

## 2026 Chuck Kibby Tournament

Games will all be played under **Little League Special Games**

**All tournament charges must be paid before the start of the tournament. Any league that has not paid will have their teams dropped from the tournament. That means the check must be in the district's hands not in the mail.**

All decisions will be made by District 30.

All tournaments will be single elimination per Little League game schedules.

Divisions will be divided into Red and Blue Divisions

- Major Red Division
- Major Blue Division
- AAA Red Division
- AAA Blue Division
- AA Red Division
- AA Blue Division

League's will turn in their league seeding to include team name, win/lo and run differential record to the District Tournament committee **14 days** prior to the start of the tournament. The due date for 2026 is Saturday March 29, 2026. The league seeding will be sent to Chuck Kibby at the following email address: [kibby@oco.net](mailto:kibby@oco.net) The D30 committee will seed the teams into the divisions they feel are appropriate. There may not be an equal number of teams in each division, and this will be decided by the D30 Tournament Committee. All games played from the start of the season will be counted in the win/loss record. This includes all interleague games as well as league games.

The tournament committee will then draw who is going to play each other and place them into the appropriate divisions.

The tournament committee will decide what the schedules will be.

All leagues will block out the full week for games to be played on their fields. It may require a few games to be played on Friday April 10<sup>th</sup> due to the number of teams in the division.

Any Division not playing in the tournament, IE A, Coach Pitch, Machine Pitch, TBall may be scheduled to play normal season games on their respective fields by the leagues.

D30 will decide when the tournament will be played.

- The 2026 Tournament Dates are April 11, 2026 - April 17, 2026

D30 will hold a mandatory manager/coaches meeting approximately 1 week prior to the start of the tournament. It is encouraged to have the manager and all coaches at this meeting. If a team does not have at least 1 manager or coach at the meeting, that team they play will automatically have the choice of being Home or Visitors at the first game. A team may choose to have an alternate person, team parent etc., but will lose choice also.

During the mandatory managers/coaches meeting the tournament rules will be covered and questions about the tournament will be answered. Schedules will be handed out at the end of the meeting.

Games will be scheduled at all leagues during the week. Any Blue Division game may be played on a higher division field. IE AA games may be put on a Major division field. Higher division games will not be played on a lower division field. IE Major division on AAA field.

### **General Rules for the tournaments**

Games will be played under Little League Special Games permissions. All tournament decisions will be made by District 30. Any team, Managers, Coaches, team parents, etc. trying to elevate District decisions up to Little League Western Region or Little League International will be removed from the tournament.

If a game is protested and that protest that cannot be settled by the umpires the protest shall be brought up to the League Duty Officer on duty at the league. The League Duty officer will then call one of the District 30 representatives listed below to get a final ruling on the protest. Only the game UIC and Duty Officer will be allowed together on that call. Once one D30 representative has ruled on that protest it is complete and another representative on the list may not be contacted.

- Kent Dodson 661-714-8730
- Brett Curran 714-325-1524
- Dwayne Angebrandt 714-403-0814
- Gary Corradino 714-315-5684
- Denny Curran 714-721-6309
- Chuck Kibby 714-814-6595

All protests must be done before the next pitch takes place. If not, the protest is null and void.

**Judgment calls by the umpires cannot be protested.**

Each league will provide two (2) baseballs for games scheduled at their respective fields. If more baseballs are needed, they will be provided by the teams from their supply of practice balls they have.

Each league will have their respective snack bars open during games.

Games may be played on Saturday, Sunday, Monday, Tuesday, Wednesday, Thursday or Friday.

If games are rained out the schedule will slide to the next day except for games scheduled on the first Saturday or Sunday. If Saturday or Sunday is rained out a new schedule will need to be developed if possible.

All final games will be played under the lights at fields that have lights. (Tustin Eastern, North Sunrise, Memorial Park, Santiago, and Anaheim Hills fields at Anaheim Elementary School) NOTE: Lights at the Santa Ana fields shut off at 9:00 PM sharp and cannot be extended.

Each league will be responsible for supplying two (2) umpires for games played at their fields. The umpires must be qualified to call games at the levels they will be umpiring. Jr umpires are allowed. If two Junior umpires are on a game, there must always be a responsible adult board member at the game per LL rules. The leagues are free to contact other leagues and/or District 30 umpires to obtain umpires for their scheduled games at their fields.

District 30 will assign all umpires for all final games. There will be four umpires for each final game if possible. Three umpires is minimum. Each league will supply a list of qualified umpires to the District Umpire Staff that may be used for the final games. Jr umpires are allowed on final games.

**No local league rules will apply during this tournament.**

If a game cannot be completed because of weather or darkness etc. that game will be completed the next day at the field where the next game is scheduled. The winner will then go right into the game scheduled for that day. An exception would be if there is an open day in between those days, the game could be played on that day if a field and umpires are available to hold the game.

If a game is tied at the end of six (6) innings the following tiebreaker will be invoked. At the start of the 7<sup>th</sup> inning a runner will be placed on 2<sup>nd</sup> base and the game will continue. This runner will be placed on 2<sup>nd</sup> base in all succeeding innings until the tie is broken. The player that will become the runner will be the player that made the last out. If for some reason the tie is not broken before darkness the game will then be completed the next day at the field where the next game is scheduled. An exception would be if there is an open day in between those day, the game could be played on that day if a field and umpires are available to hold the game.

All scores must be texted or emailed to Chuck Kibby by 9:00 PM the day of the game by the winning team. (Text to 714-814-6595 Email [kibby@oco.net](mailto:kibby@oco.net)) Any Manager that fails to report their score will automatically lose the choice of home or visitors in their next game and if two score reports are missed the manager will be subject to suspension for one (1) game at the discretion of the District 30 committee.

The tournament brackets will be on the California District 30 website. They will be located on the 2026 Chuck Kibby Tournament tab. The brackets will be updated as quickly as possible once a score has been submitted. The website address is:

**[www.cadist30.org](http://www.cadist30.org)**

Regular season pitch count sheets used during your regular league games will be used during the tournament. Pitch count sheets are to be carried by each manager and given to the official scorekeeper with the lineup 30 minutes prior to the start of the game. All managers are responsible for getting the filled-out pitch count sheet from the official scorekeeper and sign it in front of the official scorekeeper in ink. If the manager does not have his or her pitch count sheet, they will be given up till the end of the game to produce the sheet. If they do not produce the sheet, NOT A PICTURE OF IT, by the end of the game the game will be referred to the D30 Tournament Committee for forfeiture. If the Manager uses an ineligible pitcher because he did not have his pitch count sheet at the start of the game, he is subject to suspension by the D30 Tournament Committee.

There will be a playoff game scheduled for the teams that lose the semi final game to determine who will be third and fourth place.

### **TIME LIMITS**

- Majors and AAA: No new inning will start after 2 hours. Tie games will continue till the winner is declared using the tie breaker rule as stated.
- AA: No new inning will start after 1 hour & 45 minutes. Tie games to be continued till the winner declared using the tie breaker rule as stated.

### **Roster Replacement Rules**

All teams will use their regular season team roster from their league play. No new player can be added to that roster. The minimum number of rostered players on any roster will be nine (9) players except for Majors which has a minimum of twelve (10) players without a Little League waiver. It is the goal to have every game played. If a team has a circumstance in which they cannot field nine (9) players, they will be allowed to “borrow” one (1) player from another team in their league. The player must be from the same division or the division below their division. It may not be from the division above their division. If this situation comes up the Manager must contact the League Player agent and the Player Agent will assign the player. The parent of that player must consent to allowing that player to play on the team. The replacement player may not play in the position of pitcher or catcher during this game. That player will wear his normal team uniform. Any violation of this rule may result in the ejection of the manager from the game and possibly from the tournament at the discretion of the D30 Tournament Committee.

## **8-Player Rule**

Teams are allowed to start and play games with eight players. When it is the turn for the normal 9<sup>th</sup> player to bat comes up it is not an automatic out. If the player shows up to the game, he will be put at the bottom of the batting order and still must play his minimum play requirements.

### **SCORE KEEPING**

- Manual score books are preferred and to be kept at the league snack bar.
- If Game Changer is used the game is to be finalized before leaving the field and a pdf copy is to be sent immediately after the end of the game. It can be texted or emailed. (714-814-6595 or kibby@oco.net). If this is not done the manager will be subject to a 1 game suspension by the D30 Tournament Committee.
- Home team will provide the official scorekeeper for the game
- The official scorekeeper is the official pitch counter
- Pitch count sheets for each team will be filled out by the official scorekeeper in ink and signed by the scorekeeper and manager.

### **PREGAME HITTING IS ALLOWED:**

Only on the field you are playing on. Light wiffle balls only. Side soft toss only. Every player must always wear a helmet during batting practice. Coaches are the only ones allowed to do soft toss. Any violation of these rules will result in THE LOSS OF pregame hitting for that team for the rest of the tournament. All batting cages will be shut down one (1) hour before the start of games at the fields.

### **The Run rule is in effect and applies to all Divisions:**

The mercy rule is 15 runs after 3, 10 after 4 and 8 after 5. If, after four (4) innings (or 3 ½ innings if the home team is ahead) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If the visiting team has a lead of ten(10) runs or more the home team must bat in its' half of the inning. [Rule 4.10 (e)]

All roster players will bat in continuous order, whether or not they are currently in the defensive line-up.

A player not being able to bat because of sickness or injury or any legitimate reason will not be considered an out during their scheduled time to bat.

All players must play six (6) defensive outs; this rule is waived in the event of mercy ruling.

## **AA DIVISION RULES**

All games are being played under Little League Special Game Guidelines

The rules being used for all games will be Little League regular season rules in the 2025 Little League Rule Book. No All-Star tournament rules will be used in this tournament.

### **NO LOCAL LEAGUE RULES WILL BE USED DURING THIS TOURNAMENT**

All protests will be made before the next pitch, and the game will be stopped until the protest has been ruled on. The game will then be continued and completed. If a pitch has been made the protest is null and void.

There will be no stealing home in the A Division games. A runner coming home must be batted in or walked in. A runner may come home on continuous play after the batter has hit the ball and becomes a runner with the ball still being live. The penalty for stealing home will be that the player will be placed back on third base unless the runner stealing is tagged out then he would be out. If the runner stealing home is tagged out all other runners would be returned to their respective bases, and third base would be open. (If there is a batter at home plate no stealing home)

The five (5) run limit is to be imposed, which would complete the half inning. **Exception:** No limit of runs shall be applied in the 6<sup>th</sup> inning only the 6<sup>th</sup> inning.

The defensive team shall consist of ten (10) players with four (4) in the outfield and four (4) in the infield plus a pitcher and a catcher.

### **Four (4) Outfielder Rule:**

All four (4) outfielders must remain in the outfield approximately 70 feet radius from the back of the pitching rubber until the ball crosses the plate.

**PENALTY:** First infraction the Batter Runner is awarded 2nd base, all other runners advance two (2) bases and Manager is given a warning. Second infraction ALL runners advance three (3) bases and the Manager is suspended from the game. Per Little League rule if a Manager or Coach is suspended from a game they may not participate in the next game the team plays. No exception.