

***THE LITTLE LEAGUE
INTERNATIONAL TOURNAMENT***

2019



Welcome

Managers and Coaches

*Tournament Schedules and Scores
will be posted on the District 5 web site*

www.azdistrict5.org

2019 DISTRICT TOURNAMENT

- ✓ **Code of Conduct – “ZERO TOLERANCE”**
- ✓ **Line-up forms**
- ✓ **Tournament Schedules**
 - Field locations
 - Make-up dates
 - Team Line-up at game site
- ✓ **State Tournaments**
 - Report results back to Tucson



TOURNAMENT TIME SCHEDULE

Arrival at Field – give to Tournament Director/Scorekeeper at scorers table

- **Affidavit**
- **3 copies of the Batting Line-up form**
 - **First and Last Name as listed on affidavit**
 - **Player Uniform number**
 - **Player Position**
 - **Substitutes**
 - **Manager/Coach name**

Coin toss to occur when both managers arrive

- **Winner: choose choice of home or visitor. Dugout assignments; Home = 3B; Visitor = 1B**

30 minutes prior to game time:

- **Visiting team takes infield for 10 minutes**

20 minutes prior to game time:

- **Home team takes infield for 10 minutes**

10 minutes prior to game time:

- **Announcement of team, pledges and National Anthem**
- **Umpire Meeting at Home plate with manager**

Note: Due to weather conditions and/or length of first game: Infield practice time's are approximate and/or may be shortened or eliminated

Tournament Operations and Responsibility

- ✓ All International Tournaments are authorized by the LL Board of Directors
- ✓ Leagues opting to participate must do so with full understanding of the rules and regulations
- ✓ District Administrator is responsible for scheduling and supervising all district tournament games
- ✓ Once the tournament season starts, authority is vested solely in the Tournament Committee in Williamsport
- ✓ There will be no waivers or resorting to local rules or other variations unless granted explicitly from the Tournament Committee in Williamsport.

Tournament Team Eligibility Affidavit

Important Points:

- 1. Affidavit Must be signed by Manager**
 - ✓ **Understand Rules and Regulations Pertaining to Eligibility**
 - ✓ **Ineligible Pitcher May Result in Forfeiture**
 - ✓ **Understanding Protesting Rights**
- 2. Affidavit MUST be carried to each game and given to Onsite Tournament Director with Batting Line-up!**
- 3. All-Star packets are private information – once verification material has been completed – NO-ONE is permitted to re-open the packet unless directed by the Region. These packets will be re-verified at each level of play thereafter.**
- 4. Pitching record must be verified and initial after each game by the Manager.**

Tournament Team Eligibility Affidavit

Replacement Player

PLAYER NAME		Team Code	League Age	District Admin. Approval
ADDRESS OF PARENT OR LEGAL GUARDIAN OR ADDRESS OF SCHOOL				
BIRTHDATE (MM/DD/YY)	RESIDENCE(S) OR SCHOOL INSIDE MAP? <input type="checkbox"/> YES <input type="checkbox"/> NO	Games played by June 15 by this player	Type of Waiver	
A.		Team Code		Initials
		Games Played	<input type="checkbox"/> Reg. II(d) <input type="checkbox"/> Reg. IV(h) <input type="checkbox"/> Charter Committee	Date App.
	RESIDENCE(S) OR SCHOOL INSIDE MAP? <input type="checkbox"/> YES <input type="checkbox"/> NO			

- They **MUST** meet all eligibility requirements.
- Replacement players are permanent NOT for temporary playing.
 - ✓ Note: **Ejected Players CANNOT be replaced!**
- When player is replaced, their space will be marked with **HEAVY** black line and they **CANNOT** return to the team.

**NO
ALTERNATES
ALLOWED**

Player Eligibility Form and Affidavit

- ✓ *You MUST provide to Tournament Director, the following:*
 - *Signed Copy of Player Verification Form*
 - *Any approved waivers if applicable*
- *Affidavit Must Include*
 - *Medical release*
 - *Players residence added to League map*
 - *Number of Regular season team games and games played by player – must have participated in 60%*
- ✓ *If player is eligible will be added to the Affidavit.*

Tournament Team Eligibility Affidavit

Manager / Coach Replacement

Manager/Coach Replacement

Temporary replacement (single game only) of a manager/coach should not be entered.

The replacement spaces below are to be used for permanent replacements only.

	Name	Address, City, State/Province, Zip/Postal Code	Team code	Day Phone	Evening Phone
M					
C					
C					

- These are permanent replacements only and **MUST** have been a roster manager/coach within that division during regular season.
- Once replaced, a manager/coach cannot return to the roster.
- Temporary Replacements – for single game only are not to be entered on Affidavit. (Notify Onsite TD if Temporary replacement needed)

**If a manager/coach has been ejected from a game,
NO Replacement can be used for that person!**

Participation in non-Little League Program

- ✓ Is permitted during the International Tournament
- ✓ However, the local Little League retains the right to dismiss a player from a tournament team if the player repeatedly misses games and practices.
- ✓ Little League International's position is that a local Little League should expect players who are selected for this honor will make playing for the Little League Tournament Team their priority.

Tournament Manager/Coach Rule

- 1 manager and 2 coaches allowed regardless of number of players.

ONLY managers/coaches on affidavit allowed on field... **NO EXCEPTIONS!!!!!!!**

This includes Pre-game practice and warm-up.

New Rule

- **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).

Replaces rule 4.19

Types of Protests

1. **Playing Rule**

- ✓ Must be made before the next pitch/ play/or attempted play
- ✓ Improper Substitution: Protest not resolved before the next pitch or play shall not be considered.

2. **Use of ineligible pitcher or Mandatory Play**

- ✓ Must be made before the umpires leave the playing field.

3. **Use of ineligible player**

- ✓ When facts become known, but before the next game of either team.

Protests - Process

1. Formal verbal protest must be made to Umpire-in-Chief. Umpire-in-chief to call conference with umpires.
2. If unresolved, must consult with Tournament Director
3. If still unresolved, a call must be made to Regional Director
4. If still unresolved, Regional Director must call Tournament Committee for a decision.

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



Equipment and Tournament Playing Rules





Umpires



- ✓ The Tournament Director is solely responsible for providing volunteer umpires for tournament play
- ✓ Attempts will be made to not schedule umpires for their own league games
- ✓ All Substitutions and/or any Protest are to be made through the Home Plate umpire

Playing Equipment

- ✓ Little League Patch MUST be on uniform.
- ✓ Each team to provide six (6) NOCSAE approved helmets
(Re-painted & re-applied decals not allowed unless written approval from manufacturer)
 - ***Junior/Senior seven (7) Helmets***
- ✓ Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible.
 - ***Junior/Senior Softball – Shoes with metal spikes or cleats are permitted.***
- ✓ Catchers must wear approved chest protectors and shins guards.
 - ***Catchers must wear long or short model chest protectors***

Playing Equipment

- ✓ Catchers must wear NOCSAE approved catchers helmet *with* dangling throat protector during practice, infield, outfield and pitcher warm up and games.



Playing Equipment



Rule: 1.10 *The bat must be a softball bat which meets Little League specifications. Bats must be taped or fitted with a sleeve for a distance not exceeding 16 inches (Softball) from the small end. All non-wood Bats must have a BPF of 1.2 marked on the bat.*

Maximum Bat Length/Diameter Specifications in Little League Softball			
<i>Division</i>	<i>Age Range</i>	<i>Max length</i>	<i>Max diameter</i>
Softball	12 year olds and under	33 inches	2 1/4 inches
Softball	13 year olds and over	34 inches	2 1/4 inches

NO Baseball bats are allowed. An illegal bat MUST be removed.

SOFTBALL DIVISION

Equipment and Pitching Rubber

✓ Softball Size

❖ 9/10 year old = 11 inch

**❖ 10/11 year old & Major
Junior & Senior = 12 inch**

✓ Pitching Distance

❖ 9/10 year old = 35 feet

❖ 10/11 YO and Major= 40 feet

❖ Junior, Senior and Big League = 43 feet

SOFTBALL DIVISION

PITCHING RULES

These rules replace the regular season pitching regulations.

1. Any player on a tournament team may pitch. (NOTE: There is no limit to the number of pitchers a tournament team may use in a game.)
2. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.
3. Delivery of a single pitch constitutes having pitched an inning.
4. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the same inning as she was removed.

Innings Pitched Allowed per day	9&10 10&11	Major	Junior/Senior
	12	12	No Limit

SOFTBALL DIVISION

PITCHING RULES - REST REQUIREMENT

9/10, 10/11 & MAJORS

Less than 7 innings pitched in calendar day	No rest required
7 innings pitched in calendar day	1 calendar day of rest

May Pitch in Consecutive days if less than 3 innings WITHIN any level of Tournament.

JUNIOR/SENIOR

	No rest required

May Pitch in Consecutive days if less than 5 innings WITHIN any level of Tournament.

SOFTBALL DIVISION INTENTIONAL WALK

Major/Junior/Senior/Big League

RULE 8.03

- ✓ **If the pitcher desires to walk a batter intentionally, all pitches **MUST** be legally delivered to the batter.**

Baseball and Softball Tournament Delay Policy

- Managers who instructed players to intentionally pitch wildly for the purpose of allowing the opposing team to score runs.
 - The intent is 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 tiebreaker system under the Pool Play Format.
- Managers 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 appropriate Regional Center for a decision by the Tournament Committee in Williamsport.

**9-10 YEAR OLD, 10-11 YEAR OLD
MAJOR and JUNIOR DIVISION
“MANDATORY PLAY”**

Mandatory Play 13+ players: Minimum of 1 at bat.

Mandatory Play 12 or fewer: Minimum of 1 at bat and 6 consecutive defensive outs.

Substitute entering game for first time may not be removed until MPR is met.

There is no exception to this rule unless the game is shortened for any reason. ***NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.***

Managers are responsible for fulfilling the mandatory play requirements. Failure to meet the mandatory play requirements is a basis for protest.

Manager suspended for 2 games POSSIBLE team forfeiture & disqualification

Forfeits – Bench / Dugout

- ✓ **FORFEITS:** No game may be forfeited or a team disqualified without the authorization of the Tournament Committee
- ✓ **BENCH/DUGOUT:** No one except the players, manager and coach (es) shall occupy the bench or dugout during a game.
 - ✓ Team scorebook **MUST** be in the dugout.
 - ✓ Players/Managers/Coaches are **NOT** to communicate with spectators during game.

Visits

- ✓ A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire.
- ✓ 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) - will be charged with a visit to the pitcher.
- ✓ A manager or coach may come out once in one (twice for 8-10) inning to visit with the pitcher, but the second (third for 8-10) time out, the player must be removed as a pitcher. The manager or coach may come out two (three for 8-10) times in a game to visit with the pitcher, but the third (fourth for 8-10) 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.


Substitutions / Re-entry

REF: Tournament Rule 10 – REPLACES RULE 3.03

9 & 10, 10 & 11, MAJOR & JUNIOR DIVISION

- ✓ **Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order**
- ✓ **Substitute entering the game for the first time may not be removed prior to completion of her mandatory play.**

NOTE: A starter and her substitute must not be in the lineup at the same time, except for illness or injury.



ON DECK BATTER

- ✓ 9/10 , 10/11 and Majors – On Deck Batter **NOT** allowed. **ONLY** lead-off batter permitted outside the dugout between half innings.
- ✓ Junior – Permitted

PITCHER RETURNING TO MOUND (Junior)

- ✓ A pitcher remaining in game, moved to different position can return as pitcher anytime in the remainder of game, but only once in the same inning as she was removed.

New Rules

Batters must remain in Batters Box

- ✓ **After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.**
- ✓ **Exceptions:**
 - ✓ On a swing, slap, or check swing
 - ✓ When forced out of the box by a pitch
 - ✓ When the batter attempts a "drag bunt" in baseball [or attempts a "slap" or "slap bunt" in softball]
 - ✓ When the catcher does not catch the pitched ball
 - ✓ When a play has been attempted
 - ✓ When time has been called
 - ✓ 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.**
- ✓ **Little League and Below: Ball Dead; 50/70 above live ball**

New Rules

Special Pinch Runner (Update)

- ✓ Twice a game but not more than one time per inning, a team may utilize a player who is not in the batter order as a SPR for any offensive player. The player for whom the SPR runs is not subject to removal from the lineup. If the PR remains in the game as a substitute defensive or offensive player, the player may not be used again as a PR while in the batting order.
- ✓ **Summary: Can use SRP only Twice in one game and Once Per inning**

New Rules

- ✓ **Starting Pitcher Rule**

- ✓ **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 pitched 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.**

New Rules

- ✓ **Use of and Ineligible Player**
 - **If the facts establishing or verifying the ineligibility of a player become known to a 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.**

New Rules

- ✓ **Mandatory Play Junior Division and Below**
- **Prior to the start of play in the top of the fourth inning (Intermediate/Junior Divisions: fifth inning), the umpire-in-chief or other individual designated by the game Tournament Director in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirement into the line-up 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.**

New Rules

- ✓ **Mandatory Play Junior Division and Below – Continued**
- **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 (Intermediate/Junior: fifth inning) into a position 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 (Intermediate/Junior: sixth inning) into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.**

New Rules

- ✓ **Mandatory Play Junior Division and Below – Continued**
- **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 (Intermediate/Junior: fifth or sixth inning, or as one of the first three batters in the seventh 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 (Intermediate/Junior: fifth inning or as one of the first three batters in sixth inning), that will allow their one at-bat to be satisfied.**

New Rules

- ✓ **Mandatory Play Junior Division and Below – Continued**
- **Manager are solely responsible for ensuring that all players fulfill the requirements of mandatory play, even if notification is not made.**
- ***Failure to meet the mandatory play requirement in this rule is basis for protest. If one or more players on the roster do not meet this requirement, and if protested or brought to the Tournament Committee's attention, it shall result (by action of the Tournament Committee) In the removal of the team's Manager, without replacement, for the remainder of the International Tournament. Additional penalties (including but not limited to forfeiture of a game, additional mandatory play requirements for players who failed to meet mandatory play, and or disqualification of the team or coaches from further tournament play) may be imposed***

New Rules

- ✓ **15 Run Rule**
- ✓ **RUN RULE: If at the end of three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.**
- ✓ **If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: 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.**

Curfew

- An inning starts the moment the third out is made completing the previous inning.
- No inning shall start after:
 - 9 & 10, 10 & 11 and Major – Midnight
 - Junior – 12:30am

Suspended Games

- Shall be resumed from the exact point at which it was suspended regardless of the number of innings played

EXCEPTION: *In the event that the first inning is not completed, the game shall be re-played from the beginning and all records, including pitching, disregarded. Incomplete (not regulation) or tie games are considered suspended games.*

Ten Run Rule

- If at the end of a regulation game one team has a lead of ten (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.
- ***NOTE:*** *If the visiting team has a lead of ten (10) or more runs, the home team must bat in their half of the inning.*

Regulation Game

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

9 & 10 YEAR OLD, 10 & 11 YEAR OLD, MAJOR DIVISIONS:

4 Full Innings or 3 ½ Innings if home team is ahead

JUNIOR & SENIOR DIVISIONS:

5 Full Innings or 4 ½ Innings if home team is ahead

- Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must **NOT** be resumed. This does not mean games suspended or delayed by weather that may still be resumed before darkness or curfew on the same day
- If the game is halted by light failure, local light curfew, sprinkler malfunction or some other human caused error, it **MUST** be suspended & resumed

Replaying Games / Unauthorized Agreements

- **REPLAYING GAMES:** No tournament game may be replayed without specific approval from the Tournament Committee at Williamsport.
- **UNAUTHORIZED AGREEMENTS:** No agreements shall be made between managers and/or Tournament Directors and/or umpires contrary to Tournament Rules.

Altercations / Ejections

- **ALTERCATIONS:** Any player, manager, coach or official who is involved in a physical or verbal altercation at the game site could be suspended or removed from tournament play by the Tournament Committee
- **EJECTIONS** - Any manager, coach or player ejected from a game will be suspended and will not be at the next physically played game site
(See Rule 4.07)

NOTE: Ejections will be noted on the team's affidavit

THE LITTLE LEAGUE INTERNATIONAL TOURNAMENT



**GOOD LUCK TO EVERYONE
AND HAVE FUN!**

