
LITTLE
LEAGUE
WISCONSIN
DISTRICT 1
TOURNAMENT
COACHES'
MEETINGS



**Little
League**
Official District
Wisconsin 1

June 12, 13 and 14, 2023



AGENDA

- 1. Introductions – District 1 Staff
 - 2. Little League Values: Courage, Loyalty and Character
 - You represent Little League and, more, specifically, your league.
 - You are a role model for your players and your players will always remember you, good or bad.
 - **LL Mission Statement: Little League® believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities.**
 - 3. Coaches' Clothing
 - Golf shorts (no gym shorts); polos, athletic shoes or deck shoes (no sandals), baseball caps, and khaki long pants.
 - Intermediate and up: baseball jerseys, hopefully, matching your team are allowed. Full uniforms for coaches are allowed for these age groups.
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AGENDA

4. Tournament Rule Mandatory Play Baseball Rulebook pp. 192- 193

9. MANDATORY PLAY – CONTINUOUS BATTING ORDER: 8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League: 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 required to bat in his/her respective spot in the batting order.

a. **A player may be entered and/or re-entered defensively in the game at any time.** Tournament Rule 4 (c) provisions apply: 8-to 10-Year Old Division, 9-to 11-Year Old Division, Little League: Pitchers once removed from the mound, may not return as pitchers. Intermediate (50/70) and Junior Division: 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.

➤ **No requirement for a player to play on defense.**

AGENDA MANDATORY PLAY CONTINUED

b. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives later to a game site, if the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.

➤ **If a batter cannot bat, for whatever reason, batter is skipped with no penalty. Skipped batter maybe reinserted into the lineup in their original position in the lineup. Late players placed at the end of the lineup.**

c. An improper batter will be considered as batting out of turn (see Rule 6.07).

d. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter.

AGENDA MANDATORY PLAY CONTINUED

e. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).

- Batter becoming runner must run except in limited circumstances:
 - Courtesy Runner for pitcher or catcher who is on base with 2 outs.
 - Batter turned base runner cannot run because of injury, illness or ejection.
 - There is no Special Pinch Runner for Junior division and below.

f. There is no exception to this rule. This rule does not apply to Senior Divisions of play.

NOTE: The rule replaces Regulation IV(i) and Rule 3.03

AGENDA COURTESY RUNNER

5. Tournament Playing Rules 3(d)

d. 8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League: **COURTESY RUNNER:** A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.

➤ **Courtesy Runner for Pitcher and Catcher for all Divisions except the Senior Division.**

AGENDA SPECIAL PINCH RUNNER SENIOR DIVISION

6. Tournament Playing Rule 3 (d)

Senior Division: 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

AGENDA

- 7. Arm Bands
 - A. Baseball and Softball – Rule 1.11(a)(3) – Arm Bands
 - a)(3) Any part of the pitcher’s undershirt or T-shirt exposed to view shall be of a solid color. The pitcher’s undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt. **The use of play calling bands by defensive players is permitted under the following conditions:**
 - **The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm)**
 - **The play calling band may not be attached to the belt or any other location on the player’s person.**
 - **Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.**
 - NOTE: A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g. sweat bands.
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AGENDA

8. Rules to remember

- No dropped 3rd strike and run in 8-10 division.
- A pitcher cannot pitch in 3 consecutive days.
- If a catcher catches 4 innings, then the catcher can't pitch that day. Catching one pitch in the 4th inning equals catching 4 innings.
- Catcher who catches less than 4 innings and pitches 21 (31 for 15-16) or more pitches in the game cannot return to catcher.
- Pitcher pitches 41 or more pitches in a game, the pitcher cannot catch.
- 10-run and 15-run rule apply to all divisions. 8- run rule does not apply in tournament play.
- A player maybe intentionally walked announcing such decision to the Homeplate umpire one time during the game. This would not restrict a team from throwing four balls, outside the strike zone, to this batter at another time in the game. Baseball rule 6.08(a)(2).

9. Minor League rules are NOT used in any division

10. If there is roster space (less than 14 players), additional players may be added during the tournament to your team if they meet eligibility, age and residency requirements. DA or ADA must sign off on additional player.

11. Homerun celebrations: Keep your players in the dugout until the player who hit the homerun touches home plate. Failure to do so will result in a warning to the manager. Second violation will result in the ejection of the manager.

12. Pick up your affidavit from the scorer's table after the game. Please review the pitch count sheet before you initial it. **Once it is initialed, the pitch counts are official.**

AGENDA PITCHER'S PITCH THRESHOLD

13. Tournament Playing Rule 4(e) EXCEPTION: If a pitcher reaches the limit imposed 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 or the game;
- 4. The pitcher is removed from the mound prior to the batter completing his/her at bat.

Note 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

AGENDA STEPPING OUT OF BATTER'S BOX

14, Tournament Playing Rule 3(a):

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

EXCEPTIONS:

- i. On a swing, slap, or check swing.
- ii. When forced out of the box by a pitch.
- iii. When the batter attempts a "drag bunt."
- iv. When the catcher does not catch the pitched ball.
- v. When a play has been attempted.
- vi. When time has been called.
- vii. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- viii. On a three ball count pitch that is a strike that the batter thinks is a ball.

PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. Minor/Major Division: No pitch has to be thrown, the ball is dead, and no runners may advance. Intermediate (50-70) Division/Junior/Senior: No pitch has to be thrown and ball is live.

NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

AGENDA

15. Removal of Pitcher from the mound - Tournament Playing Rule 4(c)

c. pitchers once removed from the mound may not return as pitchers. Intermediate (50-70) Division/Junior 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.

16. Warming Up Pitchers – Tournament Playing Rule 3(f)

f. Managers or coaches **are not permitted** to warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may stand by to observe a pitcher during warm-up in the bullpen.

17. Managers/Coaches in the Dugout – A 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. The 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 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).

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18. Tied games Tournament Playing Rule 14

TIE GAME: When the completion of six innings [Intermediate (50-70) Division/Junior/Senior League: seven innings] and the score is tied, the following tiebreaker will be played to determine a winning team:

- a. The seventh inning [Intermediate (50-70) Division/Junior/Senior League: eighth inning] will be played as normal.
- b. Starting in the top of the eighth inning [Intermediate (50-70) Division/ Junior/Senior League: ninth 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.



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- 19. Visits to the Pitchers
 - **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.
 - **8- to 10-Year-Old Division:** 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.

2023 Little League Baseball Tournament Rule Summary

Updated 23-May-2023

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Intermediate (11/12/13)	Juniors (12/13/14)	Seniors (13-16)
Non-wood Bats	USABat Certification Required			USABat or BBCOR		BBCOR
Mandatory Play	<i>Replaced with mandatory use of continuous batting order.</i>					Does not apply
No new inning after	Midnight			12:30 AM		1:00AM
Pitches/Day	8-year-old: 50	9- or 10-year-old: 75	11- or 12-year-old: 85	13- to 16-year-old: 95		
Rest	1 – 20 pitches: no rest 21 – 35 pitches: 1 calendar day 36 – 50 pitches, 2 calendar days rest. 51 – 65 pitches, 3 calendar days 66+: 4 calendar days.					1 – 30: no rest; 31 – 45: 1 day; 46 – 60: 2 days; 61 – 75: 3 days; 76+: 4 days.
Multiple Games	May only pitch in one game per day			If < 31 pitches thrown in first game.		
Consecutive Games	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch on 3 consecutive days regardless of circumstances.					
Suspended Game Resumed Next Day	If pitched 20 or fewer pitches, may continue – pitch count starts at zero. If 21-40 pitches, may continue – pitch count picks up from previous game. If 41 or more pitches, not eligible. If another game intervenes, see Rule 4(h)					Same, except 30/60 pitches instead of 20/40
Returning to Mound	Pitchers once removed from the mound may not return as pitchers.			A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game.		
Catching	A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. A player who has played catcher in four or more innings in a game may not then pitch on that calendar day. Play catcher for < 4 innings then throw 21 or more pitches cannot catch again that day. (31 pitches for 15/16 year-olds)					
Intentional Walk	<i>Once per batter, team may request an "unpitched" intentional walk. Remaining pitches are added to pitch count.</i>					
Player Re-entry	Continuous batting order is required. Players may be entered or re-entered defensively at any time.					Any player who has been removed for a sub may re-enter in the same position in the batting order.
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed from mound on second visit in inning or third visit in game.		Same. Each pitcher has his/her own "count" of visits, which resumes if pitcher returns to mound later in the game.		
Mercy Rule	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.			15 runs after 4 innings, 3 ½ if home team is ahead 10 runs after 5 innings, 4 ½ if home team is ahead		
3rd Strike not caught	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.				
On-Deck Batters	Not allowed.			Allowed.		
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.					
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.					
Special Runners	<i>With two outs, a courtesy runner may be used for pitcher or catcher of record. Runner must be the player in the batting order who made the last out.</i>					Special pinch runner twice per game
Adults	<i>One manager and two coaches permitted regardless of number of players</i>					
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game.					
Unsportsmanlike Conduct	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, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.					
Tiebreaker Rule	Starts in 8 th inning			Starts in 9 th inning		

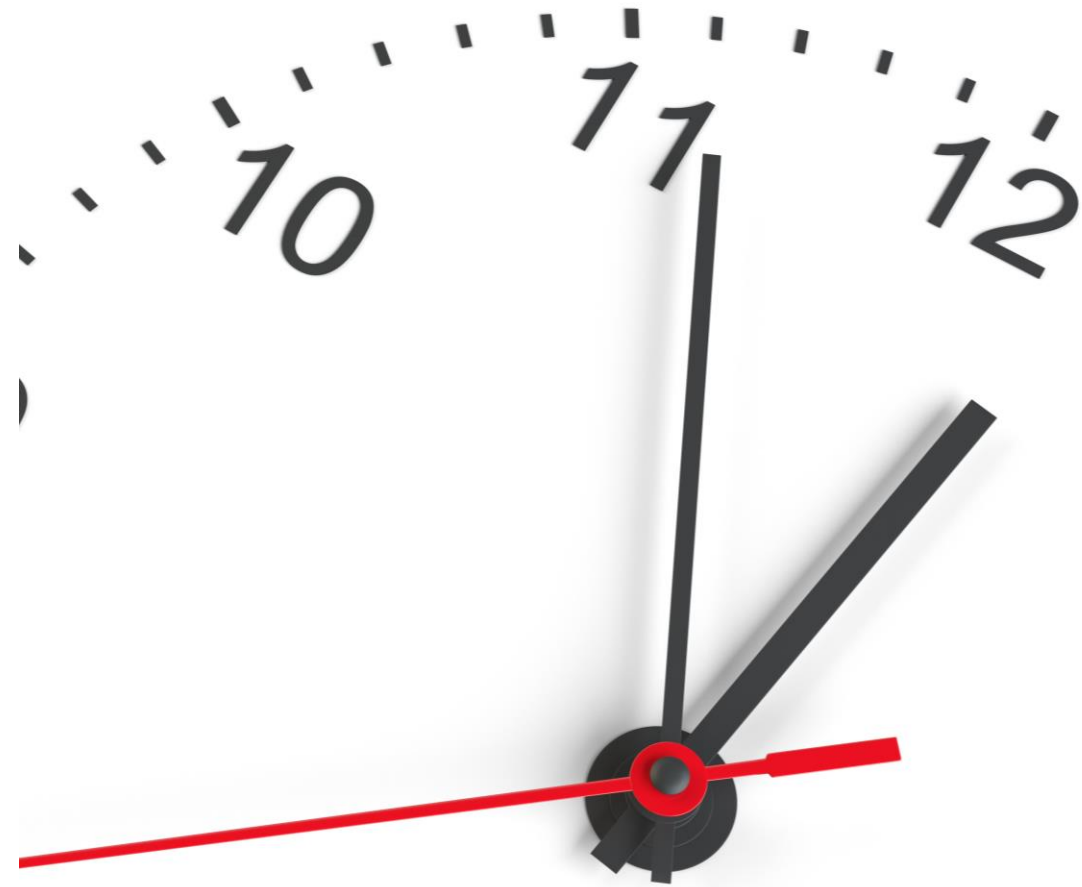
2023 Little League Softball Tournament Rule Summary

Updated 23-May-2023

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Juniors (12/13/14)	Seniors (13-16)
Pitching Distance	35 feet	40 feet		43 feet	
Softballs	11-inch softball	12-inch softball			
Mandatory Play	<i>Replaced by mandatory use of continuous batting order.</i>				Does not apply
No New Inning After	Midnight		12:30am	1:00am	
Time Limits	If two games are scheduled for the same site, no time limit may be imposed on the first game.				
Pitchers	Innings	Max 12 per day Max 12 per game		No restrictions	
	Rest	Six or fewer innings in a day – none required Seven or more innings in a day – one calendar day		No rest required	
	Consecutive Games	Allowed, subject to rest requirements.		No restrictions	
	Consecutive Days	If six or fewer innings pitched previous day, or if pitcher of record in continuation of suspended game.		No restrictions	
	Returning to Mound	May move to a different position and return once per inning. If withdrawn from the game offensively or defensively for a substitute, may not return as pitcher later in the game.		May move to a different position and return once per inning. May be removed from game and return once per inning if return does not violate substitution, charged conference, or mandatory play rule(s).	
	Intentional Walk	<i>Once per batter</i> , team may request an "unpitched" intentional walk.			
Re-Entry	Continuous batting order is required. Players may be entered or re-entered defensively at any time.			Any player who has been removed for a sub may re-enter in the same position in the batting order.	
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed on 2nd visit in inning or 3rd visit in game.			
Mercy Rule	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.		15 runs after 4 innings, 3 ½ if home team is ahead. 10 runs after 5 innings, 4 ½ if home team is ahead		
3rd Strike Not Caught	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.			
Leaving Early	Pitch reaches batter	Pitch leaves the pitcher's hand			
On Deck Batters	Not allowed.			Allowed.	
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.				
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.				
Illegal Pitch Penalty	<i>Ball awarded to batter</i>				
Multiple Games/Day	Up to two (2) doubleheaders in a seven-day period			Maximum of three games in a day	
Special Runner	<i>With two outs, a courtesy runner may be used for pitcher or catcher of record. Runner must be the player in the batting order who made the last out.</i>			Special pinch runner twice per game	
Adults	<i>One manager and two coaches permitted regardless of number of players</i>				
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game.				
Unsportsmanlike Conduct	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, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.				
Tiebreaker Rule	Starts in 8 th inning			Starts in 9 th inning	

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





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20. Curfews

- No inning shall start after midnight prevailing time for 10-12 division and younger
 - 12:30 a.m. for Intermediate (50-70) Division Baseball and Junior League Baseball/Softball
 - 1:00 a.m. for Senior League Baseball/Softball
 - NOTE: An inning starts the moment the third out is made completing the previous inning.
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21. Arrival at game site and Coin Flip

- Teams to play arrive at tournament site 45 minutes before game time.
 - Teams take 10 minutes of infield.
 - Coin flip at every game to determine home v visitor is done 30 minutes before game time. If a team is not present, the choice of home or visitor is given to the team that is present at the time.
 - **For every game, coin flip always determines home or visitors.**
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AGENDA



22. Procedures

- Schedules are released and posted on the district website.
 - The results will be posted nightly on the district website. Direct any questions to Bob.
 - The number of teams to advance can vary by division.
 - When determining seedings/standings, we use winning % not wins. Tiebreaker rules (runs allowed) are in the book.
 - The wait time from pool play to district round is anywhere from 1-5 days.
 - Follow tournament site procedure for dugout assignment and batting cage use.
 - Once dugouts are assigned, place your bats, helmets and catcher's equipment in front of the dugout for umpire inspection.
 - **Check your equipment before the tournament.**
 - Please use the District 1 lineup card. See next slide.
 - Weather delays - Follow the instructions from the umpires. They consult with the tournament director and district staff and make the decision. **DO NOT LEAVE THE SITE UNTIL ADVISED THAT YOU ARE CANCELLED.** District staff on site will try to advise you of the reschedule plans.
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DISTRICT 1 LINEUP CARD

Team Name: _____ Date: _____

STARTERS

Player #	Player Name	Player Position	Phoenetic Spelling (if needed)

Manager / Coaches

Title	Name	Phoenetic Spelling (if needed)

AGENDA

- 22. Procedures

- District Staff at tournament games will report scores of games to the District's Information Officer. If a District representative is not present at the game, the host league will report the score. Results can be seen at the District 1 website: [WI District 1 Little League > Home \(widistrict1ll.org\)](http://widistrict1ll.org)
 - On District 1 Website you will find the Manager and Coach Training slides; the District 1 Lineup Card; and Host Site training slides. You will also find the following links for tournament resources:
 1. [Microsoft Word - 2023_tournament_rules_chart.docx \(llumpires.com\)](#) (baseball summary rules chart)
 2. [Microsoft Word - 2023_tournament_rules_chart.docx \(llumpires.com\)](#) (softball summary rules chart)
 3. [2023_LL_Index_fullpage.pdf \(llumpires.com\)](#) (2023 index to LL rules)
 4. [Tournament Resources - Little League](#) (Little League Tournament Resource hub)
 5. [Baseball – Rulebook \(littleleague.org\)](#) (Baseball Little League Tournament Rules and Guidelines)
 6. [Softball – Rulebook \(littleleague.org\)](#) (Softball LL Tournament Rules and Guidelines)
 7. [2023 Rule Changes and Clarifications - Little League](#) (Regular Season and Tournament Rule Changes)
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23. DISTRICT POOL PLAY FOR ALL BASEBALL AND SOFTBALL DIVISIONS

	8-10 BB	9-11 BB	10-12 BB	50-70 BB	13-14 BB	15-16 BB	8-10 SB
Total number of teams (2023)	14	4	11	3	4	1	1
TENTATIVE POOL PLAY DATES	7/15 - 7/17	7/8 - 7/10	7/7 - 7/9	6/23 - 6/25	7/15 - 7/17	7/7 - 7/9	7/8 - 7/10
NUMBER OF POOLS	4 pools of 4-4-3-3	1 pool of 4	3 pools of 4-4-3	1 pool of 3	1 pool of 4	N/A	N/A
Teams to Advance to District playoff	8 (Top 2 in each pool)	2 (Top 2)	6 (Top 2 in each pool)	2 (Top 2)	2 (Top 2)	N/A	N/A
	Host Sites	Host Sites	Host Sites	Host Site	Host Sites	Host Sites	Host Sites
Pool A	Beckum (4)	WFB/Shorewood	Glendale (4)	West Bend (3)	West Bend (4)		
Pool B	West Bend (4)		Beckum (4)				
Pool C	Shorewood (3)		West Bend (3)				
Pool D	WFB (3)						
	Was 7/19 - 7/21	Was 7/12	Was 7/11-7/13	Was 6/27	Was 7/18		
TENTATIVE DISTRICT ROUND DATES	7/22 - 7/24	7/14	7/12 - 7/14	6/28	7/19	N/A	N/A
HOST SITE	West Bend	WFB	Glendale	West Bend	West Bend	N/A	N/A
DAYS OF REST TO SECTIONAL	3	6	N/A	N/A	N/A	N/A	N/A
	7/28 - Validation	7/21 - Validation					
CONFIRMED SECTIONAL DATES	7/28 - 7/31 (Rain)	7/21 - 7/24 (Rain)	N/A	N/A	N/A	N/A	N/A
HOST SITE	West Bend	West Madison	N/A	N/A	N/A	N/A	N/A
HOST DISTRICT	District 1	District 4	N/A	N/A	N/A	N/A	N/A
DAYS OF REST TO STATE	3	3	6	7	2		
	Validation 8/5 (AM)	Validation 7/29 (AM)	Validation 7/21	Validation 7/6	Validate day of game	Validate day of game	
CONFIRMED STATE TOURNAMENT DATES	8/5 - 8/8 (Rain)	7/29 - 8/1 (Rain)	7/22 - 7/28 (Rain)	7/6 - 7/9	7/21 - 7/25 (Rain)	7/12 - 7/15 (Rain)	7/13 - 7/16
HOST SITE	Superior	West Madison	Wausau	South Milwaukee	West Bend	West Bend	Appleton
HOST DISTRICT	District 3	District 4	District 5	District 6	District 1	District 1	District 5
DAYS OF REST UNTIL REGIONAL TOURNAMENT	N/A	N/A	5	5	6	6	N/A

AGENDA

- 23A. Pool Play Tie breaking procedure
 - Head-to-Head is first tie breaking procedure.
 - 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 every one 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 6 innings for Little League and below [7 innings for Intermediate (50-70) Division/Junior/Senior League]. This provides the Runs-Allowed Ratio.
 1. - Example: The Hometown Little League (Major) team has given up eight (8) runs in all four (4) of its pool play games. 8 divided by 24 equals .3333.
 2. - The Runs-Allowed Ratio for Hometown Little League (.3333 in the example above) is compared to the same calculation for each of the teams involved in the tie.
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- 23A. Pool Play Tie breaking procedure (Continued)
 - B. - The Runs-Allowed Ratio is used to advance ALL teams after it is determined that head-to-head cannot be used.
 - 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, each subsequent team needed to advance is determined by the Runs-Allowed Ratio until all teams are determined and seeded.
 2. - two or more teams remain tied with the same runs-Allowed Ratio, 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 Runs-Allowed Ratio using all remaining teams.
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AGENDA

- 23A. Pool Play Tie Breaking Procedure (Continued)
 - D. - 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 Intermediate (50-70) Division/Junior/Senior League]. 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).
 - E. - 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.
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AGENDA

24. Multiple Team Tournament Eligibility

Baseball and Softball - Tournament Player Eligibility –. **CONDITION 3:** A player may be named to the roster of, and practice with, only ONE Little League International Tournament Team at a time. 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 until the team is eliminated from the Tournament. Once the team is eliminated from the Little League International Tournament, players from that team may be added to the affidavit of a second team so long as

1. The player meets all eligibility requirements as outlined in Tournament Player Eligibility;
 2. There is space on the team affidavit for an additional player;
 3. The player is not replacing another eligible and available player currently named on the affidavit; and
 4. The player must be assessed capable to play within the division of play.
-

AGENDA

24. (Multiple Team Eligibility Continued) Baseball/Softball players league age 9, 10, 11, 12, 13, and 14 may be eligible for selection to multiple tournament teams. These players may only be selected to one tournament team at a time. Under no circumstances may these players be chosen for, practice with, or participate with more than one tournament team at a time. Only under the circumstances listed in Condition 3 may a player be selected to a second tournament team.

25. **Can a League President manage or coach a Tournament team, or would a waiver be required?**

A: Any person who is currently the League President or any person who served as the League President after January 1st of the current year/season, may be eligible to be selected by the local league Board of Directors as a tournament team manager or coach **with written approval from their respective District Administrator.** A District Administrator (DA) or District Staff Member who wishes to coach a Tournament team is required to have a waiver approved by the Tournament Committee in Williamsport.

AGENDA

26. **Managers/Coaches.** The manager/coaches of the Tournament team must be rostered managers or coaches from that division, or an appropriate age division, during the regular season. It must be noted that a regular season coach can be a Tournament team manager and vice/versa.

- **As a condition of eligibility for selection as a tournament team manager/coach, the regular season manager/coach must have also completed the Little League Diamond Leader Training Program (LittleLeague.org/DiamondLeader). This program must be completed prior to the individual being named a tournament team manager/coach and before participating in any practices or games. Tournament Team managers/coaches who have completed the program should be prepared to produce the Little League Diamond Leader completion certificate if requested by the District Administrator/ Tournament Director.**

Exception: If none of the eligible division managers or coaches are interested in managing or coaching the team, then the local league Board of Directors may request a waiver from the Tournament Committee to name another individual as manager or coach. The waiver request must include the written statements from each of the eligible division managers and coaches, clearly documenting that they are not interested in the position.

AGENDA

27. LL Team Tournament Binder should contain:

This book is to travel with the team to each tournament site and be made available to the Tournament Director for review before the team plays its first game in that tournament. The following pieces of documentation need to be inside the book at the time of verification, and throughout the tournament season:

- Tournament Affidavit. The affidavit is automatically generated as a part of the online Tournament Affidavit process through the Data Center.
 - A signed boundary map by the league president and District Administrator, showing the actual boundaries of the league, with locations noted for the residences of the parent or legal guardian (court-appointed) or location of the school for every participant named on the affidavit. This map is automatically generated as a part of the online Tournament Affidavit process.
-

AGENDA

27. LL Team Tournament Binder should contain:

- A tournament player verification form for each player listed on the tournament affidavit. These forms are automatically generated as a part of the online Tournament Affidavit process.
 - Three or more documents to determine residency of the parent(s) or legal guardian (court-appointed) or a document to support school attendance/enrollment for each player named on the tournament affidavit.
 - Verification of a valid birth certificate. Please note that while original birth certificates must be verified by each District Administrator prior to the start of tournament play, copies of birth certificates are **NOT** carried with each player's information.
 - Any waivers [i.e. II(d), IV(h), Charter Committee, etc.]
 - Manager should also carry the Medical Release form for each player. This form (next slide) can be found at Littleleague.org. Here is the link: <https://www.littleleague.org/downloads/medical-release-form/>
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Little League® Baseball and Softball MEDICAL RELEASE



NOTE: To be carried by any Regular Season or Tournament Team Manager together with team roster or International Tournament affidavit.

Player: _____ Date of Birth: _____ Gender (M/F): _____

Parent (s)/Guardian Name: _____ Relationship: _____

Parent (s)/Guardian Name: _____ Relationship: _____

Player's Address: _____ City: _____ State/Country: _____ Zip: _____

Home Phone: _____ Work Phone: _____ Mobile Phone: _____

PARENT OR LEGAL GUARDIAN AUTHORIZATION: Email: _____

In case of emergency, if family physician cannot be reached, I hereby authorize my child to be treated by Certified Emergency Personnel. (i.e. EMT, First Responder, E.R. Physician)

Family Physician: _____ Phone: _____

Address: _____ City: _____ State/Country: _____

Hospital Preference: _____

Parent Insurance Co.: _____ Policy No.: _____ Group ID#: _____

League Insurance Co.: _____ Policy No.: _____ League/Group ID#: _____

If parent(s)/legal guardian cannot be reached in case of emergency, contact:

Name Phone Relationship to Player

Name Phone Relationship to Player

Please list any allergies/medical problems, including those requiring maintenance medication. (i.e. Diabetic, Asthma, Seizure Disorder)

Medical Diagnosis	Medication	Dosage	Frequency of Dosage

Date of last Tetanus Toxoid Booster: _____

The purpose of the above listed information is to ensure that medical personnel have details of any medical problem which may interfere with or alter treatment.

Mr./Mrs./Ms. _____
Authorized Parent/Guardian Signature Date: _____

FOR LEAGUE USE ONLY:

League Name: _____ League ID: _____

Division: _____ Team: _____ Date: _____

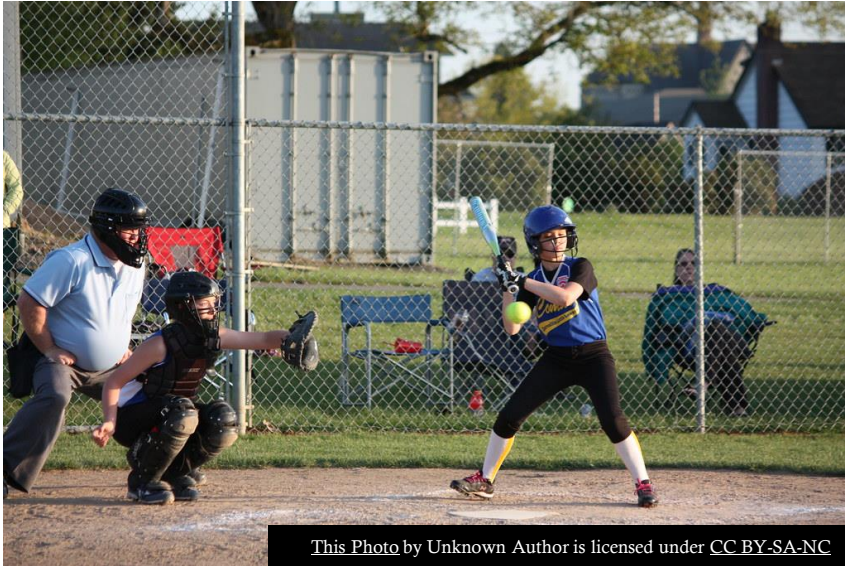
WARNING: PROTECTIVE EQUIPMENT CANNOT PREVENT ALL INJURIES A PLAYER MIGHT RECEIVE WHILE PARTICIPATING IN BASEBALL/SOFTBALL.
Little League does not limit participation in its activities on the basis of disability, race, color, creed, national origin, gender, sexual preference or religious preference.

AGENDA

- A. Pre-game instructions
 - 1. Before pre-game instructions umpires must inspect bats, catcher gear, and helmets of both teams. Helmet add-ons are only allowed if the C-flap is by the same manufacturer of the helmet. If the C-flap is loose, make sure you have tool (screwdriver) to tighten it or the helmet will not be allowed to be used.
 - 2. Call both coaches to home plate. Plate umpire stands facing the field, and base umpire facing the plate. Introduce yourselves to the coaches.
 - 3. Specifically ask coaches “Are all your players legally, and properly equipped?” **YOU MUST GET A VERBAL POSITIVE CONFIRMATION TO THIS QUESTION.**
 - 4. Ask coaches to make sure all jewelry is removed by players, and any medical alert jewelry is properly taped down as to not cause injury.
 - 5. Go over field conditions and ground rules specific to the location of the game such as out of bounds areas, gaps in fencing, and anything else specific the field for that game.



AGENDA



- A. Pre-game Instructions
 - 6. Inform the coaches that they are playing by Little League Tournament rules, and no home league rules will be acknowledged during the tournament.
 - 7. Inform the coaches that each player that steps out of the box per rule will be issued a warning and it will be logged in the official score book.
 - 8. With continuous batting order, the key substitutions to report are the pitcher and catcher. Reporting pitcher and catcher substitutions should be made behind the fence as to not hold up warmups. Managers or coaches of record are the only ones to report substitutions.
 - 9. Inform the coaches that the only player from the offensive team that is allowed out of the dugout is the batter that is due up. Coaches will be called out to take their positions and the batter will be called to the plate when the pitcher is ready to begin the inning.
 - 10. There is no on deck for the Little League (majors) division and younger.
 - 11. Remind coaches that on deck batters (50-70 and up) must remain on their side of the field.
-

AGENDA



- A. Pre-game Instructions
 - 12. Wait for time to be granted to you before you leave your dugout, NOT as you leave your dugout. Base coaches will stay in the coaches' boxes during the inning.
 - 13. If you have a question with an umpire's call, please address the umpire who made the call, or the umpire you have a question for. Please respectfully address the umpire with whom you would like to speak. Also, remember that no judgment call can be appealed, and yelling at the umpire from the dugout is unacceptable. (It is up to the umpire to determine if they would like to confer with their partner or tournament director to ask for assistance.) If the question is about a rule interpretation, then the manager may ask for the decision to be reviewed by Tournament Director and DA staff. If not satisfied, then it can be protested to Central Region and then to Williamsport.
 - 14. Remind the coaches that proper conduct and respect for the game, the players, and umpires is expected from everyone during the game, and after. This includes spectators. Mention how important it is to set a good example for the kids, as this is their time to have fun and have a positive experience.
-

AGENDA

B. APPEALS

By Little League® definition, an appeal is an act of a fielder in claiming a violation of the rules by the offensive team. An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher is when time is out. If time is not out, the appeal can be made immediately.

When requesting an appeal for things such as tagging up; leaving the base early; and missing a base, there are three important things to remember:

1. All appeals must be made before the next pitch is delivered.
2. All appeals must be made by the players on the field.
3. All Appeals must be made during live play. If time is asked for and granted, the ball must be put back into play before an Appeal can be considered. To put the ball back into play, the ball must be given to the pitcher and the umpire must indicate play.

Note: a check swing is appealed to the plate umpire and its his decision if he wants help with that call from the base umpire. The catcher cannot appeal directly to the base umpire.

AGENDA

B. Appeals

- When the ball does become dead, you must put it in play before appealing. It becomes in play when the pitcher has the ball and is on the rubber and the umpire says "play".
 - When the ball is live an appeal may be made by the defense in any of the following ways:
 - By touching the runner whom they believe committed a base running infraction;
 - By touching the base, they believe was missed while the runner was advancing;
 - By touching the original base that a runner left before a fly ball was caught.
-

AGENDA

- B. Appeals
 - An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates to the umpire that it is an appeal. In all cases, the defense must make a verbal appeal to the umpire or complete an act that is unmistakably an appeal.
 - If the defense makes an appeal after "time" has been called, the umpire should say something like "put the ball in play and appeal again." Since no runner may advance or be put out while the ball is dead, this is not a play, and the defense has not lost their right to appeal after the ball is put in play. The appeal itself is not a play.
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AGENDA

- C. Protest
 - Protests are allowed in certain situations: 1. violation or interpretation of a playing rule; 2. Ineligible Pitcher; or 3. Ineligible Player, 4. Mandatory Play and 5. less than 9 players.
 - For a violation or interpretation of a playing rule, the protest must be made before the next pitch or play.
 - If a rule interpretation is at issue, the manager should call time and discuss the rule with the umpire in chief.
 - The umpire in chief will discuss the rule interpretation with the umpires in the field.
 - If the manager is not satisfied with the umpires' decision, then the issue will be discussed with the umpire in chief and District Staff or the Tournament Director. The District Administrator may also be called.
 - If the manager disagrees with the decision of the Tournament director or District Administrator or staff, then the manager is entitled to protest the decision to Central Region. The call should be made by the District Administrator, Staff or tournament director..
 - If the manger does not accept Central Region's decision, then the manager may protest the Central Region decision to the Charter Committee in Williamsport, PA. The charter committee's decision will be final. The DA, District Staff or Tournament Director should be involved.
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AGENDA-BASEBALL EQUIPMENT

- 2022 Little League Baseball Bat Standard Info
- **Wood Bats**: Wooden bats are permitted in all baseball divisions. Solid, one-piece wood bats that adhere to Little League’s regulations will be allowed for play with or without the USA Baseball mark. Multi-piece wood bats must have the USA Baseball mark (or BBCOR certified for Intermediate, Junior and Senior divisions) to be approved for play. This includes two-piece wood bats, composite wood bats, laminated wood bats, bonded wood bats, bamboo bats, and any wood bat that could be defined as an ‘experimental’ design.

Division	Approved Bats	Additional info.
Tee Ball	USA Baseball approved tee ball bats	26” and shorter
Minor coach pitch and machine pitch	USA Baseball approved baseball bats only	33” and shorter
Minor player pitch	USA Baseball approved baseball bats only	33” and shorter
Majors	USA Baseball approved baseball bats only	33” and shorter
Intermediate (50/70) and Juniors	USA Baseball approved bats or BBCOR certified bats	34” and shorter
Seniors	BBCOR certified bats only	36” and shorter

AGENDA-BASEBALL EQUIPMENT

- 2022 Little League Softball Bat Standard Info

Division	Approved Bats
Tee Ball	ALL non-wood SOFTBALL BATS must be printed with a BPF (bat performance factor) of 1.20.
Minor coach pitch and machine pitch	
Minor player pitch	
Majors	
Juniors	
Seniors	

AGENDA-BASEBALL EQUIPMENT

- Decertified Bats
 - USA Baseball: 30-Inch Easton Ghost X (-10) 2 5/8" [YBB18GX10 &LL18GHX]
 - BBCOR
 - Reebok Vector-TLS
 - 33-Inch Marucci CAT5
 - 34-inch Marucci CAT5 Squared and 33-inch and 34-inch Marucci Black
 - 33 in./30 oz. Louisville Slugger 2020 Meta (-3) [WTBBMTB32033, WTLCCBBMP20V, WBL23630103033]
 - Softball
 - Demarini Softball Mismarked BPF bats
 - Louisville Slugger OneX Fastpitch Softball bat
 - Helmets
 - Helmets that are cracked, chipped and/or missing or torn interior padding will be thrown out
 - C-flaps must be of the same manufacturer of the helmet, or it will be thrown out. Loose fitting C-flaps must be tightened before the helmet can be used. Carry a screwdriver.
 - Catcher's helmet must have long throat guard. Bring extra cable ties in case they break.
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AGENDA

Questions