutral Site." No type of favoritism, unsportsmanlike or unbecoming behavior is to be exhibited or encouraged by the Public Address Announcer.

Announcers shall use the following procedures during all District 52 sponsored Tournaments:

1. **Lineups:** At thirty (30) minutes prior to the first pitch, the Public Address Announcer shall obtain a copy of the Lineup Cards or Rosters of both teams from the Official Scorekeeper.
  - Review the first and last names of every player, manager and coach to ensure the proper pronunciation of each name will be announced correctly. If unsure of any pronunciations, get help from the respective team's manager or coach.
2. **Pregame Introductions:** During pregame introductions, the Public Address Announcer shall read the initial "Welcome" portion of the script (see the "[Tournament Game Announcer Script](#)" located in the Forms Chapter in this Manual) and then introduce the Visiting Team, either by **1)** the order on the Lineup Card, **2)** Alphabetically by Last Name, or **3)** Numerically by Jersey Number, then introduce the Manager and Coaches. Introduce the Home Team in the same manner. Then introduce the Umpires.
  - **No reference as to whether the player is a "starter" or "substitute" shall be made.**
  - **Audio Volume Levels:** Be considerate to nearby neighborhoods by being attentive to the audio volume levels from the Public Address System. This includes music, if played.
    - **Loud Music** in-between half-innings can also make it difficult for managers and coaches to verbally communicate with their players.
3. **National Anthem & Little League Pledges:** After both teams and the umpires are introduced, the Public Address Announcer will request everyone stand for the National Anthem and remain standing for the [Little League Pledge](#) and the [Little League Parent/Volunteer Pledge](#) in the Forms Chapter in this Manual.
4. **Plate Meeting:** Following the conclusion of the Little League Pledges, the Public Address Announcer shall direct the teams back to their respective dugouts and ask the managers to meet with the umpires at home plate.
5. **Starting the Game:** When the Home Plate Umpire is ready to start the game, the Public Address Announcer shall announce the number and name of the player approaching the plate to bat.
6. **Batting Out Of Turn (Rule 6.07):** If an "improper" player approaches the plate to bat, the Public Address Announcer **SHALL** only announce the player who is physically stepping into the Batter's Box, **NOT** the player who is due up to at bat.
  - Announcers, Scorekeepers, and Umpires **should never** call attention to either team that a player is Batting Out Of Turn.
  - Batting Out Of Turn is an appeal play that must be discovered by the opposing team. The rule is designed to require managers and coaches from both teams to pay attention to who should bat and who is batting. By announcing who is due up to bat, he/she would be "giving away" to the opposing team that a player is batting out of turn.

7. **Substitutions:** Once officially announced by Plate Umpire and recorded by the Official Scorekeeper, changes shall be announced during the appropriate break in the game by the Public Address Announcer.
  - It is important to wait until the recording process is completed to ensure the substitute(s) is/are eligible to enter the game.
8. **Public Address System:** At no time shall the Public Address System be used when the ball is in play or when the pitcher is about to pitch the ball.
  - The Public Address Announcer shall **NOT** use the Public Address System to do "play-by-play" commentary (Examples: Saying things like nice catch, great throw, good hit, foul ball, batter is out, runner is safe, etc.).
  - The Public Address Announcer should not use nicknames for players.
    - This may be seen as favoritism.
  - If the Public Address Announcer forgets **or** is late to announce the batter and the pitcher is starting his/her pitching motion, wait until the ball is pitched before announcing that batter's number and name.
9. **Pitch Count:** After the Official Scorekeeper and Official Pitch Counter verify the Pitch Count, the Public Address Announcer shall announce the pitcher's cumulative pitch count at the conclusion of each half inning or when a pitcher is removed during an inning.
  - This is important in case the manager or coach of either team has a different pitch count than the Official Scorekeeper or the Official Pitch Counter.

## Tournament Game - Announcer Script

**Good** Morning / Afternoon / Evening

Welcome to: \_\_\_\_\_

The game today is between: \_\_\_\_\_ and \_\_\_\_\_

1. A few announcements before the start of the game.
2. The use of tobacco and alcohol is prohibited at all Little League events.
3. Fraternization with the participants is not allowed.
4. Should you fraternize with the participants, you shall be asked to stop. If you do not stop the fraternization, you will be asked to leave.
5. For your information, the players have been provided with water by the host league, so the passing of food and drinks to the participants will not be allowed.
6. For your convenience, there is a snack bar open for you to enjoy during the game.
7. District 52 wishes to remind all in attendance that all managers, coaches, umpires and tournament officials are volunteers and that all players, managers, coaches, umpires and spectators are required to conduct themselves in a manner which shall bring credit to themselves, their teams, their communities, their coaches, and their families.
8. All players, coaches, manager, and spectators are required to refrain from any conduct which degrades, baits, intimidates, or otherwise discredits their opponents or an official.
9. Please refrain from using artificial noise generators such as horns, cowbells, or bullhorns.
10. Anyone who violates these requirements will be asked to leave the game site.
11. Visiting Team Introductions:
12. Home Team Introductions:
13. Umpires for today's game are:
 

Plate: _____	1st Base: _____
2nd Base: _____	3rd Base: _____
Left Field Line: _____	Right Field Line: _____
14. Please stand for the National Anthem & remain standing for the [Little League Pledge](#) and the [Little League Parent/Volunteer Pledge](#).
15. **At the conclusion of the Little League Pledges:** Players, please return to your dugout.  
Managers, please meet with the umpires at home plate.
16. **When the Home Plate Umpire is ready to start the game:** Announce the number and name of the player approaching the plate to bat.

### **Announcement at the End of the Game**

Winning Team will play:    Date: \_\_\_\_\_    Place: \_\_\_\_\_    Time: \_\_\_\_\_

Losing Team will play:    Date: \_\_\_\_\_    Place: \_\_\_\_\_    Time: \_\_\_\_\_

## Little League Pledge & Parent/Volunteer Pledge

### **The Little League Pledge**

I trust in God

I love my country and will respect its laws

I will play fair and strive to win but win or lose

I will always do my best

### **The Little League Parent/Volunteer Pledge**

I will teach all children to play fair and do their best

I will positively support all managers, coaches, and players

I will respect the decision of the umpires

I will praise a good effort despite the outcome of the game

## Pitch Counter - Procedures

This Pitch Count Form was created to help track a Pitcher's pitch count and the innings a player plays the position of Catcher during the game.

1. Use a Form for each team. If a team uses more than five (5) pitchers, continue on a new Form.
2. Be sure to write the **Game #** (top right corner) so the Forms can be kept in chronological order.
3. In the "**Pitch Counter # (Cumulative) @ Each Inning**" columns, write the total number of pitches shown on the mechanical Counter at the end of a given inning or after a pitcher is removed during an inning.
  - It must be the "Cumulative #" to that point, not the # of pitches thrown in that single inning.
4. **All-Star Tournaments Only:** The "**Pitches when Removed**" and the "**Score when Removed**" are needed for the Tournament Affidavits.
  - Keeping these columns up to date during the game will make filling out the "Baseball Pitch Count Data Sheet" in each team's Tournament Affidavit after the game easier.
5. Keep track of the players playing the position of Catcher each inning to ensure they do not violate the "Catcher to Pitcher" Regulation / Tournament Rule.
6. If you see any potential issues prior to any violations, tell the plate umpire.

## Regulations and Rules for Pitchers and Catchers

(Check the following Tournament Rules in the current Rulebook for correctness)

Tournament Rule	Description
Rule 4(a)	Any player who has played the position of Catcher in four (4) or more innings in a game is <b>not eligible</b> to pitch on that calendar day. <b>NOTE:</b> 1 pitch caught in an Inning = 1 Full Inning.
Rule 4(a)	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 in the same day, may <b>not</b> return to the Catcher position on that calendar day. <b>EXCEPTION:</b> If the Pitcher reaches the 20-pitch limit while facing a batter, the Pitcher may continue to pitch, and maintain their eligibility to return to the Catcher position, until any one of the following conditions occur: <b>1)</b> that batter reaches base; <b>2)</b> that batter is retired; or <b>3)</b> the third out is made to complete the half-inning or the game.
Rule 4(d) NOTE	<b>NOTE:</b> If a Pitcher throws 41 or more pitches, that Pitcher may <b>not</b> play the position of Catcher for the remainder of that day. 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: <b>1)</b> that batter reaches base; <b>2)</b> that batter is retired; or <b>3)</b> the third out is made to complete the inning or 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.
Rule 4(e) NOTE	Under no circumstance shall a player pitch in three (3) consecutive days

## Pitch Count Form

Date: \_\_\_\_\_ League / Team: \_\_\_\_\_ V / H Jersey Color: \_\_\_\_\_ Game #: \_\_\_\_\_

Ineligible Pitchers (# / Name): \_\_\_\_\_

No.	Pitcher's Name	Age	Pitch Counter # (Cumulative) @ Each Inning									Pitches When Removed		Score When Removed	
			1	2	3	4	5	6	7	8	9	# Thrown	<u>Threshold</u>	Own	Opp

No.	Pitcher's Name	Age	Pitch Counter # (Cumulative) @ Each Inning									Pitches When Removed		Score When Removed	
			1	2	3	4	5	6	7	8	9	# Thrown	<u>Threshold</u>	Own	Opp

No.	Pitcher's Name	Age	Pitch Counter # (Cumulative) @ Each Inning									Pitches When Removed		Score When Removed	
			1	2	3	4	5	6	7	8	9	# Thrown	<u>Threshold</u>	Own	Opp

No.	Pitcher's Name	Age	Pitch Counter # (Cumulative) @ Each Inning									Pitches When Removed		Score When Removed	
			1	2	3	4	5	6	7	8	9	# Thrown	<u>Threshold</u>	Own	Opp

No.	Pitcher's Name	Age	Pitch Counter # (Cumulative) @ Each Inning									Pitches When Removed		Score When Removed	
			1	2	3	4	5	6	7	8	9	# Thrown	<u>Threshold</u>	Own	Opp

Age = Pitch Limit: 7-8 = 50 / 9-10 = 75 / 11-12 = 85 / 13-14 = 95Threshold = Days Rest: < 20 = 0 Days / 21-35 = 1 Day / 36-50 = 2 Days / 51-65 = 3 Days / > 66 = 4 Days

Catcher's Number @ Each Inning	1	2	3	4	5	6	7	8	9	Regulation VI(a) / <u>Tournament Rule 4(a)</u> : 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. <b>NOTE:</b> 1 pitch caught in an Inning = 1 Full Inning.					

## Protest Procedures

### **REQUIRED: Keep the District Administrator updated on all Protests**

**NOTE 1:** No protest shall be considered on a decision involving an umpire's judgment, this includes balls/strikes, fair/foul, or safe/out.

**NOTE 2:** Protests involving playing rules not resolved before the next pitch or play shall not be considered.

**NOTE 3:** Protest shall be considered only when based on:

- A. The violation or interpretation of a playing rule (See NOTE 2).
- B. The use of an ineligible pitcher (A Protest may be made after the game)
- C. The use of an ineligible player (A Protest may be made after the game).

1. **All-Star Tournaments:** Protests shall be conducted under the "*Conditions of Tournament Play*" section in the Tournament Section of the Little League Official Baseball Rulebook.

The Tournament Protest Rule **replaces** the Regular Season Protest Rule 4.19.

- a) A formal (verbal) Protest must be made to the Umpire-In-Chief at once by the manager or coach.
- b) The Umpire-In-Chief must immediately call a conference with all umpires working the game.
- c) 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.
- d) 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 West Region Headquarters. Either the Tournament Director, Umpire-In-Chief, or District Administrator can call the West Region Headquarters at this time.
  - Complete the [Protest Form](#) or [Team No Show Form](#) in the Form Chapter in this Manual. The West Region Headquarters will ask for the information on the form when called.
- e) If the managers do not accept the decision of the West Region Headquarters, either manager may (without penalty) insist that the matter be referred to the Tournament Committee in Williamsport.
  - The decision of the Tournament Committee shall be final and binding.

## Protest Form

Date: \_\_\_\_\_

District Administrator: \_\_\_\_\_ District: \_\_\_\_\_

Tournament Director: \_\_\_\_\_ Phone: \_\_\_\_\_

Person Protesting - Name: \_\_\_\_\_ Title: \_\_\_\_\_

**Tournament Information:**

Baseball: \_\_\_\_\_ Softball: \_\_\_\_\_

District: \_\_\_\_\_ Section: \_\_\_\_\_ Division/State: \_\_\_\_\_

**Age Group:**

8/10: \_\_\_\_\_ 9/11: \_\_\_\_\_ Major: \_\_\_\_\_ Int.: \_\_\_\_\_ Jr.: \_\_\_\_\_ Sr.: \_\_\_\_\_

**Tournament Format:**

Single Elimination: \_\_\_\_\_ Double Elimination: \_\_\_\_\_ Pool Play: \_\_\_\_\_

Next game for: Winner: \_\_\_\_\_ Loser: \_\_\_\_\_

**Game Information:**

Protesting Team: \_\_\_\_\_ V or H: \_\_\_\_\_ League ID#: \_\_\_\_\_

Opposing Team: \_\_\_\_\_ V or H: \_\_\_\_\_ League ID#: \_\_\_\_\_

Umpire-In-Chief: \_\_\_\_\_

**Situation Immediately before the Umpire's Call or Decision resulting in the Protest:**

Inning: Top of: \_\_\_\_\_ Bottom of: \_\_\_\_\_ Outs: \_\_\_\_\_ Score: V: \_\_\_\_\_ H: \_\_\_\_\_

Runners On: 1st: \_\_\_\_\_ 2nd: \_\_\_\_\_ 3rd: \_\_\_\_\_ Count: Balls: \_\_\_\_\_ Strikes: \_\_\_\_\_

**Details of the Protest:**


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**Committee Decision (To be relayed through the Region Director, District Administrator, or Tournament Director at the level of the Protest):**


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**Recorded By:** \_\_\_\_\_

## Team No Show Form

Date: \_\_\_\_\_

District Administrator: \_\_\_\_\_ District: \_\_\_\_\_

Tournament Director: \_\_\_\_\_ Phone: \_\_\_\_\_

**Tournament Information:**

Baseball: \_\_\_\_\_ Softball: \_\_\_\_\_

District: \_\_\_\_\_ Section: \_\_\_\_\_ Division/State: \_\_\_\_\_

**Age Group:**

8/10: \_\_\_\_\_ 9/11: \_\_\_\_\_ Major: \_\_\_\_\_ Int.: \_\_\_\_\_ Jr.: \_\_\_\_\_ Sr.: \_\_\_\_\_

**Tournament Format:**

Single Elimination: \_\_\_\_\_ Double Elimination: \_\_\_\_\_ Pool Play: \_\_\_\_\_

**Next game (Date) for:** Winner: \_\_\_\_\_ Loser: \_\_\_\_\_**Game Information:**

Team without enough Players: \_\_\_\_\_ League ID#: \_\_\_\_\_

Scheduled Opponent: \_\_\_\_\_ Current Time: \_\_\_\_\_

Scheduled Time of Game: \_\_\_\_\_ Game in Progress? \_\_\_\_\_

If the Game is in Progress, Current Score: Visitor: \_\_\_\_\_ Home: \_\_\_\_\_

**Reason(s) for the Team not having enough Players to Begin/Continue the Game:**


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**Committee Decision (To be relayed through the Region Director, District Administrator, or Tournament Director at the level of the stoppage):**


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Recorded By: \_\_\_\_\_

## All-Star Tournament Rules Index

This Index shows the Tournament Rules and Guidelines that replace the Little League Baseball Official Regulations and Playing Rules (Regular Season Rules).

These Tournament Rules are located after the Regular Season Rules section in the Little League Official Baseball Rulebook.

**Review Rule 9.02 - Umpire decisions involving judgment.**

<b>Tournament Rules Section</b>	<b>Description</b>
Tournament Organization	Managers/Coaches in the Dugout
	Player Participation in other Programs
	Replacement of Player, Manager, or Coach
	Playing Equipment - Batting Helmets and Catchers' Equipment Requirements
Conditions of Tournament Play	(A) Protests: The violation or interpretation of a Playing Rule
	(B) Protests: The use of an Ineligible Pitcher
	(C) Protests: The use of an Ineligible Player
Tournament Playing Rules	Rule 1 - Baseballs - "RS-T"
	Rule 2 - Coin Toss
	Rule 3(a) - Batter Staying in the Batter's Box
	Rule 3(b) - Illegal Bats
	Rule 3(c) - Uncaught Third Strike
	Rule 3(d) - Special Pinch Runner
	Rule 3(e) - Unsportsmanlike Conduct Warnings & Ejections
	Rule 4 - Pitching and Catching Rules
	Rule 5 - Forfeits
	Rule 6 - Benches/Dugouts and Base Coaches
	Rule 7 - Visits (to the Pitcher)
	Rule 8 - Injury / Illness
	Rule 9 - Mandatory Play
	Rule 10 - Substitutions/Re-Entry
	Rule 11 - Suspended Games
	Rule 12 - Mercy Rule
	Rule 13 - Regulation Game
	Rule 14 - Tie Game
	Rule 15 - Replaying Games
	Rule 16 - Unauthorized Agreements
	Rule 17 - Altercations
	Rule 18 - Ejections

## Required Field Layouts and Markings Procedures

All fields used in tournament play shall be marked in accordance with the current edition of the Little League Official Rulebook (**Rule 1.04 & Tournament Organization - Selection of Fields**).

### Rule 1.04 & Tournament Organization - Selection of Fields

#### 1. Outfield Fence Dimensions

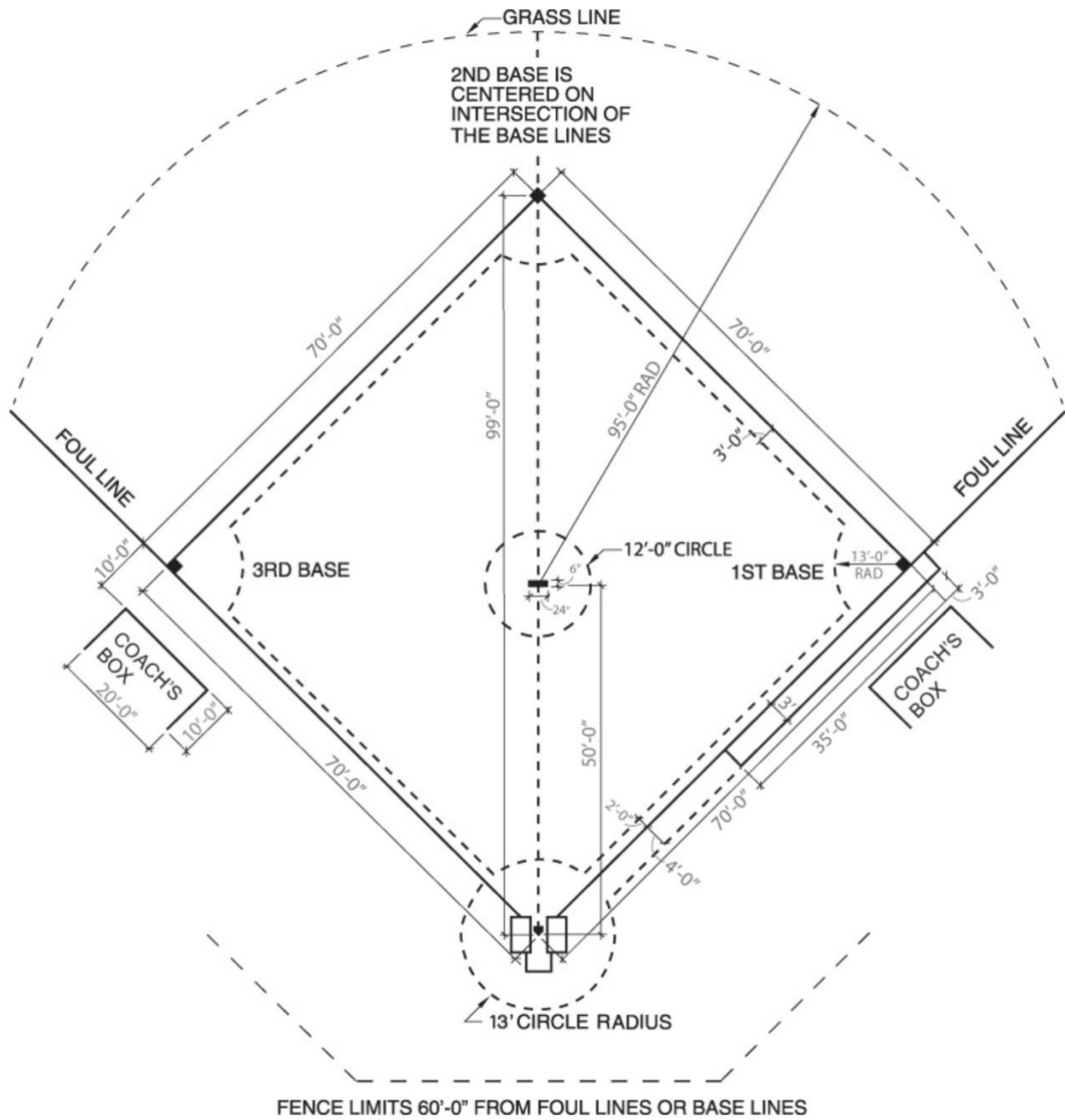
- **Intermediate (50-70) Division:** Minimum 225 feet; Maximum 300 feet (from home plate)
- **Junior League:** Minimum 250 feet; Maximum 350 feet (from home plate)
- **Outfield Fences:** Minimum 4 feet in height; Maximum 6 feet in height. Made of a safe type construction.
- **Little League (10/12-Year-Old):** Minimum 195 feet; Maximum 225 feet (from home plate)

#### 2. Pitcher's Mound: Conventional dirt mounds are approved for tournament play.

A Little League approved artificial mound is permitted at the District level. A request to use an artificial mound for the Section tournament level and above may be submitted to the Tournament Committee in Williamsport (through the District Administrator/Tournament Director and West Region Office). An artificial mound must not be used at the Section level and above unless approved in writing by the Tournament Committee for a specific tournament site/level, and only for the current year.

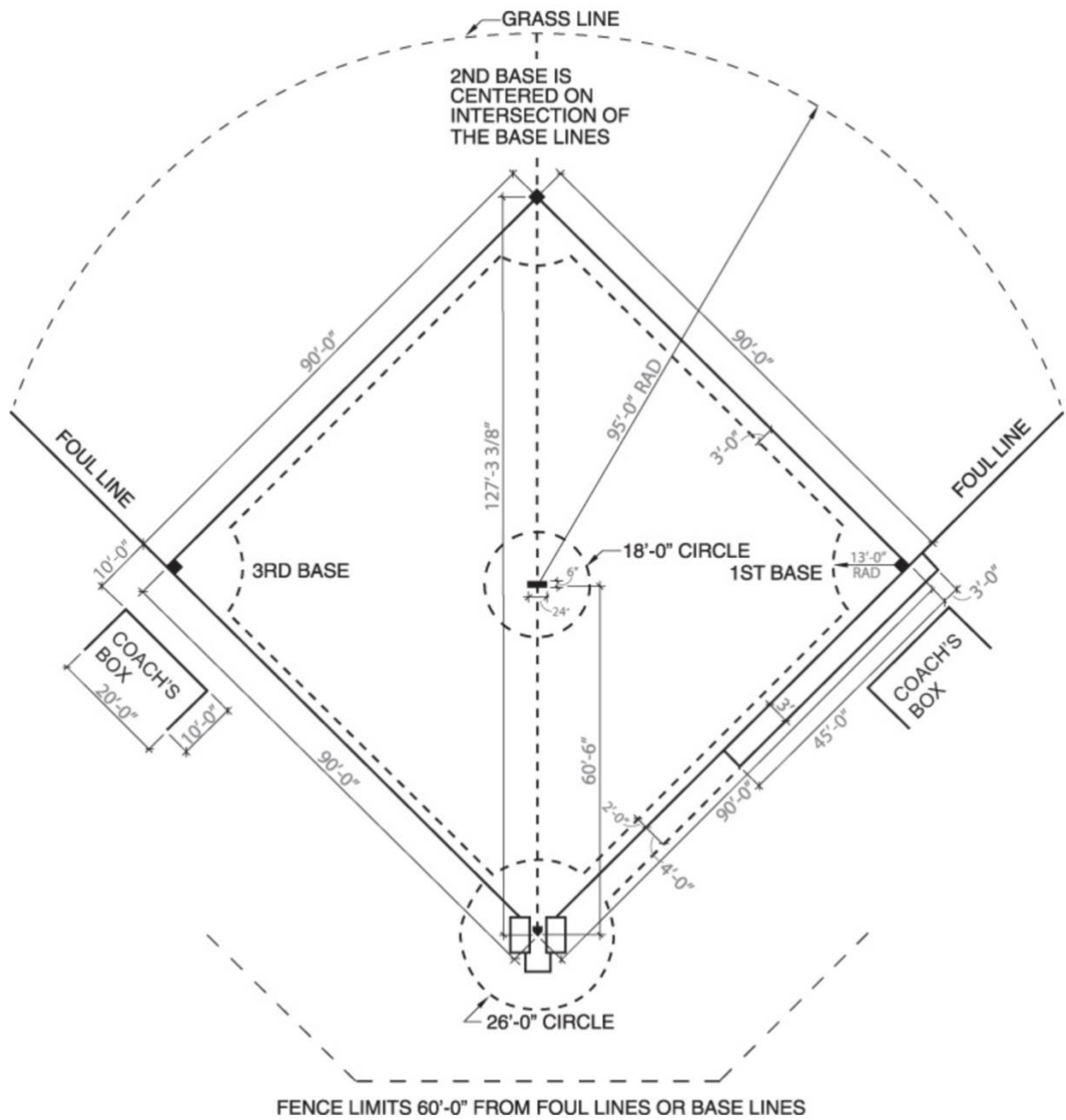
3. **Foul Lines:** The Foul Lines shall be drawn from the top edge of each Batter's Box, along the outside edge of both first and third base and extend to the outfield foul poles. When drawing the Foul Lines, a string shall be attached from the back point of homeplate, along the outer edge of the respective base and to the foul pole. The outer edge of the chalk or paint line shall correspond directly with the string line. No paint or chalk shall be located on the foul side of first or third base.
4. **Batter's Boxes:** The Batter's Boxes on a Little League 60 foot diamond are rectangles six (6) feet long by three (3) feet wide. The outside edge of the inside line of each Batter's Box is located four (4) inches from the edge of homeplate and centered on the middle of homeplate so that three (3) feet of the Batter's Box is in front of the middle of homeplate and three (3) feet of the Batter's Box is behind the middle of homeplate. Both Batter's Boxes shall be square to the pitcher's plate and parallel to each other.
5. **Catcher's Box:** The Catcher's Box on a Little League 60 foot diamond is a trapezoid shaped area defined by extending each foul line behind homeplate nine (9) feet from the back point of homeplate and then connecting the extended lines with a line parallel to the front of homeplate.
6. **First Base Runner's Lane:** The First Base Runner's Lane on a Little League 60 foot diamond shall be drawn beginning at the midpoint between homeplate and first base (30 feet) and be located two (2) feet, six (6) inches off of the first base foul line and run parallel to the baseline in foul territory ending at the back edge (right field side) of first base. **This is NOT an optional marking.**
7. **Coach's Boxes:** The Coach's Box on a Little League 60 foot diamond is an eight (8) foot by four (4) foot rectangle located six (6) feet from the first and third foul lines in foul territory. The back edge of the Coach's Box is aligned with and abeam to the back edge of the respective base.

Intermediate (50-70) Division - Field Layout Diagram



# Junior League - Field Layout Diagram

NOTE: Junior base paths may be 80 feet.



Intermediate (50-70) Division and Junior League - Home Plate Layout Dimensions

