2012 Tournament Rules and Guidelines for
Little League Baseball
9-10 Year Old Division Baseball, 10-11 Year Old Division,
Junior League, Senior League and Big League Baseball

Points of Emphasis in Bold Italic

Tournament play started in Little League in 1947. Conduct of tournament play by District Administrators began in 1956 following the first Little League International Congress. Today, responsibility for scheduling and supervising all district tournament games comes under jurisdiction of the District Administrator. Headquarters has the right to appoint Tournament Directors at other levels of tournament play.

The Tournaments of Little League have grown year by year until today they have become the outstanding, in fact, the only exposure that the majority of the public sees. In many cases, they are the criterion by which Little League is judged. Proper conduct at tournament time imposes a large responsibility upon all concerned. Good judgment and exemplary disciplines are demanded if Little League tournaments of the future are to remain worthwhile in the public esteem.

The Little League Baseball Tournament, 9-10 Year Old Division Baseball Tournament, 10-11 Year Old Division Baseball Tournament, Junior League, Senior League and Big League Baseball Tournaments are authorized by the Board of Directors. Leagues which exercise the option to participate in Tournament Play must pledge they will do so with full knowledge of the rules and in agreement that the rules will be upheld.

Rules: Except where noted in these Tournament Rules and Guidelines, the Little League Baseball Regulations and Playing Rules will be used in the conduct of the 9-10 Year Old Division Tournament, the 10-11 Year old Division Tournament, the Little League Baseball Tournament, Junior League, Senior League and Big League Baseball Tournaments.

9-10 Year Old Division & 10-11 Year Old Division: The objective of the 9-10 Year Old Division & 10-11 Year Old Division Tournament is to provide nine and ten year old players, and ten and eleven year old players, the opportunity to participate in a baseball tournament at the District, Sectional, and State levels at the conclusion of the regular season. Leagues are strongly encouraged to place the maximum number of players (14) on the Tournament Affidavit, thereby giving more children the opportunity to participate.

Responsibility and Chain of Command

It should be clearly understood by Tournament Directors and league presidents that operation of the annual tournaments in Little League come under a different authority and jurisdiction from that normally observed during the playing season. It is, in fact, a whole new ball game. Once the tournament season starts, authority is vested solely in the Tournament Committee at Williamsport.

There will be no waivers or resorting to local rules or other variation unless granted explicitly from Williamsport. To administer the tournament properly

and scale down thousands of teams to two finalists in the limited time afforded by the tournament season is an undertaking requiring considerable disciplines. Once the tournament starts, it must proceed without interruption. If protests or disputes occur which cannot be settled by the umpires or Tournament Director through immediate and concise application of the rules, an appeal must be made through proper channels promptly to prevent a major blockage or loss of momentum.

Revocation of tournament privileges or forfeiture of a tournament game may be decided only by the Tournament Committee at Williamsport. Should a problem arise that cannot be resolved while a game is in progress, the game must be suspended by the umpire-in-chief and the problem referred immediately to the Tournament Director. If not resolved, it must be referred to the Regional Director. If still unresolved, it will be referred to the Tournament Committee in Williamsport. If the Tournament Committee deems any player to be ineligible, by league age, residency, participation in other programs, or participation in less than sixty (60) percent the regular season games, it may result in forfeiture of tournament game(s), and/or suspension or removal of personnel from tournament play, and/or suspension or removal of personnel or teams from further Little League activities, and/or suspension or revocation of the local league's charter. These actions can only be taken by the Tournament Committee in Williamsport.

The Tournament Committee and the individual Regional Directors may appoint agents to act on their behalf, and any person so appointed shall have the authority to act as, and exercise the duties of, the Tournament Committee or the individual Regional Directors.

The Tournament Committee also reserves the right in its sole discretion to impose any of the above penalties if, in its judgment, any player, manager or coach displays unsportsmanlike conduct or repeatedly/willfully violates any rules, regulations or policies contained herein during the game, at the game site, or at any event related to the International Tournament. The committee also reserves the right to impose any penalty the committee deems appropriate, if the committee determines action is necessary to correct a situation brought to its attention, regardless of the source of that information. The decision of the Tournament Committee is final and binding.

Knowledge of the rules must be guaranteed before a Tournament Director is declared qualified. All Tournament Directors will undergo a thorough and instructive briefing session prior to taking on their duties, must signify that they understand the rules and regardless of personal feelings, they are in full agreement and can interpret them properly. At the time of the district tournament meeting, it will be required that each league president or the representative in attendance signify that the league and tournament team managing personnel are knowledgeable of Tournament Rules and are in full agreement with these conditions.

Selection of Tournament Teams (Recommended Method)

Little League would gain immeasurably in esteem of the public if all tournament teams were selected by the players themselves. Players relish the challenge of competition, but their anxiety to excel is in balance with an intuitive respect and ad-

miration for teammate and opponent alike who demonstrate superior ability and skill.

1. It is not required that players be selected for the position they occupy during the regular season. For example, a pitcher who is also a good outfielder or infielder may be placed on the roster and used in whatever position the manager deems to be of advantage.
2. Tournament team candidates should be selected upon their playing ability and eligibility. The roster should include sufficient pitching strength to meet tournament schedules.
3. The following plan was presented to the International Congress, Washington, D.C., 1965, as a guideline, taken from the experience of the International Advisory Council. The principle is to have all components of a league determine and participate in fair and democratic selection of the tournament team. This would eliminate many of the complaints, abuses, pressures and charges of favoritism which are directed toward the league president. The following groups should each select its tournament team.
   Group 1 - Players
   Group 2 - League Officers
   Group 3 - Team Managers
   Group 4 - Team Coaches
   Group 5 - Volunteer Umpires

Every player on the eligible teams is entitled to vote. Each group submits its list of players at a meeting of the Board of Directors of the league. The names are to be read and counted from each of the groups, and the players in the order of total votes received will become eligible for the tournament team. Where more than one player has an equal number of votes to qualify for the last position or positions, final selection should be made by a majority vote of the Board of Directors at the time of the meeting.

NOTE: Method of selection is to be determined by the Local League Board of Directors.

TOURNAMENT ORGANIZATION

Teams

Each chartered league shall be eligible to enter a team. Alternates are not authorized.

(**NOTE**: In the 9-10 Year Old Division and 10-11 Year Old Division, a league may enter more than one tournament team with the District Administrator's approval.)

Where two or more charters have combined to form a single program, a tournament team must be selected for each charter composed of players from within its own chartered area. Exceptions can only be made by the Charter Committee.

Tournament teams and Eligibility Affidavit shall consist of, and must be limited to, a maximum of fourteen (14) players, one (1) manager and a maximum of two (2) coaches.

Senior League: Teams and Eligibility Affidavit shall consist of, and must be limited to, a maximum of sixteen (16) players, one (1) manager and a maximum of two (2) coaches.

Big League: Tournament teams may be selected from all league teams in a

district or may be a regular season unit team. Teams and Eligibility Affidavit shall consist of, and must be limited to, a maximum of seventeen (17) players, one (1) manager and a maximum of two (2) coaches.

Managers and Coaches

The president of the League, the District Administrator or District Staff shall not serve as manager or coach.

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

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

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

Senior League: The manager and coach(es) shall be regular season team managers and/or coaches from the Junior Division, Senior Division or Big League Division.

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

Umpires

The Tournament Director shall have full responsibility for providing volunteer Little League umpires for tournament play. Umpires from leagues involved in the game should not be assigned. The District Administrator shall not umpire.

There should be at least two umpires in each game. More are recommended when available.

The designated Umpire-in-Chief for each game must be an adult.

Tournament Eligibility Affidavit

It shall be the league president's responsibility to review and certify the birth records (league age) by viewing the original birth record and residence (as defined by Little League Baseball, Incorporated) of all players. When the league finally decides on the makeup of the team, names must be entered on the league's Eligibility Affidavit. Once the District Administrator certifies the eligibility affidavit, the tournament team will be required to have in its possession:

1. the tournament affidavit;
2. copies (originals not required) of the records used to verify date of birth for all players on the affidavit;
3. a map showing the actual boundaries of the league, with locations noted for the residences of the parent or legal guardian (court appointed) of every participant named on the affidavit.
4. three or more documents to determine residency of the parent(s) or guardian for each player named on the tournament affidavit.
5. **waivers (i.e. II(d), IV(h), Charter Committee, etc...)**

IMPORTANT: Alternates are not authorized. They shall not accompany the team and shall not be listed on the Eligibility Affidavit.

Eligibility Affidavit must be certified by the District Administrator or his or

her designated appointee and presented by the team manager to the Tournament Director before every game. **NOTE**: The Eligibility Affidavit becomes official once the team plays its first tournament game.

Participation In Other Programs

Participation in other programs during the International Tournament is permitted, subject to the provisions of Regulation IV (a) Note 2.

Release of Names

Little League, Junior/Senior/Big League: The release of names of players selected for the tournament team shall not be made before June 15 and not until the availability and eligibility of all prospective team members have been established. (Little League accident insurance for Tournament Teams will not go into effect until June 15, or the announcement of Tournament Team members, whichever is later).

9-10 Year Old Division and 11 Year Old Division: The release of names of players selected for the tournament team shall not be made before June 15, or two weeks prior to the start of the tournament (whichever is earlier), and not until the availability and eligibility of all prospective team members have been established. (Little League accident insurance for tournament teams will not go into effect until June 15, or the date of the release of the names of Tournament Team members, whichever is earlier).

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

League Eligibility

In order for a Little League program to be eligible to enter a team or teams into the International Tournament (including 9-10 Year Old Division and 10-11 Year Old Division) the following must be accomplished as indicated:

1) The league must be chartered in the division(s) for which it wishes to enter a tournament team(s), no later than June 6, 2012. **Examples:** Chartered in Little League Majors to enter a Major Division team (11-12 year olds); chartered in Senior League to enter a Senior Division team, etc.
2) The league must have scheduled and played, at a minimum, a 12-game (per team) regular season exclusive of playoffs and tournament games for each division entering tournament. See Reg. VII. The schedule shall be arranged so that at least one-half of the games are scheduled prior to June 15.
3) All waiver requests (for the league, team, player, manager, and/or coach) of any kind must be submitted and approved not later than June 6, 2012.
4) All regular season team rosters must be submitted to Little League International in accordance with the requirements outlined in Regulation IV (g), not later than June 6, 2012.
5) Team number revisions and fees incurred by the league must be paid in full by June 6, 2012.

6) All combined team and interleague play requests that may involve tournament play must be submitted and approved not later than June 6, 2012.

Failure to meet any of the listed requirements could result in a team or teams being declared ineligible by the Tournament Committee at Little League International.

Player Eligibility

Players are eligible for Tournament Play, provided they meet the criteria established by the Little League "Residency Eligibility Requirement," "Participation In Other Programs" and the following:

Little League (Majors Division) - Any player League Age 11 or 12, who has participated as an eligible player in 60 percent the regular season games as of June 15 on a Little League Baseball (Majors Division) team, with the exception of the school baseball season.

9-10 Year Old Division - Any player League Age 9 or 10, who has participated as an eligible player in 60 percent the regular season games as of June 15, with the exception of the school baseball season, on a:

1. Little League Baseball (Majors Division) team, or;
2. Minor League Baseball team.

10-11 Year old Division - Any player League Age 10 or 11, who has participated as an eligible player in 60 percent the regular season games as of June 15, with the exception of the school baseball season, on a:

1. Little League Baseball (Majors Division) team, or;
2. Minor League Baseball team.

Big League - Any player League Age 15, 16, 17 or 18, with amateur status, who has been a rostered member for 60 percent the regular season games (special games may be counted toward this requirement) by the start of Tournament Play in their respective District, with the exception of the high school or college baseball season, on a:

1. Big League Baseball Team, or;
2. Senior League Baseball Team.

Senior League - Any player League Age 13, 14, 15 or 16, with amateur status, who has participated as an eligible player in 60 percent the regular season games as of June 15, with the exception of the middle school, junior high school or high school baseball season, on a:

1. Big League Baseball Team, or;
2. Senior League Baseball Team, or;
3. Junior League Baseball Team.

Junior League - Any player League Age 12-14, who has participated as an eligible player in 60 percent the regular season games as of June 15, with the exception of the middle school, junior high school or high school baseball season, on a:

1. Senior League Baseball Team, or;
2. Junior League Baseball Team.

NOTE 1: Consistent with a manager's ability to conduct the affairs of his or her team, a manager may disqualify a player from the team for the current season, subject to Board of Directors approval, if the player repeatedly misses

practice or games.

NOTE 2: The Big League Baseball, Senior League Baseball and Junior League Baseball Tournaments are divided by age, without regard to the regular season division in which a player participates, as noted above.

CONDITION 1: Participation must be within the chartered league named on the Eligibility Affidavit.

CONDITION 2: A player who is not able to participate in a number of local league regular season games because of participation in a school baseball program will receive an adjustment on the minimum participation in games required under this rule.

Example: If, for any given division, Team A played 20 regular season games before June 15, and a player missed 10 games because of participation in a school baseball program, that player is required to have participated in only six (6) regular season games to be eligible for the Tournament Team.

CONDITION 3: A player may be named to the roster of, and practice with, only ONE Little League International Tournament Team. Once the affidavit is signed by the local league president, player agent and District Administrator (or their representatives), the players listed on the affidavit shall not be eligible to participate on any other Little League International Tournament Team for the current year.

Baseball players league age 10, 11, 13, 14, 15 and 16 may be eligible for selection to multiple tournament teams. These players may only be selected to one tournament team. Under no circumstances may these players be chosen for, practice with or participate with more than one tournament team.

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

Tournament Requirement for Non-Citizens

A participant who is not a citizen of the country in which he/she wishes to play, but meets residency requirements as defined by Little League, may participate in that country if:

1. his/her visa allows that participant to remain in that country for a period of at least one year, or;
2. the prevailing laws allow that participant to remain in that country for at least one year, or;
3. the participant has an established bona fide residence in that country for at least two years prior to the start of the regular season.

Exceptions can only be made by action of the Charter Committee in Williamsport.

Insurance

Accident: A league or District Big League team shall not be accepted for tournament play unless covered by accident insurance, which includes tournament play. It is strongly recommended that a medical release for each player on the Affidavit be carried by the team manager.

Liability: Liability Insurance must be carried by the league on whose field tournaments are played as well as all leagues who participate in the tourna-

ment. Minimum coverage of $1,000,000 single limit, bodily injury and property damage. The policy must include coverage for claims arising out of athletic participants.

If insurance is purchased locally, a copy of the policy must be on file at Little League International.

Replacement of Player, Manager or Coach

Any player, manager or coach listed on the 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 and shall be recorded and approved by the District Administrator or Tournament Director in the space provided on the Eligibility Affidavit. **Exception**: If a manager or coach is unable to attend a game for a justifiable reason, a Tournament Director could approve a temporary replacement. Temporary replacement of a manager or coach need not be entered on the Eligibility Affidavit. **A manager or coach who is ejected from a game may not be replaced for the team's next physically played game. (See Rule 4.07)**

Playing Equipment

The dimensions and other specifications of all playing equipment used must conform to those set forth in the Little League, Junior League, Senior League, Big League Baseball Playing Rules except for those noted below:

Every member of the team must wear a conventional uniform which includes shirt, pants, stockings and cap. This may be a regular season uniform.

Each team must provide at least six (6) (7 for **Junior/Senior/Big League Baseball**) NOCSAE approved safety helmets with warning labels. The batter, all base runners, (on-deck batter for **Junior/Senior/Big League baseball**) and player base coaches must wear approved helmets.

All male players must wear athletic supporters. Catchers (male) must wear the metal, fibre or plastic type cup.

Catchers must wear a mask with (NOCSAE) approved catchers helmet (**skull cap type not acceptable**) and "dangling" type throat guard during practice, infield/outfield, pitcher warm-up and games. All catchers must wear approved chest protector and shin guards. Male catchers must wear long model chest protector with neck collar. **Junior/Senior/Big League**: Catchers must wear approved long or short model chest protectors.

Shoes with metal cleats or spikes shall not be worn by players, managers, coaches or umpires. **Junior/Senior/Big League**: Players may wear shoes with metal spikes.

Schedules

Each District Administrator must finalize tournament schedules prior to the start of the tournament or June 15 (whichever is earliest). Schedules for each level (District, Section, Division, State, Regional) must utilize Little League International approved single elimination brackets, double elimina-

tion brackets, or pool play format with pool play tie breaker format, as noted beginning on Page T-26. All other tournament formats must be approved by the Tournament Committee.

9-10 & 10-11 Year Old Division/Little League: A team may play two games in one day with the approval of the Regional Director.

Junior/Senior/Big League: Teams may participate in a maximum of two (2) games in a day.

NOTE 1: Inclement weather may be justification to revert to single elimination in order to complete a tournament on schedule, with the approval of the Regional Director.

NOTE 2: The 9-10 & 10-11 Year Old Divisions advances to state level only.

NOTE 3: Consult approved schedules for specific dates. Tournament dates may vary.

Tournament Team Practice

Little/Junior/Senior/Big League: Try-outs or practices by tournament teams shall not be held before June 15. Tournament team practice may only take place against other teams within the same or contiguous districts in the same division, providing such practice is done out of uniform. (Little League accident insurance for tournament teams will not go into effect until June 15, or the date of the release of the names of tournament Team members, whichever is later).

9-10 & 10-11 Year Old Divisions: Try-outs or practices by tournament teams shall not be held before June 15 or two weeks prior to the start of the tournament. Tournament team practice may only take place against other teams within the same or contiguous districts in the same division, providing such practice is done out of uniform. (Little League accident insurance for tournament teams will not go into effect until June 15, or the date of the release of the names of tournament Team members, whichever is earlier).

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

Selection of Fields

Local leagues selected to host a section, state, division, region or world series tournament must have an approved ASAP safety plan.

All games shall be played upon Little League fields approved by the Tournament Director. Exception to this rule can only be made with the consent of the Regional Director.

Fields must be enclosed with an outfield fence. Outfield fences for the **Little League** Division must be a maximum of 225 feet from home plate and a minimum of 195 feet; for **9-10 and 10-11 divisions**, a maximum of 225 feet and a minimum of 180 feet; for **Junior League**, a maximum of 350 feet and a minimum of 250 feet; for **Senior League and Big League**, a maximum of 420 feet and a minimum of 280 feet. Tournament Directors should not permit portable outfield fences to exceed 200 feet (300 feet for **Junior/Senior/Big League Baseball**). Conventional dirt mounds are approved for tournament play. A request to use an artificial mound for tournament play may be submitted to the Tournament Committee in Williamsport (through the District Administra-

tor/Tournament Director and Regional Office). An artificial mound must not be used unless approved in writing by the Tournament Committee for a specific tournament site/level, and only for the current year. The Tournament Director or assistant shall judge fitness of the playing field before the game starts.

9-10 & 10-11 Year Old Divisions, Little League: The on-deck batter's position is not permitted.

NOTE: For additional information about field selection see "Physical Conditions" on Page T-22.

Games Under Lights

Games under lights may be scheduled at all levels of tournament play. The District Administrator having jurisdiction must determine that lighting installations meet minimum standards approved by Little League Headquarters.

Curfew

No inning shall start after midnight prevailing time (12:30 a.m. prevailing time for **Junior League**; 1:00 a.m. prevailing time for **Senior/Big League**).
NOTE 1: An inning starts the moment the third out is made completing the previous inning.
NOTE 2: Neither Tournament Directors and officials nor tournament teams are permitted to circumvent the curfews established above by continuing, suspending and restarting or starting a game after curfew has been reached and play is required to be terminated. If the curfew noted above occurs during a game suspended in accordance with Tournament Rule 11, that game must not be continued after the curfew. It must either be resumed on a subsequent day, or declared ended, as determined by rule.

Starting Time of Games

A game shall not be started unless the Tournament Director or assistant judges there is adequate time to complete the game before darkness or curfew.

Admission Charge

There shall be no charge for admission to Little League Tournament, 9-10 or 11 Year Old Divisions Tournament games. An admission charge is permitted for **Junior/Senior/Big League Baseball**.

CONDITIONS OF TOURNAMENT PLAY

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:

A. 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:

1. A formal (verbal) protest must be made to the umpire-in-chief at once by the manager or coach.
2. The umpire-in-chief must immediately call a conference of all umpires working the game.
3. If the problem cannot be resolved to the satisfaction of the managers, the umpire-in-chief shall be required to consult with the Tournament Director or District Administrator.
4. If the managers do not accept the decision of the Tournament Director, either manager may elect, without penalty, to discontinue play until the matter is referred to the Regional Headquarters. Either the umpire-in-chief, Tournament Director or District Administrator will call the Regional Headquarters at this time.
5. If the managers do not accept the decision 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 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.

C. The use of an ineligible player.

Ineligibility under this rule applies to league age, residence (as defined by Little League Baseball, Incorporated), participation in other programs, participation as an eligible player for sixty (60) percent of the regular season in the proper division, or violation of Regulation I-XVII.

1. If the facts establishing or verifying the ineligibility of a player are known to the complainant **PRIOR TO** the game, the following steps must be taken:
   (a) The complainant shall present the matter to the Tournament Director and/or District Administrator.
   (b) The matter **SHALL** be resolved with the Regional Director and, through the Regional Director and the Tournament Committee **BEFORE** the first pitch of the game. The decision of the Tournament Committee shall be final and binding.
2. If the facts establishing or verifying an ineligible player become known **DURING** a game, and the ineligible player 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.
3. If the facts establishing or verifying the ineligibility of a player become known **AFTER** a game, and the ineligible player participated in the game, that team shall forfeit the game in question, 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) TheTournament 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.

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 1: 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.

Must Play To Advance

A team shall not advance from one level of Tournament to a higher level of tournament play without first having competed against and defeated a scheduled opponent at the tournament level from which it is seeking to advance. Any team advancing without play must do so with the approval of the Regional Director.

TOURNAMENT PLAYING RULES

The Little League, Junior League, Senior League and Big 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.
   NOTE: *The preferred ball of tournament play is Little League licensed Spalding® brand RS-T baseballs. Specific models for tournament play can be found here:* ***www.littleleague.org/tournamentballs****.*
2. **FIELDS**: All fields are considered neutral. The home team shall be determined by the toss of a coin, the winner having the choice.
3. **PLAYING RULES**: A copy of the Little League Junior League, Senior League and Big 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. **NOTE:** In the 10-11 Tournament Division, the batter may advance on a dropped third strike (6.05/6.09). These rules will not apply for the 9-10 Tournament Division.
4. **PITCHING RULES – LITTLE LEAGUE BASEBALL, 9-10 YEAR OLD, 10-11 YEAR OLD DIVISION, AND JUNIOR LEAGUE**
   These rules replace the regular season pitching regulations. ***Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.***
   a. Any player on a tournament team may pitch. **Exception**: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
   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
   Junior/Senior League: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

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

League Age:	13 -14	95 pitches per day
	11 -12	85 pitches per day
	9-10	75 pitches per day

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 put out; 3. The third out is made to complete the half-inning. **(Note: A pitcher who delivers 41 or more pitches in a game cannot play the postion 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.

f. **A player can not pitch in two games in a day.**
(Exception: Junior League—If a player pitches in 30 or less pitches in the first game, that player may pitch in the second game on that day);

g. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 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 Tournament Committee's attention, shall result (by action of the Tournament Committee) in the suspension of the team's manager for the next two scheduled 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 dis qualification 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 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.

4. PITCHING RULES – SENIOR LEAGUE AND BIG LEAGUE BASEBALL

These rules replace the regular season pitching regulations. Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.

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

b. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.

c. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

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

League Age: 15 – 18 (Big League) 105 pitches per day
13 – 16 (Senior League) 95 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 put out; 3. The third out is made to complete the half-inning. **Note**: **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

(e) Pitchers league age 13-18 must adhere to the following rest requirements:

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

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

• If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
• If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.
• If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
(f) **A player may be used as a pitcher in up to two games in a day. (Exception: Senior League - If the player pitched 31 or more pitches in the first game, that player may not pitch inthe second game on that day);**
(g) In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered 60 or less pitches, and subject to each of these conditions:
1. If the pitcher delivered 30 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 31 and 60 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. Violation protested or brought to the attention of the Tournament Committee, shall result (by action of the Tournament Com mittee) 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 tournment 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 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.
   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: 9-10 Year Old Division, 10-11 Year Old Division, Little League, Junior 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 three (3) consecutive defensive outs and bat at least one (1) time. 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. Managers are responsible for fulfilling the mandatory play requirements.
   b. 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.
   c. 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, it 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 in-

cluding 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, 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.

d. For the purposes of this rule, "six (6)/three (3) 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/three consecutive outs are made; "bat at least one (1) time" is defined as: A player enters the batters box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.

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 or Big 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 subsitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound.

EXCEPTION: Does not apply to Senior and Big League Baseball.

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 6/3 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 while 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.

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

g. Rule 7.14, Special Pinch Runner, will apply during tournament.

h. **Junior/Senior/Big League** only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. **Senior/Big League only**: Rule 3.03, Designated Hitter, **WILL** apply during the tournament.

i. **SENIOR LEAGUE/BIG LEAGUE BASEBALL**: Any player in the starting line-up, including the designated hitter, who has been removed for a substitute may re-enter the game ONCE, provided such player occupies the same batting position as he or she did in the starting line-up. A substitute (non-starter) may not re-enter the game in any position once that player is removed from the line-up.

11. **SUSPENDED GAMES**: 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. **EXCEPTION**: In the event that the first inning is not completed, the game shall be replayed from the beginning and all records, including pitching, disregarded. 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 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.

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 (five or more innings for **Junior/Senior/Big League baseball**) in which one team has scored more runs than the other (three and one-half (3 1/2) (four and one-half (4 1/2) for **Junior/Senior/Big League baseball**) 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. **REPLAYING GAMES**: No tournament game may be replayed without specific approval from the Tournament Committee at Williamsport.
15. **UNAUTHORIZED AGREEMENTS**: No agreements shall be made between managers and/or Tournament Directors and/or umpires contrary to Tournament Rules.
16. **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.
17. **EJECTIONS**: Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). 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.

OFFICIALS

Scorers

The Tournament Director having jurisdiction shall appoint and provide an official scorer for each game.

The official scorer shall, immediately following each game, enter on the reverse side of each team's Eligibility Affidavit:

1. Date of game.
2. Name of each player who pitched.
3. Number of pitches.
4. Name of opponent
5. Score of game.
6. Signature of Tournament Director or assistant. This record shall be accepted as official.

FINANCIAL RESPONSIBILITY

Unless officially notified to the contrary by Williamsport, each league shall assume full responsibility for expenses incurred in tournament competition. Participating teams which choose not to accept housing and/or meals provided by the host shall reside and eat elsewhere at their own expense, and shall be responsible for their own local transportation.

Compensation to defray travel expenses for teams traveling beyond district competition will be paid by Little League Baseball, Incorporated, to Local Leagues in the form of a credit toward the next year's fees (U.S. leagues only).

NOTE: A maximum of one round trip will be compensated per tournament site at each level of play. Mileage forms must be completed and submitted to Little League International by September 15, 2012, in order for reimbursement to be paid. **EXCEPTION**: The Local League president may request, in writing, reimbursement by check. This request must accompany the mileage reimbursement form.

Mileage compensation is $1 per mile. Little League International, Williamsport, Pennsylvania, will make all arrangements and reservations for transporting the regional champions to and from the World Series.

GUIDELINES FOR CONDUCT OF TOURNAMENT

The following standards for the conduct of tournament play are for the guidance and information of Tournament Directors and participating leagues. Experience of hundreds of field directors responsible for the conduct of the tournament at all levels over many years is reflected in these guidelines which should be studied carefully and applied totally to assure successful staging of the various levels of play.

District Administrators

District Administrators or their appointed assistants will direct the tournaments. This responsibility may not be delegated to a Local League. The Tournament Director conducts or supervises play up to and including the final game of that level; collects or directs the collection of all funds belonging to the tournament; pays or directs payments from moneys so collected or received; and makes required reports to leagues involved and to the Regional Center.

The league or leagues hosting tournaments may not assume responsibility for, nor physically operate, the tournament. The league or leagues may not retain tournament income, may not make payments from nor obligate tournament funds for any purpose.

At the district tournament meeting the Tournament Rules should be reviewed in briefing league representatives, umpires and others involved in the tournament. Before assigning tournament games, the District Administrators should inspect all prospective sites. It cannot be emphasized too strongly that providing the best possible playing conditions on regular fields is the obligation of the District Administrator.

Tournament Director

A. District, Sectional, Divisional, State or Regional Tournament Director may provide appropriate awards to participating teams and players.
B. Each Tournament Director shall report as follows:
    1. Advise each participating league of schedule and time and site of games.
    2. Mail completed schedule to the Regional Director showing winners at each level of play.
    3. Pay allowable expenses and distribute balance of tournament income to the District Fund and/or leagues on a per-game basis. Where one or more teams travel greater distances than others, a mileage allowance may be paid before distributing the per-game

shares.

4. Mail completed financial report to the Regional Director within ten (10) days following final game of each level of tournament.
   NOTE: 9-10 Year Old Division and 10-11 Year Old Division advances to state level only.

Physical Conditions

It is essential that the best possible playing conditions be provided at every level of the tournament. The following conditions are recommended for tournament games:

1. Facilities:
   a. Grass outfield (Regional, Divisional, State and Sectional Tournaments). Grass infield (Regional, State and Divisional Tournaments).
   b. **Outfield fences for the Little League Division must be a maximum of 225 feet from home plate and a minimum of 195 feet (Little League); For 9-10 and 10-11 divisions, a maximum of 225 feet and a minimum of 180 feet; For Junior League, a maximum of 350 feet and a minimum of 250 feet; For Senior League and Big League, a maximum of 420 feet and a minimum of 280 feet.**
   c. Outfield fences of safe-type construction, a minimum of 4 feet in height, maximum of 6 feet.
   d. Batter's eye 24 feet wide minimum at center field.
   e. Backstop not less than 20 feet from home plate. **Junior/Senior/Big League** backstop should not be less than 35 feet from home plate.
   f. Back drop of 6 to 8 feet of canvas in back of home plate if no press box is in that position.
   g. Two foul poles at least 6 feet above the top of the fence.
   h. A protective screen in front of dugouts.
   i. Lights, if used, must meet minimum Little League standards.
   j. Only conventional dirt pitching mounds are approved for tournament play.
2. Groundskeeper's services:
   a. Grass cut to proper height. No holes or other unsafe conditions.
   b. Infield dragged and in playable condition.
   c. Markings according to regulations.
   d. Bases must be regulation size and properly secured.
3. Additional Facilities:
   a. Public address system and announcer.
   b. Scoreboard and operator(s).
   c. Adequate seating (Sectional - 500; Divisional/State - 1,000; Regional - 1,500 minimum).
   d. Adequate parking.
   e. Policing. Local police departments should be advised of the event and requested to cooperate with league personnel.
   f. First aid, medical and ambulance services available.
   g. Rest rooms.
   h. Baseballs (if not otherwise provided by Tournament Director).
   i. Adult volunteer insurance should be provided by each league in-

volved.

NOTE 1: 9-10 Year Old Divisions and 11 Year Old Divisions advances to state level only.

NOTE 2: Host leagues may retain concession income.

Assistants and Committees

To assure a successful tournament, it is desirable that the director (particularly at sectional, divisional, state and regional levels) appoint assistants and committee chairpersons to undertake the various functions which are essential. The following are suggested:

1. **Finance**: To solicit donations, supervise collections at games, sale of advertising and programs, etc. Host leagues may not conduct fund raising projects unless approved by the Tournament Director.
2. **Housing**: Players may be housed in homes where it is possible and offers no conflict. The committee should screen and select homes, brief "foster parents" on feeding, recreation, curfew, religious requirements and time of arrival for practice and games as desired by the managers. Players, managers, coaches and umpires may be provided hotel or motel accommodations and food allowance.
3. **Publicity**: Obtain and make available to all news media names of teams, players, time of games and sites, results of games, and other information essential to news media in the interest of promoting the tournament. Addresses and/or telephone numbers of players must not be released to anyone for any purpose.
4. **Transportation**: Arrangements for meeting teams upon arrival and delivery to points of departure. Arrange for transportation of managers and coaches.
5. **Program**: When authorized by the Tournament Director as a fund raising project, the Program Chairperson should work with the Finance Chairperson to assemble material, sell ads, etc. Program should not be published unless self-supporting.
6. **Parking and Police**: If deemed necessary, arrange for traffic control, parking and related functions.
7. **Medical**: Have names and phone numbers of doctors, nurses, ambulance and hospital available and arrangements made for their services, if required. If possible, a doctor or nurse should be in attendance.
8. **Ceremonies**: Arrange for flag raising, welcome, introductions, etc. These should be brief and meaningful.
9. **Umpires**: Recommended minimum of two, a maximum of six. Services on a voluntary basis. Normal expenses may be provided.
10. **Official scorekeepers**.

Expenses

Tournament Directors are authorized to pay from tournament income the following costs:

1. Championship pennant.
2. Approved Little League pins for players, managers, coaches (all teams) and umpires.

3. Postage, telephone and out-of-pocket expenses.
4. Housing and food allowance for players, managers, coaches and umpires. **NOTE:** Tournament Director should secure, at no cost to the tournament, baseballs (if not provided by host league), umpires, scorekeepers and housing for players.

Radio

Broadcasting of tournament games is permitted with authorization from the Tournament Director. Commercial sponsorship must be consistent with Little League policy. Fees or donations paid for the broadcasting rights must accrue to the tournament fund at that level.

Television

Only Little League Headquarters may authorize the televising (live or taped) of tournament games. The District Administrator or Tournament Director may recommend approval, but may not make commitments or sign any agreement or contracts for the televising of games.

Not later than two weeks prior to the start of the tournament at the level to be televised, the director having jurisdiction shall submit in writing complete details of the proposal to Little League Headquarters. Video taping of games is permissible provided tapes are not sold or used for any commercial purposes.

Brief, televised reports on tournament games and activities on news programs are permitted.

Programs

The District Administrator or Tournament Director may authorize the publication of a program or scorecard as a means of providing additional financing for the tournament at that level. However, they may not execute contracts or other commitments in the name of, or as agents for, Little League International. All funds (net) realized from advertising and/or sale of programs must be applied to the tournament fund at that level.

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REGIONAL DIRECTORS

The following Regional Directors or their appointed agents should be contacted by the Tournament Director when protests cannot be resolved at the tournament level.

U.S. EAST
Director - Don Soucy; Assistant Director - Corey Wright;
Assistant Director - Pat Holden
P.O. Box 2926; Bristol, CT 06011; PHONE: 860-585-4730

U.S. CENTRAL
Director - Nina Johnson; Assistant Director - Sean Farawell
9802 E. Little League Drive; Indianapolis, IN 46235
PHONE: 317-897-6127

U.S. SOUTHEAST
Director - Jennifer Colvin; Assistant Director- Peter Frikker
PO Box 7557; Warner Robins, GA 31095; PHONE: 478-987-7227

U.S. WEST
Director - James Gerstenslager; Assistant Director - Dave Bonham;
Assistant Director - TBD
6707 Little League Drive; San Bernardino, CA 92407; PHONE: 909-887-6444

U.S. SOUTHWEST
Director - Mike Witherwax; Assistant Director- Douglas Galler
3700 South University Parks Drive; Waco, TX 76706;
PHONE: 254-756-1816

INTERNATIONAL TOURNAMENT POOL PLAY FORMAT
SECTION I – GUIDELINES

The Pool Play Format should only be used in divisions in which there is a reasonable expectation for all teams to play all games for which they are scheduled. In divisions in which teams traditionally drop out at the last moment, or partway through the tournament, the standard double-elimination or single-elimination formats should be used instead.

The following conditions must apply to all Pool Play Format tournaments, unless specified as optional:

A. In the event a team or teams drop out of a pool play format tournament before the first game of the tournament is played (by any team in the tournament), the pools must be redrawn. If a team or teams drop out or is/are removed by action of the Tournament Committee after the first game is played, the matter must be referred to the Tournament Committee for a decision.

B. A Pool Play Format tournament may have one or more pools.

C. The pool assignments (or "draw") must either be a blind draw, or must be based on geographic considerations. Pool assignments must never be "seeded" based on the expected ability of the teams.

D. In all cases, the results of Pool Play have no bearing on the next segment of play, with the exception of rules and regulations regarding rest periods for pitchers, (i.e., losses do not "carry over").

E. It is preferable for each team in a given pool to be scheduled to play all other teams in that pool once.

F. Each team within any one pool must be scheduled to play an equal number of games as the other teams in that pool.

G. In the case of a one-pool tournament, one team may advance to become the tournament champion, based solely on the results of pool play, at the discretion of the tournament director. More commonly in a one-pool tournament, however, two teams advance to play each other for the tournament championship.

H. If more than one pool is used, and the total number of teams in the largest and smallest of the pools combined is less than ten (10), the number of teams in largest pool must be no more than one team greater than the number of teams in the smallest pool. Example:

Acceptable		**Not Acceptable**	
Pool A	**Pool B**	**Pool A**	**Pool B**
4 teams	5 teams	3 teams	6 teams

I. If more than one pool is used, and the total number of teams in the largest and smallest of the pools is ten (10) or more, the number of teams in the largest pool must be no more than two teams greater than the number of teams in smallest pool. Example:

Acceptable		**Not Acceptable**	
Pool A	**Pool B**	**Pool A**	**Pool B**
4 teams	6 teams	3 teams	7 teams

J. In the case of tournaments involving more than one pool, one or more teams may advance out of each pool to the next segment. In most cases, when two teams advance, the schedule may be arranged so that teams will "cross over" for the purpose of seeding in the next round. For example, in a two-pool tournament:

1. The first-place team in Pool A plays the second-place team in Pool B.
2. The first-place team in Pool B plays the second-place team in Pool A.
3. The winners of those two games play each other for the championship.
4. A consolation game may be scheduled between the losing teams.

The crossover method, however, is not required. At the discretion of the tournament director, the teams advancing from pool play could be re-drawn for placement in the next round via blind draw.

K. In the case of tournaments involving more than one team advancing out of pool play into a playoff, the playoff format may be single- or double-elimination, at the discretion of the tournament director.
However, if the published format calls for double-elimination, and the tournament director subsequently wishes for it to revert to single-elimination because of delays caused by weather, etc., this can only be approved by the Tournament Committee in Williamsport.

L. The tournament director may, at his/her discretion, use a format in which all teams that finish the pool play round with a specific won-lost record will advance. In the following examples, the format calls for advancing all teams (from a 10-team pool in which each team plays only seven games) that finish pool play with zero or one loss. Example 1: Among the 10 teams in the pool, two finished with 7-0 records, while two others finished with 6-1 records. Result – These four teams advance and the other six teams are eliminated. Example 2: Among the 10 teams in the pool, one finished with a 7-0 record, while two others finished with 6-1 records. Result – These three teams advance and the other seven teams are eliminated.

M. The tiebreaker methods published herein by Little League International are the only methods that will be used when a tiebreaker is required. If any question or controversy arises, it must be referred to the Regional Headquarters before advancing a team.

N. A manager is not permitted to purposely forfeit any game for the purpose of engineering the outcome of pool play, and may be removed from the tournament by action of the Tournament Committee in Williamsport. Additionally, the Tournament Committee may remove such a team from further tournament play.

O. Only the Tournament Committee can forfeit a game in the International Tournament, and reserves the right to disregard the results of a forfeited game in computing a team's won-lost record and Runs-Allowed Ratio. (Section IV)

P. When a manager or coach instructs his/her players to play poorly for any reason, such as, but not limited to the following, such action may result in the manager's removal by the umpire-in-chief, and/or removal of the manager, coach(es) and/or team from further tournament play. Note – This policy is not intended to prevent a manager from using lesser-skilled players more frequently if he or she wishes, even if such action may result in losing a game):

1. losing a game to effect a particular outcome in a Pool Play Format tournament;
2. so as to lose a game by the 10-run rule;
3. to delay the game until the curfew;
4. to allow an opponent to tie the score so that more innings may be played, etc.

SECTION II – SEGMENTS OF A POOL PLAY TOURNAMENT

A. Under this format, there are two distinct segments to a pool play format tournament.

1. In Segment 1 – The Pool Play Round, the teams are divided into a number of pools (usually two to four pools). Each team in each of the pools should play the other teams in that pool once. By decision of the tournament director, one or more teams with the best records(s) in the pool will advance to the next segment. Note: In a one-pool format, one or more teams team may advance to become the tournament champion. If only one team advances, there is no second segment.
2. In Segment 2 – The Elimination Round, the teams advancing out of Segment 1 are matched up in either a standard single-elimi nation format, or a standard double-elimination format.

B. Once a segment is completed, games played previously have no bearing on the next segment, with the exception of:

1. rules and regulations regarding the required rest periods for pitchers;
2. rules and regulations regarding players, managers and/or coaches that were ejected, and the prescribed penalties resulting from the ejection.

SECTION III – TIEBREAKER PROCEDURES

A. In all cases, the team(s) advancing past Segment 1 must be the team(s) with the best won-lost record(s) during pool play. The tournament director will decide the number of teams that will advance beyond pool play, and such decision must be made available to the leagues/teams involved before the tournament begins.

B. When records are tied, however, the following procedures must be applied in order, so that the tie can be broken. These procedures also apply to determining the seeding for Segment 2 (the playoff round), if seeding for Segment 2 is based on results of pool play.

1. The first tiebreaker is the result of the head-to-head match-up(s) during pool play (Segment 1) of the teams that are involved in the tie.
   a) If one of the teams involved in the tie has accomplished EVERY ONE of the following, then that team will advance:
      i. Defeated all of the other teams involved in the tie at least once, AND;
      ii. Defeated all of the other teams involved in the tie in every one of the pool play games it played against those teams; AND;
      iii. Played each of the teams involved in the tie an equal number of times.
      example: Three teams are tied with identical records for first place at the end of pool play, and one team is to advance to Segment 2. Teams A, B and C played against

each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, while Team B and Team C are eliminated.

b) Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to "B. 1." (head-to-head results) in this section.

1. Example: Three teams are tied with identical records for first place at the end of pool play, and two teams are to advance to Segment 2. Teams A, B and C played against each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broke by reverting to "B. 1. a)" in this section.

2. If the results of the head-to-head match-up(s) during pool play of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in everyone of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), then the tie is broken using the Runs-Allowed Ratio (see Section IV).

C. In all cases, if the tie-breaking principles herein are correctly applied and fail to break the tie, or if these guidelines are not applied correctly (in the judgment of the Tournament Committee in Williamsport), then the matter will be referred to the Tournament Committee, which will be the final arbiter in deciding the issue. If a tie cannot be broken through the proper application of these guidelines (in the opinion of the Tournament Committee), then a playoff, blind draw or coin flip will determine which team(s) will advance. This is a decision of the Tournament Committee.

SECTION IV – RUNS-ALLOWED RATIO

A. For each team involved in a tie in which head-to-head results cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in everyone of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), the tournament director will calculate: The total number of runs given up in all pool play games played by that team, divided by the number of half-innings played on defense in pool play games by that team. This provides the number of runs give up per half-inning by that team: the Runs-Allowed Ratio.

1. Example: The Hometown Little League team has given up eight (8) runs in all four (4) of its pool play games, and has played 23 innings on defense in those four games. 8 divided by 23 equals .3478

2. The Runs-Allowed Ratio for Hometown Little League (.3478 in the example above) is compared to the same calculation for each of the teams involved in the tie.

B. The Runs-Allowed Ratio is used to advance ONLY ONE team.

C. If, after computing the Runs-Allowed Ratio using results of all pool play games played by the teams involved in the tie:

1. one team has the lowest Runs-Allowed Ratio, that team advances. After one team has advanced using the Runs-Allowed Ratio, the breaking of any other ties must revert to the methods detailed in Section III – Tiebreaker Procedures, before the Runs-Allowed Ratio is used to break the tie.
2. two or more teams remain tied, and the methods detailed in Section III – Tiebreaker Procedures cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in everyone of the pool play games played between those teams, or because the teams involved in the tie did not play one another an equal number of times during pool play), then the Runs-Allowed Ratio must be recomputed using statistics only from the pool play games played between the teams involved in the tie. The results are used to advance ONE team, and any other ties must revert to the methods detailed in Section III – Tiebreaker Procedures, before the Runs-Allowed Ratio is used to break the tie.

D. Any part of a half-inning played on defense will count as a complete half-inning on defense for the purposes of computing the Runs-Allowed Ratio.

E. If a game is forfeited, in most cases the score of the game will be recorded as 6-0 (for Little League Divisions and below) or 7-0 (for Junior League Divisions and above). However, only the Tournament Committee in Williamsport can decree a forfeit, and the Tournament Committee reserves the right to disregard the results of the game, to assign the score as noted above, or to allow the score to stand (if any part of the game was played).

F. If a game is forfeited, in most cases each team involved in the forfeit will be deemed to have played six defensive half-innings (for Little League Divisions and below) or seven defensive innings (for Junior League Divisions and above). However, forfeits and the final score and number of innings charged or credited in forfeits, can only be decreed by the Tournament Committee in Williamsport.

G. In the event a team (defined for this purpose as a minimum of nine players) fails to attend a scheduled game, and it is determined by the Tournament Committee in Williamsport that the failure to attend was designed to cause a forfeit or delay the tournament for any reason, the Tournament Committee reserves the right to remove the team from further play in the International Tournament and/or remove those adults it deems responsible from the team and/or local league.

APPENDIX A
LIGHTNING SAFETY GUIDELINES

Each year across the United States, thunderstorms produce an estimated 25 million cloud-to-ground flashes of lightning - each one of those flashes is a potential killer. According to the National Weather Service, an average of