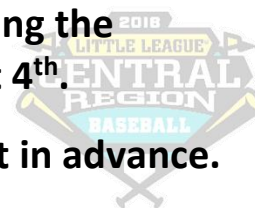


## The following list of items will be covered during the Manager/Coach/Umpire Briefing on August 4<sup>th</sup>.



### In preparation of the meeting, please review the list in advance.

- Hotel accommodations will be provided starting on Saturday, August 4<sup>th</sup> and end on the day after the team is eliminated from the tournament. (For example, if a team is eliminated on Thursday, check out will be on Friday.) If teams and/or players decide to stay in Indianapolis after that, it will be at their own expense.
- Each day, breakfast is provided at the hotel. Lunch will be available at the white tent near the field.
- Teams will receive their Regional Tournament participation pins prior to their first game in the tournament.
- The tournament director will provide line up cards for all games. Line ups for the day's games must be handed in to the Game Director in the scorer's booth at least two hours before the game is scheduled to start. Line ups do not become official until handed to the umpire before the game.
- Teams may access the playing field one hour before the scheduled game time to loosen up in the **outfield**. If you desire additional warm up time, you will need to use the practice fields. The home team will begin infield practice about 35 minutes before the start of the game.
- For every game, the HOME and VISITOR team designation shall be determined by a coin toss conducted by a tournament staff member with the team manager or his/her designee. Coin flips for games 1-4 will be conducted at the conclusion of this afternoon's briefing. For games 5-20, coin flips will be conducted 15 minutes after the second team has been determined. The managers should meet behind the scorer's booth (behind backstop of D17). If the manager is not present at the designated time, the Tournament Director or Assistant Tournament director will act on his behalf. The home team shall occupy the third base dugout.
- Only the team manager, coaches and players in uniform whose names are listed on the eligibility affidavit are allowed in the dugout during a game, or on the playing field during a warm up. No practice coaches or helpers are permitted on the field or in the dugout, or in the bullpen area adjacent to the dugout.
- Sunflower seeds and tobacco products are NOT permitted in the dugout areas, or on any playing field at the tournament site.
- It is expected that the behavior of all participants must be above reproach. You are representing yourselves, your leagues, your communities and our program. We will expect nothing less than exemplary behavior. **Profanity and unsportsmanlike conduct will NOT be tolerated.**
- A conventional baseball hat must be worn by managers and coaches during games. The hat may not be worn backwards. Additionally, a visor is not a hat. Coaches and players shirts must be tucked in at all times when on the field. Coaches must wear Khaki style shorts or slacks. They can be any color but no "gym shorts".
- Players are always expected to hustle on and off the playing field between half innings.

- Managers, coaches and players must remain inside the dugout area during the game. Players may not stand in the opening of the dugout.
- Eye black may be worn by players. However, it should be worn in a conservative manner. Eye black that is worn in excess will not be acceptable. Additionally, no branding of any nature may be printed on the eye black



- Team equipment shall be checked prior to each game. All equipment must be kept in the team's dugout equipment area in an organized manner during the game. Any equipment removed from the game will be marked, kept in the tournament director's office and returned at the end of the tournament
  - i. All equipment brought into the dugout must be removed from bags to be checked.
  - ii. Helmets may not be altered in any form, including painting or adding decals by anyone other than the manufacturer or authorized dealer
  - iii. Review penalty for use of an illegal bat
- Managers, coaches and players are expected to conduct themselves in a proper manner at all times. If you disagree with an umpire's decision, it is expected that the correct and appropriate procedures will be used to discuss the matter.
- You must **request** 'TIME' from an umpire, then wait until it has been granted, before you come onto the playing field. Only the manager or a coach (not both) will be permitted out of the dugout and onto the field.
- Once the game begins, no player, manager or coach may leave the field or dugout without permission of an umpire. Restroom privileges will be permitted providing permission if first obtained from an umpire.
- In the event of an accident or injury on the playing field, no one shall come on to the field until all play has ceased and the umpire has called 'TIME'. The manager will be permitted to come on to the field to assess the injured player. Medical personnel will be at each field to assist when necessary.
- Base coaches shall not take their positions until the defense has completed their warm up. Stay in front of your team's dugout until catcher throws the ball down.
- A player not in the game should have a helmet on and should be retrieving the bat after an at-bat. Managers and coaches should not be coming out to get bats.

- Any fly ball that hits the yellow tubing on the fence in fair territory and bounces back into the field of play will be alive and in play. Runners may advance at their own risk.
- Any fly ball that hits the yellow tubing on the fence in fair territory and lands outside the field of play will be ruled a home run. All bases must be legally touched.
- **Reporting Subs/Changes**
  - Reported first to home plate umpire, who will accompany you to scoring area behind the backstop to make changes with the official scorer.
  - Must be number for number, ex: Playing in left field now is #33 replacing #15. Or batting now is #44 replacing #10. No advance substitutions. Defensive changes should also be noted.
- Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has his turn at bat or is on base.
- **MEDIA-FREE ZONES** Absolutely no media at practices, cages or dugout.
- **ONE-ON-ONE PLAYER INTERVIEWS** Members of the media wishing to conduct one-on-one interviews with players **must first obtain the consent of the team manager or coach who MUST be present throughout the interview.** Requests will be forwarded to the coach or manager of the player. If the player and manager/coach agree to the interview, the coach/manager and player will meet the requesting media in an interview area established by the Regional Director or Assistant Regional Director. Any coach, manager, or player may decline the interview.

## Rule/Regulation Reminders

- Jewelry, regardless of the composition may not be worn during practices or games. (1.11 (j))
- The on-deck batter is NOT permitted. Only the first batter of each offensive half inning is allowed to be out of the dugout, warming up. The first batter of the offensive inning as well as the base coach shall stay in front of their dugout until the umpire signals for a batter.
- Playing Rule 4.05 (b) applies during regular season and tournament play. Two adult base coaches are permitted only when there are three adults permitted in the dugout. One adult must remain in the dugout at all times during the game.
- Playing Rule 3.17: The use of electronic communication equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for any communication with on-field personnel including those in the dugout, bullpen, or field.
- All catchers must wear the long or short model chest protector with neck collar, shin guards, approved helmet/face mask with the attached dangling-style throat protector. All must meet Little League standards and specifications as noted in Playing Rule 1.17.
- - Playing Rule 1.17 shall be interpreted to include infield/outfield practice. Players who are catching for a coach during infield/outfield practice before a game and players who are warming

up a pitcher--any time will wear the approved helmet/face mask with dangling-style throat protector.

- Playing rule 3.09 will be enforced.
  - b. Players, managers and coaches of participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.
    - i. If you are choosing to allow a spectator to keep your scorebook outside of the dugout, you are prohibited from communicating with that spectator, as noted in playing rule 3.09 above.
    - ii. Signs to your pitcher must be signaled in from the dugout, not a spectator sitting in the stands.
    - iii. Violation of this rule is grounds for ejection and/or removal of the spectator from the stadium and/or property.
- Mandatory Play:  
Tournament Rule 9 on page 139 (see below failure/refusal) WILL apply unless the game is shortened for any reason. A game is NOT considered shortened if the home team does not bat in the bottom half of the 6<sup>th</sup> inning (or any extra inning) due to winning the game.
  - c. 13+ players at the start of the game = one at bat
  - d. 12 or fewer players at the start of game = six **consecutive** outs and one at bat
- Substitution/Re-entry
  - a. A substitute entering the game for the first time may not be removed prior to the completion of mandatory play
  - b. Starter and sub must remain in the same position in the batting order
- Reviewing Pitching Rules: Tournament Rule 4, pages 135-137

## Notable Tournament Rule Changes for 2018

- Tournament Rule 3(f): The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.
- Tournament Rule 7. VISITS: A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule. When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher. 9- to 11-Year-Old Division, Little League, Intermediate (50-70) Division, Junior League, and Senior League: A manager or coach may come out **once** in one inning to visit with the pitcher, but the **second** time out, the player must be removed as a pitcher. The manager or coach may come out **twice** in a game to visit with the pitcher, but the **third** time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.
- Tournament Rule 9: Prior to the start of play in the top of the fourth inning, the umpire-in-chief or other individual designated by the game Tournament Director in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirement into the 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.

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

a. Visiting Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the bottom half of the fourth inning into 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 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.

2. If a team has 13 or more players in uniform at the start of a game, players must be inserted into the line-up to bat offensively during the:

a. Visiting Team: fourth or fifth inning, or as one of the first three batters in the sixth inning that will allow their one at-bat to be satisfied.

b. Home Team: fourth inning or as one of the first three batters in the fifth inning that will allow their one at-bat to be satisfied.

- Tournament Rule 12. RUN RULE: If at the end of three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game 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.

