



California District 62 Little League

June 15, 2022

To: Managers, Coaches, Umpires and Tournament Officials

From: Mark Groh, District Administrator

Subject: Tournament (All Star) Rules Briefing

Except where otherwise indicated, the following are selected excerpts from the LL tournament rules. (Emphasis added.) Your most commonly asked questions should be answered by this handout. For complete rules, please refer to the "Official Regulations and Playing Rules".

Managers and Coaches

The District Administrator or District Staff shall not serve as manager or coach. The league president and player agent may be eligible for selection by the local league Board of Directors to coach or manage with written approval from their respective District Administrator.

8 to 10-Division & 9 to 11-Year Old Division: The manager and coach(es) shall be regular season team managers and/or coaches from the Minor League Division or Little League Baseball = (Major) Division.

Little League: The manager and coach(es) shall be regular season team managers and/or coaches from the Little League Baseball (Major) Division.

Managers/Coaches in the Dugout – If a tournament team has twelve (12) or more eligible players in uniform at the game site at the start of a game, then the maximum of three (3) adults who are named on the affidavit (or authorized replacements as noted on the affidavit) will be permitted to act as manager/coaches for that game. However, if a tournament team has eleven (11) or fewer eligible players in uniform at the game site at the start of a game, then a maximum of two (2) adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit, or must be authorized temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not permitted to be in the dugout or on the field during that game.

NOTE: Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout. See 4.05(b).

Player Participation In Other Programs

Any violation of Regulation I(g) by the local Little League may result in revocation of the league's charter and/or suspension of tournament privileges for the league or individuals associated with such team. An individual, or a group of such individuals, that participates in a non-Little League program, club, tournament, event, or game, are subject to the provisions of Regulation I(g) and Regulation IV(a) Note 2.

TOURNAMENT TEAM PRACTICE

Tournament team practice may only take place against other Little League teams within the same or contiguous districts in the same division, providing such practice is done out of uniform.

Violation of this rule may be cause for revocation of tournament privileges by the Tournament Committee.

PROTESTS

This rule replaces Rule 4.19.

No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game.

Protest shall be considered only when based on: 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: A formal (verbal) protest must be made to the umpire-in-chief at once by the manager or coach.

1. The umpire-in-chief must immediately call a conference of all umpires working the game.
2. 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.
3. 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.

4. If the managers do not accept the decision of the Regional Director (or his/her designated agent), 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.

NOTE 1 - PROTESTS INVOLVING PLAYING RULES NOT RESOLVED BEFORE THE NEXT PITCH OR PLAY SHALL NOT BE CONSIDERED.

NOTE 2 - UMPIRES, TOURNAMENT DIRECTORS AND DISTRICT ADMINISTRATORS DO NOT HAVE THE AUTHORITY TO DECLARE A FORFEITURE UNDER ANY CIRCUMSTANCES.

B. The use of an ineligible pitcher;

Ineligibility under this rule applies to violations of Tournament Playing Rule 4. If an ineligible pitcher delivers one or more pitches to a batter, that game is subject to protest 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 (or his/her appointed agent), who shall contact the Tournament Committee for a decision. The decision of the Tournament Committee shall be final and binding.
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 (or his/her appointed agent), who shall contact the Tournament Committee for a decision. The decision of the Tournament Committee shall be final and binding.
PENALTY: See Tournament Rule 4(i).

C. The use of an 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, participation as an eligible player for eight (8) games during the regular season in the proper division.

1. If the facts establishing or verifying the ineligibility 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:
 - (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 (or his/her appointed agent), 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 (or his/her appointed agent), who shall contact the Tournament Committee for a decision. The decision of the Tournament Committee shall be final and binding.

In addition to the penalties described above in A, B, and C, 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.

NOTE: 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.

TOURNAMENT PLAYING RULES

The Little League, Intermediate (50-70) Division, Junior League, and Senior League Baseball Playing Rules shall govern tournament play except as noted below:

1. **BASEBALLS:** Baseballs licensed by Little League with the "RS-T" (regular season and tournament) designation must be used.

2. **FIELDS:** All fields are considered neutral. The home team shall be determined by the toss of a coin, the winner having the choice. (D62 Note: The home team will occupy the 3rd base dugout.)
3. **PLAYING RULES:** A copy of the Little League, Intermediate (50-70) Division, Junior League, and Senior League Baseball Regulations and Playing Rules and the Tournament Rules and Guidelines must be available at each tournament site and at the time the game is to be played. This is the responsibility of the Tournament Director. Written ground rules established by the Tournament Director or assistant must be reviewed with both managers and Umpire-in-Chief at least ten (10) minutes before the start of the game. It is suggested the same be available to news media if requested.
- 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 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 none 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.

Minor/Major Division: No pitch has to be thrown, the ball is dead, and no runners may advance.

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

- 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- to 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- to 10-Year-Old Division**.
- d. 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 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 judgment of the umpire this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.

4. PITCHING RULES

Little League, 8 to 10-Year Old, 9 to 11-Year Old

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 and 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 in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** 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: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

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

League Age:	11-12	85 pitches per day
	9-10	75 pitches per day
	8	50 pitches per day

Exception: If a pitcher reaches the 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.
- (4) The pitcher is removed from the mound prior to the batter completing his/her at bat.

(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 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. 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 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required

NOTE: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

f. **A player cannot pitch in two games in a 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 40 or less 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 pitch 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. In that event, eligibility to pitch in the continuation portion of Game A shall be determined by the number of pitches delivered in the 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 tournament games, even if those games are played at the next tournament level. Additional penalties (up to and including forfeiture of a game and/or disqualification of the team, managers or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:

1. a manager or coach takes any action that results in making a travesty of the game,
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-), or;
3. a manager willfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. 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.

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).

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- to 11-Year-Old Division, Little 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.

8- to 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. The rule applies to each pitcher who enters a game.

NOTE: Only one 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.

9. MANDATORY PLAY

8 to 10-Year Old Division, 9 to 11-Year Old Division, Little League:

If a tournament team has thirteen (13) or more eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of one (1) at bat.

If a tournament has twelve (12) or fewer eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.

a. Prior to the start of play in the top of the fourth inning, the umpire-in-chief or other individual designated by the game Tournament Director in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirement into the lineup as outlined below. A manager's failure/refusal to insert players into the line-up as outlined below shall result in immediate ejection of the manager and removal for the remainder of the International Tournament.

1. If a team has 12 or fewer players in uniform at the start of a game, and is:

- a. **Visiting Team:** Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the bottom half of the fourth inning into one of the next six (6) positions in the line-up, that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.
 - b. **Home Team:** Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the top half of the fifth inning into one of the next three (3) positions in the line-up, that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.
2. If a team has 13 or more players in uniform at the start of a game, players must be inserted into the line-up to bat offensively during the:
- a. **Visiting Team:** fourth or fifth inning, or as one of the first three batters in the sixth inning, that will allow their one at-bat to be satisfied.
 - b. **Home Team:** fourth inning or as one of the first three batters in the fifth inning, that will allow their one at-bat to be satisfied.
- b. Managers are solely responsible for ensuring that all players fulfill the requirements of mandatory play, even if notification is not made.
- c. There is no exception to this rule unless the game is shortened for any reason.
NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth inning (or any extra inning) due to winning the game.
- d. **Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested or brought to the Tournament Committee's attention, in the removal of the team's manager, without replacement, for the remainder of the International Tournament. EXCEPTION: A player removed prior to meeting the running portion of their Mandatory Play requirement will be treated as an improper substitute. Additional penalties (including but not limited to forfeiture of a game, additional mandatory play requirements for players who failed to meet mandatory play, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:**
1. **a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;**

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 9-10 and 10-11), or;

3. a manager willfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. 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.

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

APPROVED RULING: While at-bat, if the third out of the half-inning is recorded by putting out another baserunner prior to the occurrence of any of the above, that batter must return as the first batter in the next half-inning.

NOTE: For the purpose of satisfying the requirements of Mandatory Play, when appearing offensively for the first time in the game, a player must remain in the game until one of the following occurs:

- He/She is retired as a batter; or
- He/She is retired as a batter-runner; or,
- He/She reaches base and scores; or
- After he/she reaches base, the inning or game ends.

10. SUBSTITUTIONS/RE-ENTRY

This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play.

- a. If illness, injury or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.
- b. Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.

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

NOTE 1: See definitions in Rule 9(d) above on complying with this rule defensively and offensively. Tournament Rule 10(c) does not apply to Senior League Baseball.

NOTE 2: A player who has met the mandatory play requirements, and is a pitcher at the time she/he is removed, may be removed for a substitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound. If a team has thirteen (13) or more players in uniform at the start of a game and is the visiting team, they may substitute a batter for the starting pitcher listed in the line-up prior to the pitcher facing a batter without violating Rule 3.03(c) provided that the pitcher of record pitches to the first batter in the bottom of the first inning in accordance with Rule 3.05. All other rules governing the pitcher are still in effect.

EXAMPLE: Player A is a starter and not a pitcher, Player B substitutes into the game for player A. Both players have met mandatory play by completing one time at bat and/or 6 consecutive outs and both occupy the same spot in the batting order. In the fifth inning player A becomes a pitcher and is scheduled to bat in the sixth inning, but player B bats for player A. Both players have met mandatory play requirements and player A was not physically replaced on the mound as a pitcher, therefore, player A can return to pitch the sixth inning.

d. Defensive substitutions must be made at when the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.

D62 Note: **The tournament staff do not know your players. **Unannounced subs are not recognized. MPR is determined by changes reported to Scorekeeper.***

e. A starter and her/his substitute must not be in the lineup at the same time, except as provided in Playing Rule 10-a.

f. Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered. 8-to 10-, 9- to 11-, 10- to 12-, Intermediate (50-70) Division, and Junior League: Mandatory Play improper substitutions [see Tournament Rule 9(d)], if discovered, shall be resolved regardless if a pitch or play has occurred.

f. Tournament Rule 3(d) will replace Rule 7.14, as the Special Pinch Runner rule.

11. SUSPENDED GAMES

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

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

12. TEN-RUN RULE

If at the end of three (3) innings, two 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 the victory to the opponent. If at the end of a regulation game, four (4) innings, three and one-half innings if the home team is ahead, 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 its half of the inning.

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

13. REGULATION GAME

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

- a. Regulation games are of four or more innings in which one team has scored more runs than the other (three and one-half (3 1/2) if the home team is ahead).
- b. Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew (as defined in Tournament Rules and Guidelines – Curfew) on the same day.
- c. If two games are scheduled for the same site, no “time limit” may be imposed on the first game.

14. TIE GAMES

When the completion of six innings and the score is tied, the following tiebreaker will be played to determine a winning team:

- a. The seventh inning will be played as normal.
- b. Starting in the top of the eighth 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 second base. An eligible substitute or special pinch runner may be inserted for the runner.

15. REPLAYING GAMES:

No tournament game may be replayed without specific approval from the Tournament Committee at Williamsport.

16. UNAUTHORIZED AGREEMENTS:

No agreements shall be made between managers, and/or Tournament Directors, and/or umpires contrary to Tournament Rules.

17. ALTERCATIONS

A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical confrontation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgment, 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 individuals and/or teams up to and including forfeiture of a game, further suspension and/or disqualification.

18. EJECTIONS

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

D62 SAFETY REMINDERS

Rule 1.17: “....All catchers must wear a mask, dangling type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games....”

Regulation XIV (f): “Managers and coaches shall not warm up pitchers.”

THIS PAGE INTENTIONALLY BLANK

California District 62 Little League Tournament Procedures

1 hour prior to game

- Manager or Coach check in at the Tournament Director's Table for coin toss
 - *If one is not present, the manager present will choose home or visitor
 - *Home team will occupy 3rd base dugout
- All Teams on the playing field – Rostered members of the team only
- Teams may use the outfield for warm up drills and play catch
- **NO bats are allowed on the tournament field**

Note: Only Little League approved equipment is allowed on the field or dugout!

45 minutes prior to game

- Batting Order, D62 Announcer, Pitch Count Cards turned in to tournament director.
- Mickey Shriver Official Batting Orders required and will be provided by District 62
- **Teams will not take infield until all forms are properly completed and submitted**
- All teams clear the field in preparation for infield practice

40 minutes prior to game

- Visiting team infield for 10 minutes
 - *After infield, place all bats and equipment in front of dugout for inspection

30 minutes prior to game

- Home team infield for 10 minutes
 - *After infield, place all bats and equipment in front of dugout for inspection

20 minutes prior to game

- All players and coaches in their dugouts

15 minutes prior to game

- Plate meeting with Managers, Umpires and Tournament Director
- Introduction of Presidents, managers, coaches, players and Umpires (Please provide pins for volunteer Umpires and tournament staff)
- National Anthem (or Pledge of Allegiance) - Little League Pledge - Parent Pledge

Game time - First Pitch

After the Game

- **Promptly clear your dugout of equipment and clean all trash and debris. Please ask your fans to clean up their areas as well.**
- **Have an authorized person pick up your Affidavit, new introduction list and batting order. The tournament staff is NOT responsible for safeguarding your affidavit.**