



LITTLE LEAGUE BASEBALL INCORPORATED
SOUTHERN CALIFORNIA DISTRICT 70

ALL STAR TOURNAMENT
PRE-GAME AND FIELD REGULATIONS



PRE-GAME MEETING

Teams are required to check in (1) hour before game time. **Only the Team Manager may meet with the Tournament Director (District Staff Member), any alternate will need prior approval of the Tournament Director.**

- 1) Managers must bring their tournament team eligibility packet (affidavit, medical release, etc.) with them to each game. The complete packet must be handed in to the Tournament Director during check in. **It is the responsibility of each Manager to retrieve their affidavit packet at the conclusion of each game. The Tournament Director is not responsible for affidavits left behind.**
- 2) **Managers and Coaches will be asked to present a photo ID during first check in as well as the signed copy of the Rules Sign Off.**
- 3) Managers and Coaches also must have all completed forms/certifications required by Little League International and the State of California. i.e. – Diamond Leader, CA. Concussion cert, etc.
- 4) Manager will deliver 3 new Little League approved **RS-T** Tournament baseballs during check-in and in exchange the Tournament Director will provide each Manager a blank District line-up card to use for the game. **This is the only line card that can be used.**
- 5) During check-in a coin flip will decide Home or Visitor. All fields are considered neutral. If a manager is not on time; the Tournament Director will pick an alternate for the coin flip. Lower seeded number (1 being the lowest) will make the call. The winner of the coin flip shall have the choice of Home or Visitor (Visitor will reside on the 1st base side / Home will reside on the 3rd base side). **If a Manager has not checked in one (1) hour before game time, the other team will get to call the coin toss.**
- 6) All Managers must have a medical release form for each player on their tournament team in their possession at all times. If a condition is listed, the player must have any unexpired needed medications with him.
- 7) Once checked in (no earlier than 1 hour till game time) the team will be instructed by the Tournament Director, to proceed to the outfield. All equipment shall be kept to the **outfield** until team are instructed to take the dugouts.

- 8) Only personnel listed on the team roster will be allowed inside the field fences, including dugouts. All other persons shall occupy the spectator areas. **Managers, Coaches or Players may not leave the field after entering, without permission of the Tournament Director.**
- 9) Forty-Five (45) minutes before game time the manager will return with their completed line-up card. Managers will turn in their lineup cards four (4) copies to the Tournament Director. **Lineup cards must show player numbers, position numbers (not position name), first and last names for all players (including those injured or absent) as well as the Manager and Coaches names.**
- 10) The Tournament Director will give the first page to the Plate Umpire, the second page to the Scorekeeper, the third page to the opposing Manager and the last copy to the Manager.
- 11) No team or equipment may occupy the **dugouts** until the line-up card it turned in **AND** when instructed to do so by the Announcer or Tournament Director.
- 12) No one is allowed on the **infield** until thirty (30) minutes prior to game time or **when instructed to do so by the Announcer or Tournament Director.**
- 13) **No batting practice / batting warm-ups during the last thirty (30) minutes prior to the game time.**
- 14) Thirty (30) minutes prior to game time, the visiting team may take infield practice for ten (10) minutes. At twenty (20) minutes prior to game time the Home Team shall take infield practice for ten (10) minutes. *If a team decides not to take infield practice, they will forfeit their time slot to the opposing team.* **When or if a Team is not taking infield practice, they will remain in their dugout, not on the field, and there will be no swinging of bats allowed. The opposing team will not be on any part of the field during the other teams allotted practice time. The whole field belongs to the practicing team during their warm-ups.** The last ten (10) minutes are reserved for Ceremonies and Ground Crews.
- 15) All games will be played according to Little League Tournament rules.
- 16) **AT THE CONCLUSION OF EACH GAME, MANAGERS MUST RETURN TO THE CHECK-IN AREA TO PICK UP THEIR AFFIDAVIT, SIGN THE OFFICIAL SCOREBOOKS AND PITCH LOGS FOR THEIR GAME. DISTRICT WILL NOT BE RESPONSIBLE FOR AFFIDAVIT'S LEFT BEHIND.**

OPENING CEREMONY

The Announcer may make the welcoming speech.

The Announcer introduces the following personal:

- a) District Administrator; whether present or not
- b) District Staff member in attendance
- c) Hosting League President
- d) Team introductions starting with the visiting team
- e) Umpires

After introductions, the announcer shall ask for all to PLEASE STAND FOR THE NATIONAL ANTHEM OR PLEDGE OF ALLEGIANCE **AND** THAT ALL REMAIN STANDING FOR THE LITTLE LEAGUE PLEDGE.

ANNOUNCING

The Announcer shall not make any announcements while the ball is in play. They will not make calls such as balls, strikes, outs, fouls, etc. until first announced by the Umpire.

SCOREKEEPING

The Scorekeeper's job is to record the events of the game. They are not to rule on eligibility of a player or pitcher and they do not challenge an Umpires count. That is the job of the opposing Manager.

PITCH COUNTER

The Pitch Counter is to record the pitches thrown by each pitcher in the pitching log, which will be signed by the Managers the conclusion of the game. Pitch counts will be given out only when instructed by the Umpire. The pitching log will be maintained by the Tournament Director.

LIGHTS

If a game is to be played under artificial lighting, it will not be turned on until called for by the District Staff, Plate Umpire or between innings. If not possible, they will be scheduled to turn on 30 minutes prior to sunset.

PROTEST PROCEDURES

In the event of a protest, before or during the game, the protest rules set forth, in the Official Regulations and Playing Rules for 2023 (Blue/White Book-Baseball) must be followed.

MANDATORY PLAY

The mandatory play rules for Little League Tournament play are as follows: All Tournament Teams must adopt a policy of a continuous batting order that will include all players on the team affidavit present at the start of the game, to appear in the batting order. Each player is considered a "starter" and required to bat in his/her respective spot in the batting order. There is no requirement for any tournament player to participate in the game on defense. However, players may be freely entered/re-entered into any defensive position throughout any tournament game regardless of their position in the batting order.

TOURNAMENT GROUND RULES

- 1) District Staff personnel oversee all Tournament Sites.
- 2) The Umpires **without** warning may remove anyone for throwing equipment or showing **any** behavior detrimental to Little League. **Unsportsmanlike conduct will NOT be tolerated.**
- 3) Any player, Manager, coach or official who is involved in a physical or verbal altercation at the game site can be suspended or removed from tournament play.
- 4) One Manager, two coaches and the rostered team players (in uniform) are the only persons authorized to warm up, assist, coach or otherwise be involved with the team once checked it (one hour prior to game time).
- 5) Spectators, parents or siblings are not to communicate with players, managers, coaches or scorekeeping staff during the game. If a player needs water or Gatorade, please see one of the District staff members in the navy blue shirts.
- 6) Photographers and news personnel may be on the playing field (with authorization from the Tournament Director and concurrence of the Umpire-In-Chief of the game).
- 7) No video recording/streaming devices will be allowed in the backstop area behind home plate or near the scoring table. Area will be marked by flagging tape.
- 8) Only water/sports drinks will be permitted in the dugout during the game. Seeds, food, gum or soda is not permitted in the dugouts. No glass containers are allowed in the dugouts.
- 9) No tobacco products (including E-cigarettes) are allowed within 250 feet of the event. (Calif SB 977 – CA Penal Code Sec. 374.4)
- 10) No alcohol will be allowed on the Tournament grounds, including parking lots. Anyone caught in possession of alcohol will be ejected from the Tournament without warning.
- 11) No ice chests or coolers will be allowed inside the park or Tournament Sites. **Exception:** Each team may bring one cooler into the dugout during their games.
- 12) Managers and Coaches shall not wear tank tops, flip-flops, sandals or cutoff trousers while on the field. Only appropriate attire will be allowed. Managers and coaches may not dress in player attire (no baseball pants).
- 13) All players must be in full uniform when entering the field. Uniforms must be worn properly (shirts tucked in, caps on straight, etc.) and all male players must wear an athletic supporter.
- 14) No artificial noise makers are allowed (cow bell, air horns, vuvuzela, etc.)

- 15) Music will not be allowed to be played on the field of play or from within the Dugout. Walkup music may be allowed from the stands at the Tournament Directors discretion and any music played must be in good taste but must go silent once the player steps into the batter's box.
- 16) Managers/Coaches shall not act as Batboys. Only a Player with a helmet may act as a Batboy.
- 17) Managers and Coaches shall remain in the dugout during the game and may not stand in the openings unless they are coaching, dugout gates must remain closed during play. If coaching, they will always remain in the Coaches box. No straying allowed.
- 18) No pagers, cell phones or electronic devices will be allowed on the field or in the dugouts before or during the game **(unless used for Scorekeeping and is approved by the Tournament Director prior to game time.)** If a device is found before or during the game, the device will be confiscated until the game is over.
- 19) Only the Manager, as listed on the roster, may communicate or converse with the Tournament Director regarding the team and play of the team, before or during the game. If a Manager is not present or ejected from the game, the Coach appointed shall take over control of the team and shall assume all rights of the Manager.
- 20) If the Team forgets the three (3) RS-T balls, they will be available for seven dollars (\$7.00) per ball. Used baseballs will remain with the Tournament Director after the game.
- 21) Home run balls will be distributed strictly at the discretion of the Tournament Director. If distributed, they will be given to the Manager during the post-game check out and will require a replacement (RS-T) ball from the Manager for each home run ball given. Homerun pins will be given out at that time as well.