



Delaware District 1

All-Star Tournaments

Rules and Regulations



Camden-Wyoming □ Dover □ Felton □ Harrington □ Little Lass □ Milford □ MOT □ Smyrna-Clayton

Playing Rules and Regulations

- Tournaments will use the current season's Tournament Rules and Guidelines as presented in the Little League rules app.
- Once the tournament begins, all authority is vested solely in the Tournament Committee in Williamsport and the Committee's decisions are final.
- Once the Tournament Committee renders a decision, there are no appeals or exceptions.

Field Decorum

- The actions of players, managers, coaches, umpires and officials must be above approach.
- No arguments regarding a judgment call by an umpire will be allowed.
- Any player, manager, coach, or fan who is involved in a verbal or physical altercation or an incident of unsportsmanlike conduct may be ejected by an umpire or the Tournament Director.
- Ejected people shall leave the complex after an ejection.
- Players unable to leave (due to transportation) shall go to the press box with the Tournament Director.
- After ejection, a minimum one game suspension will be in effect, with additional disciplinary action possible upon District and Region review.

Uniforms and Equipment

- Players must wear proper uniforms according to Little League rules.
- A physical Little League patch must be worn by all players. It may be old or new style.

Field Assignments

- All fields are considered neutral and a coin flip determines home/away. The team listed first on the bracket calls the coin flip in the air. Winner selects home or away.
- The team listed first on the bracket occupies the first base dugout.
- The team listed second on the bracket occupies the third base dugout.

Curfews

- Once curfew is reached, a new inning may not begin, but the inning will be completed.
 - 8/9/10 and Majors: Curfew is midnight.
 - 50/70 and Juniors: Curfew is 12:30 am.
 - Seniors: Curfew is 1:00 am.
- If curfew is reached, and it is an official game with one team winning, the game is over.
- If curfew is reached, and it is not an official game or the score is tied, the game will be resumed the following day.
- A new inning starts at the moment a third out is made, completing the previous inning.

Managers/Coaches

- All tournament managers and coaches must have completed the Little League Diamond Leader Training Program before participating in any practices or games.
- All managers and coaches must have been local league managers or coaches for their team's division that season.
- Each team is allowed a maximum of one manager and two coaches, no matter what the roster size is.
- Dress code: May wear shorts. No jeans or jean shorts. No metal spikes or open-toed shoes. You may not wear a conventional team uniform.
- Managers and coaches are not permitted to warm up a pitcher at home plate or in the bullpen.

Manager Responsibilities

- Report to the Tournament Director upon arrival, and provide them with tournament paperwork for all players on the team. (It helps to keep all the information in a binder.)
 - Tournament paperwork is required for all levels: District, State, Regional, and LLWS.
 - Each player must have a Tournament Player Verification form, along with the required three proofs, School Enrollment Verification form, or applicable waiver forms.
 - Each team must have a signed and completed Tournament Team Eligibility Affidavit.
 - Each team must have a league boundary map, noting parents' residence or school address, signed by the league President and District personnel.
 - Each player must have a Medical Release form, fully completed and signed by the parents.
- Provide the Tournament Director with three (3) copies of team's batting order.
 - One copy for plate umpire, one copy for official scorekeeper, one copy for opposing manager.
 - Line up cards shall include the following:
 - Player's full name, position, and uniform number.
 - Absent players' full names and uniform numbers.
 - Manager and coaches listed by full name.
- After the game, review the Player Eligibility Affidavit and pitching log for correctness. Sign the documents to verify accuracy.
- Hold onto your team's paperwork until you are eliminated or win the Little League World Series!

Pre-Game Warm-Ups

- Managers meet with Tournament Director ~30 minutes before the game to determine Home and Away teams and to discuss any tournament rules. Home Plate umpire is encouraged to attend, if available.
- The team listed first on the bracket is allowed 10 minutes of warm-ups on the field 30 minutes prior to scheduled game time.
- The team listed second on the bracket is allowed 10 minutes of warm-ups on the field 20 minutes prior to scheduled game time.
- No team other than the team scheduled for warm-up may be on the during the opponent's warm-up. This includes outfield and foul territory.
- Game starting times and or team field time may be revised or cancelled by the Tournament Director to maintain tournament schedule.

Mandatory Play

- In all levels, except Seniors:
 - All tournament teams have a continuous lineup of all players present and named on the affidavit present at the start of the game. Each player is required to bat in their spot in the batting order.
 - A player may be entered/re-entered defensively in the game at any time.
 - If a player becomes ill, injured or has to leave the game, their spot in the batting order is skipped without penalty. If that player returns to the game, they are to be inserted in their original spot in the batting order.
 - If a player arrives after the game has begun, they are to be added to the bottom of the batting order.
- Senior tournaments: There are no minimum playing time requirements.

Substitutions

- In all levels, except Seniors:
 - A team may permit a “courtesy runner” for a catcher and/or pitcher of record when there are two (2) outs.
 - The courtesy runner is the player who made the last out.
- Senior tournaments:
 - 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.

Additional Rules of Note

- Mercy Rules
 - 8/9/10 and Majors: 15 runs after 3 innings, 10-runs after 4 innings.
 - 50/70, Juniors and Seniors: 15 runs after 4 innings, 10-runs after 5 innings.
 - Note: The “8-run” mercy rule does not apply to All-Star tournament games.
- Regulation Games
 - 8/9/10 and Majors: 4 or more innings.
 - 50/70, Juniors and Seniors: 5 or more innings.
- Tie Games
 - 7th inning: Played Normally. (50/70, Junior, Senior games: 8th inning)
 - All subsequent extra innings begin with the player scheduled to bat last on second base. (This is not necessarily the last out of the previous inning.)
- Dropped third strike is in all divisions except 8/9/10.

Replacement of Managers, Coaches, or Players

- All changes must be made prior to the game, and must be listed on the affidavit prior to a player participating.
- Any manager, coach, or player listed on the Eligibility Affidavit who is unable to participate may be replaced. Once replaced that person may not return.
- A manager or coach unable to attend a game for justifiable reason may have a temporary replacement. The replacement is listed on the Eligibility Affidavit and must be approved by the Tournament Director and the local league President.
- Replacement players must meet all eligibility requirements, and must be approved by the District Administrator or Tournament Director before the player is allowed to play in a game. This includes original birth certificate and proofs of residency, school verification information or waiver. A completed Player Tournament Eligibility Form must be signed by the parent, local league President, and District Administrator.
- Note: All new players must be approved by East Region before joining the team, even if their affidavit was previously signed by Delaware District 1.

Protests

- No protest shall be considered on an umpire's judgment call.
- Protests are considered only for the following:
 - Violation of interpretation of a playing rule
 - Protests involving playing rules that are not resolved before the next pitch or play will not be considered.
 - Use of an ineligible player
 - Use of an ineligible pitcher
- The decision of the Tournament Committee is final and cannot be appealed.

Reporting Game Results

- The winning manager is responsible to report all games to the newspapers.
- Manager must report immediately after the game, before you leave the field.
- Games must be reported before 10:00pm to make the next day's paper.
- Highlight all important plays for both teams. Give credit where it is due.
- List all pitchers - innings pitched, strike outs, walks, hits allowed, runs given up.
- List players with two or more base hits, extra base hits, and game winning hits.
- Delaware State News: Andy Walter at (302) 741-8227 or sports@iniusa.org.