

*****In preparation for the Manager/Coach/Umpire Briefing on Sunday, July 21st, please review this document.***

General Reminders/Ground Rules

- 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 at the Tournament Office (press box) 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.
- 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. The home team shall occupy the third base dugout.
- Teams may access the playing field one hour before the scheduled game time to loosen up in the **outfield**. *No batted balls by players or coaches during this time in the outfield.* If you desire additional warm up time, you will need to use the practice field (both teams will need to share the field). Each team will have 8 minutes of infield practice, beginning about 35 minutes before the start of the game, starting with the **home** team. *This may be adjusted should games run late, or other scheduling conflicts occur.*
- Teams will be announced prior to each game and will line up in front of their dugouts on the first-base and third-base lines. Visiting team will be announced first, followed by home team. This will be followed by the recitation of the Little League Player and Volunteer pledges and the playing/singing of the National Anthem.
- Bullpens are in foul territory in the outfield. Teams will need to send a lookout player WITH A HELMET to protect the pitcher and catcher.
- 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 prior to or during the game.
- Sunflower seeds and tobacco products are NOT permitted in the dugout areas, or on any playing field at the tournament site.
- Attire for managers and coaches: a white polo shirt will be provided by the Central Region and MUST be worn for all games. Khaki style shorts or slacks are also required. They can be any color but 'gym shorts' are not permitted. Footwear must be closed-toe (no flip flops or sandals).
Players and coaching staff must have their shirts tucked in at all times when on the field.

- 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. Eye black that includes glitter is not acceptable. Additionally, no branding of any nature may be printed on the eye black.



- 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.**
- Players are always expected to hustle on and off the playing field between half innings.
- 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.
- **Reporting Subs/Changes**
 - Reported first to home plate umpire, who will accompany you to 1st base side of 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 her turn at bat or is on base.
- Team equipment shall be checked prior to each game. 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. Leave 'old' and 'practice' bats in the car.
 - ii. Helmets may not be altered in any form, including painting or adding decals by anyone other than the manufacturer or authorized dealer.
- Managers, coaches and players must remain inside the dugout area during the game. Players may not stand in the opening of the dugout. Managers/Coaches cannot sit on bucket outside the dugout opening, halfway outside opening, outside on dirt, etc.

- 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. Simply get the nearest umpire's attention.
- 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.
- Artificial noise makers in the dugout (drumsticks on bucket, banging balls on benches or dugout walls in a cadence) are not permitted. Cheering is expected to be positive and for your own team. Taunting of other teams is not permitted.
- 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.
- (If applicable) The field tarps stored down the left and right field lines are in play. Any batted or thrown ball hitting the tarp and bouncing off will remain alive and in play. A batted ball or thrown ball entering the inside or behind the tarp will be declared a dead ball and bases will be awarded according to the playing rules. A player may lean on the tarp and catch a ball, but he may not get on top of the tarp to catch a ball.
- (If applicable) TV camera equipment mounted on the backstop fence/netting is alive and in play on thrown balls.

Rule/Regulation Reminders

- Tournament Playing Rule 3 (a): After entering the batters' box, the batter must remain in the box with at least one foot throughout the at bat. See page 127 for exceptions and penalty.

- 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.
- A pitcher may wear a play calling wristband on the glove hand, wrist, or arm (non-pitching arm) of a solid single color: black, white, gray, or a uniform color . Same applies for compression sleeves if on the pitching arm. (1.15(c))
- 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.
- 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 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.

- Tournament Rule 3(d): Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.
- Mandatory Play: Tournament Rule 9 on page 130 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 6th 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

Notable Tournament Rule Changes for 2019

- Managers/Coaches in the Dugout – If a tournament team has twelve (12) or more eligible players in uniform at the game site at the start of a game, then the maximum of three (3) adults who are named on the affidavit (or authorized replacements as noted on the affidavit) will be permitted to act as manager/coaches for that game. However, if a tournament team has eleven (11) or fewer eligible players in uniform at the game site at the start of a game, then a maximum of two (2) adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit, or must be authorized temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not permitted to be in the dugout or on the field during that game. NOTE: Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout. See 4.05(b)
- TIE GAME: When the completion of six innings and the score is tied, the following tie-breaker will be played to determine a winning team:
 - a. The seventh inning will be played as normal.
 - b. Starting in the top of the eighth inning and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base. EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

INTERNATIONAL TOURNAMENT MANDATORY PLAY

FOR 8- TO 10-YEAR-OLD, 9- TO 11-YEAR-OLD, AND LITTLE LEAGUE DIVISIONS



Do you have...

12 or fewer
players

13 or more
players

**6 consecutive defensive outs
and
1 at-bat minimum**

1 at-bat minimum

VISITOR

Inserted prior to 1st pitch or play in bottom half of the 4th inning into one of the next 6 positions due up in the line-up

HOME

Inserted prior to 1st pitch or play in top half of the 5th inning into one of the next 3 positions due up in the line-up

VISITOR

Bat in the 4th or 5th inning, or as one of the first 3 batters in the 6th inning

HOME

Bat in the 4th inning, or as one of the first 3 batters in the 5th inning

REMEMBER:

1. The Mandatory Play rule is specific to each team, and is applied based on the number of eligible players present on-site, in uniform at the beginning of the game.
2. 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 all players who have not fulfilled their mandatory play requirement.
3. A manager's failure/refusal to insert players into the line-up as outlined above shall result in immediate ejection of the manager and removal for the rest of the International Tournament.