



**LITTLE LEAGUE  
CALIFORNIA DISTRICT 38  
COMBINED  
TOURNAMENT RULES**

**UPDATED MARCH 2026**



# TABLE OF CONTENTS

<b>LEAGUE ELIGIBILITY.....</b>	<b>2</b>
<b>TEAM ELIGIBILITY.....</b>	<b>3</b>
<b>PLAYER ELIGIBILITY.....</b>	<b>3</b>
<b>SELECT TEAM TOURNAMENTS.....</b>	<b>4</b>
<b>REPLACEMENT PLAYERS.....</b>	<b>4</b>
<b>DISTRICT RESPONSIBILITIES.....</b>	<b>5</b>
<b>HOST LEAGUE RESPONSIBILITIES.....</b>	<b>5</b>
<b>ENTRANT LEAGUE RESPONSIBILITIES.....</b>	<b>6</b>
<b>TOURNAMENT CERTIFICATION.....</b>	<b>7</b>
<b>DISTRICT REQUIREMENTS AND PLAYING RULE MODIFICATIONS.....</b>	<b>7</b>
<b>MANDATORY PLAY.....</b>	<b>8</b>
<b>MINOR B PITCHING.....</b>	<b>9</b>
<b>TIME LIMIT.....</b>	<b>10</b>
<b>RUN RULE.....</b>	<b>10</b>
<b>DRESS CODE.....</b>	<b>11</b>
<b>REMOVAL OF TEAM PERSONNEL.....</b>	<b>11</b>
<b>PROTESTS.....</b>	<b>11</b>
<b>DARKNESS.....</b>	<b>11</b>
<b>FORFEITS OF GAMES.....</b>	<b>11</b>
<b>CHALLENGE OF PLAYER ELIGIBILITY.....</b>	<b>12</b>
<b>NOISE MAKERS.....</b>	<b>12</b>
<b>ADDITIONAL FARM AND 7 SELECT RULES.....</b>	<b>12</b>
<b>ADDITIONAL T-BALL PLAYING RULES.....</b>	<b>15</b>

The following pages are intended to be used for the Tournament of Champions (TOC), the All-District Tournaments and Select Tournaments. The rules are taken from the most current Little League International Baseball and Softball rules. In addition, there are rules in place that enhance or further define the rules. If the rules are not defined in the rule books, then they are put in place for player safety or to improve the pace of the game. It is recommended that Leagues adopt these rules for regular season, to prepare the managers, coaches, players and spectators for tournament play.

## LEAGUE ELIGIBILITY:

Only Leagues in good standing with the District and Headquarters will be eligible to host or enter a team, or teams in District 38 tournaments!

### **NOTE: To be in good standing a League must have completed the following:**

- ❖ League financial report must be submitted electronically to the District and to Little League International by opening day 2026.
- ❖ Submit the League calendar including Board of Director Meetings, Opening Day, Closing Day, and League Organization Meeting by December 1, 2025.
- ❖ Charters must be completed online through the Data Center by December 31, 2025.
- ❖ Submit League Board of Directors online through the Data Center by December 31, 2025.
- ❖ An approved Safety Plan must be submitted to the District by February 1, 2026.
- ❖ District fees incurred by the league except tournament fees, must be paid by March 1, 2026. Paying earlier is appreciated
- ❖ Managers and coaches must have all clinics completed by League opening day 2026. This includes District Safety, Concussion Protocol, Sudden Cardiac Arrest, Abuse Awareness and Diamond Leadership.
- ❖ Have all fees incurred with Little League International paid by May 1, 2026.
- ❖ Submit team rosters by division, with players' address's and league age electronically to District before teams first game. The list must include the Manager and coaches' phone number and email address.
- ❖ League By-Laws (local operating rules) due to District and Region by League opening day 2026.
- ❖ Player registration submitted through the Data Center by League before players first game.
- ❖ All player waivers, including IId and Charter Committee must be completed and submitted to District before the players first game.
- ❖ Copy of League Constitution must be submitted by opening day 2026. Constitutions must be approved by the Western Region and any necessary correction must be made, and the final approved Constitution must be approved by the general membership. **This must be done every two years.**
- ❖ Must have Background checks completed for all volunteers before first practice 2025/6, you should average 6 checks per chartered team.
- ❖ District Requirements for Participating in District 38 Tournaments must be signed and returned by October District meeting 2025.
- ❖ All monthly District meetings must be attended by at least one representative from the League who is not a District staff member. (September thru May)
- ❖ Participation in District clinics, workshops and educational opportunities including manager and coach training, rules clinics, emergency management clinic, player agent clinic and others as scheduled by the District.

## **TEAM ELIGIBILITY:**

1. The Baseball Tournament of Champions (TOC) is for the Major, Minor A and Minor B first (1<sup>st</sup>) place teams only from each League. Farm and T-Ball will be the first (1<sup>st</sup>), and second (2<sup>nd</sup>) place teams only in each League, Baseball Intermediate, Junior and Senior Divisions and all Softball Divisions will include all teams in the Division.

**NOTE:** Baseball Major, Minor A and Minor B division is a 6-team tournament, Farm and T-Ball divisions are a 12-team tournament.

2. The Baseball All District Tournament is for Major, Minor A, and Minor B second (2<sup>nd</sup>) and third (3<sup>rd</sup>) place teams only. Farm and T-Ball will be the third (3<sup>rd</sup>) fourth (4<sup>th</sup>), place teams only.

**NOTE:** Baseball Major, Minor A, Minor B, Farm and T-Ball divisions are a 12-team tournament.

3. The Baseball 7-, 8- and 9-year-old select teams will be limited to a maximum of 1 team per League.

**NOTE:** Baseball Selects are 6-team tournaments.

5. Deadline for dropping teams will be 14 days before the individual tournament start date. Any team dropping after will lose their fees and deposit.

6. **Only players recorded on team rosters held by District 38 two (2) weeks before the Tournament will be eligible to participate.**

**NOTE:** School players are only eligible after CIF release but must be on your roster Two (2) weeks before the start of the Tournament.

7. Team Rosters must be complete and turned in by the Leagues' before the team's first regular season game. Using Little League.Org /Data Center

## **PLAYER ELIGIBILITY:**

**THERE ARE NO EXCEPTIONS TO THESE REQUIREMENTS!**

**Senior Division:** Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 13, 14, 15 or 16 will be eligible.

**Junior Division:** Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 12, 13 or 14 will be eligible.

**Intermediate Division:** Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 11, 12 or 13 will be eligible.

**Major Division:** Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 9, 10, 11 or 12 will be eligible.

Minor A Division: Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 7, 8, 9, 10, 11 or 12 will be eligible.

**NOTE:** League Age 12-year-old players are eligible with Special Waiver. **Player must be assessed by the League and District Safety Officer.**

**NOTE:** League Age 12-year-old players are not eligible to pitch **and must bat last.**

**NOTE:** **Only one 12-year-old will be allowed on any team.**

Minor B Division: Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 7, 8, or 9 will be eligible.

**NOTE:** League Age 10-year-old players are eligible with a Special Waiver. **Player must be assessed by the League and District Safety Officer.**

**NOTE:** League Age 10-year-old players are not eligible to pitch and must bat last.

**NOTE:** **Only one 10-year -old will be allowed on any team.**

**NOTE:** League Age 9-year-old pitching is restricted to a maximum of 75 pitches or three (3) innings, whichever occurs first, seventy-five (75) pitches are the maximum number of pitches by all League Age 9-year-old pitchers combined. This can be three (3) innings by any number of pitchers of League Age 9. **One Pitch constitutes an inning.**

Farm Division: Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 6, 7 will be eligible.

**NOTE:** League Age 8 -year-old players are eligible with a Special Waiver. **Player must be assessed by the League and District Safety Officer.**

**NOTE:** League Age 8 -year-old players will bat last.

**NOTE:** **Only one 8-year -old will be allowed on any team.**

**EXCEPTION:** A League Age 5-year-old with one (1) year of T-Ball is eligible to play.

T-Ball Division: Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 4, 5 or 6 will be eligible.

## **SAFETY RISKS:**

If a player is found to be a safety risk by the League and District Safety Officer. The player may be held back in any division, unless prohibited by the Little League International rules. The player can participate in District tournaments in any position except pitcher and must bat last. **The completed paperwork must accompany the team affidavit.**

## **SELECT TEAM TOURNAMENTS:**

**9-Year-Old Select:** Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 7, 8 or 9 will be eligible for 9 Select.

**8-Year-Old Select:** Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 7 or 8 will be eligible for 8 Select.

**7-Year-Old Select:** Only players recorded on the District Roster two (2) weeks prior to the start of the tournament and League Age 6 or 7 will be eligible for 7 Select.

**NOTE:** 5-year-olds with one (1) year of T-Ball Experience may be selected to the 7-year-old Select Tournament.

**NOTE:** 6-year-olds with one (1) year of T-Ball Experience may be selected to the 8-year-old Select Tournament

**NOTE:** 7 Select Tournament will be played with the Farm & 7 Select Rules. Additional Farm and 7 Select rules are located at the end of this document.

### **REPLACEMENT PLAYERS:**

Select teams may replace players on their roster. Players removed from the affidavit may not return to the team. Players may only be replaced due to:

1. Being unavailable for the tournament due to illness, injury or family plans or
2. Due to disciplinary reasons. The disciplinary issues must be documented and replacement approved by the League President in writing.

**NOTE:** WHERE LITTLE LEAGUE MAY ALLOW OTHER AGE GROUPINGS AND A LEAGUE DECIDES TO USE THEM FOR THEIR LEAGUES REGULAR SEASON, **DISTRICT BY A NOTE OF THE PRESIDENTS HAS ADOPTED THE AGE GROUPINGS FOR TOURNAMENTS AS SHOWN PREVIOUSLY. IT IS THE RESPONSIBILITY OF THE LEAGUE TO ADVISE THE PARENTS AND PLAYERS IMMEDIATELY OF THEIR INELIGIBILITY TO PARTICIPATE IN THE DISTRICT TOURNAMENTS DUE TO THEIR LEAGUE AGE AT THE TIME OF REGISTRATION. A FORM IS AVAILABLE ON THE DISTRICT WEB SITE FOR THE PARENTS TO SIGN ACKNOWLEDGING THIS RULE.**

### **DISTRICT RESPONSIBILITIES:**

1. District will supply Tournament Directors for TOC and International All-Star Tournaments.
2. District will schedule all Tournament games. Last year's 1<sup>st</sup> place team will receive a bye if there is one in the bracket.
3. District will obtain and distribute Championship Banners for all Tournaments. First (1<sup>st</sup>), and second (2<sup>nd</sup>) place rings for TOC, All District, Select and District All Star tournaments. First (1<sup>st</sup>) and second (2<sup>nd</sup>) place rings. First (1<sup>st</sup>), and second (2<sup>nd</sup>) place Team Trophies for Section and above International All-Star Tournaments.
4. District will provide official scorebooks, line up cards and announcers sheets for all TOC, All District, Select and All-Star games.

## **HOST LEAGUE RESPONSIBILITIES:**

1. Host League must have a District approved field or fields.
2. Host League will use the double 1<sup>st</sup> base.
3. Host League must furnish Groundskeepers at least thirty (30) minutes prior to the game.
4. Host League must furnish Scorekeepers at least thirty (30) minutes prior to the game.
5. Host League must furnish A MINIMUM OF TWO (2) Umpires at least thirty (30) minutes prior to game.
6. Host League must furnish Announcers at least thirty (30) minutes prior to the game.
7. Host League must have Little League approved Tournament Insurance coverage.
8. Host League must have an approved SAFE TO PLAY plan submitted by the established deadline.
9. Host League must have a member of their Board of Directors at each game to function as the Assistant Tournament Director at least one (1) hour prior to each game.
10. Host League must furnish at least three (3) new baseballs for each game; the ball will be the one approved by the District Presidents each year for each level of play.
11. Host League must have copies of their field permits at the Tournament sites.
12. Host League will furnish a Tournament Director for each All District and Select game. The Tournament Director **will** attend pre-tournament training hosted by the District.
13. Each Host League must contact the District Administrator by text immediately after each game with the final score of the game and any ejections assessed on the team.
14. Each Host League must contact the District Administrator by text immediately after being informed of a forfeit.
15. Each Host League must contact the District Administrator by text immediately following any ejections of players, Manager, Coach or spectator.
16. Each Host League must contact the District Administrator by text immediately if there is an injury to a player that causes them to be removed from playing, or any adult or spectator that requires medical attention.

**NOTE:** The Host for the All District, Select and International All-Star Tournaments will be the past year's Champion in the Division being hosted and meets all requirements listed above. For TOC, the Host League is determined by the approved rotation. Should a League not meet requirements, or be unable to host the tournament, the 2<sup>nd</sup> place League or next in the rotation will be offered the host opportunity. If they do not meet the requirements, or are unable to host, the District Administrator will select another League at his discretion. Leagues may host a maximum of (2) two tournaments at a time. i.e., (2)

TOC, or (2) two All District, or (1) each TOC and All District. (2) each Select, or (2) each All Stars or (1) each Select and All Stars.

### **ENTRANT LEAGUE RESPONSIBILITIES:**

1. Each Entrant League must have its President, Managers and Coaches attend any District pre-tournament meetings.
2. For TOC, All District and Select tournaments, each Entrant League must provide three (3) completed affidavits with all the same proof of age, residence and waivers as required for the International All-Star Tournaments. District will keep one and one must be carried by the Manager and given to the Tournament Director before each game. Affidavits may be found on the District web site.
3. All managers and coaches must have the District 38 Safety card, State mandated Concussion Protocol certificate of completion, State mandated Sudden Cardiac Arrest certificate of completion, Little League Diamond Leadership certificate of completion and Little League Baseball Abuse Awareness Training certificate to participate in regular season and tournament games. (electronic copies will be accepted)
4. Each Entrant league must have an approved Safe to Play Plan that was submitted and approved by the due date to enter Tournament Teams. (electronic copies will be accepted)
5. Each Entrant League must have a member of their Board of Directors, who is not a manager or coach of the team playing, at each of their own games. They must keep control of their fans. Failure to do so is grounds to remove all their teams from the Tournaments.
6. The Tournament fees are assessed on the number of teams entered in the TOC. Each Entrant League must pay **\$150** per team entered in any of the TOC Tournaments. The Tournament fees for each team entered in the All District and Select tournaments will be **\$50**. There will be a **\$200** deposit per team when they are entered on the tournament bracket for the TOC, All District and Select tournaments. All fees and deposits must be paid with 2 separate League checks prior to the Leagues teams being placed on the bracket. If the team drops from the tournament for any reason, except acts of God, less than two (2) weeks before the tournament, they will forfeit the fees and deposit. Any team that forfeits a game for any reason, except acts of God, will lose their deposit and must supply an additional deposit before their next game in order to remain in the tournament. Any deposits not refunded will be distributed to the host league for that tournament, to be used to offset the cost of hosting the tournament.
7. Make sure someone is at the Tournament site one (1) hour prior to game time with the team affidavit and ready for the coin flip. The flip will be made even if only one team is present. The winner of the coin toss will have their choice of home or visiting team. The home team will occupy the third (3<sup>rd</sup>) base dugout. The Visitor team will occupy the first (1<sup>st</sup>) base dugout.
8. A regular season scorebook and pitching affidavit must be available for the Tournament Game Director at your first game (if asked to verify pitching eligibility from regular season).

9. All teams shall have a little league patch affixed to the uniform. (either the old patch or the new patch is acceptable) as per rule 1.11 (a) (2).

### **TOURNAMENT CERTIFICATION:**

1. TOC, All District, Select and All-Star certification are done by the Little League Rulebook and done by District. In addition, the team must present the following at certification. District 38 safety card, Concussion Protocol certificate, Sudden Cardiac Arrest Certificate, Diamond Leadership Certificate and Little League Abuse Awareness Training certificate for Manager and all coaches on the affidavit. Current medical release form signed by the parent or legal guardian for each player. Player verification forms. Original proof of age document. All II(d), special waivers and safety waivers. A copy of the District 38 tournament rules. A copy of the Little League rule book. A copy of the League Safe to Play plan. (Electronic copies of the rules and safety plan are acceptable)

**NOTE:** If the player has a Prior Player Verification form signed by the District, then they only need the form and the proof of residence used to complete the form, not the proof of age document.

2. Affidavits for TOC, All District and Select are available on the District 38 web site. The All-Star Affidavit is on the Little League Data Center. Player affidavits, player medical release forms are available on the International web site.

### **DISTRICT REQUIREMENTS AND PLAYING RULE MODIFICATIONS:**

1. All Managers and Coaches must have the District 38 Safety card, State mandated Concussion Protocol certificate, State mandated Sudden Cardiac Arrest certificate, Little League Diamond Leadership certificate and Little League Abuse Awareness Training to participate in regular season and tournament games.
2. Catchers must wear full gear, including a mask with dangling throat guard, any time they go into a crouch to receive a pitched ball.
3. If a manager, coach, or player uses a bat to hit infield or outfield balls, the player catcher must wear a catcher's mask with a dangling throat guard.

**No seeds or gum will be allowed on the playing field, due to the potential for choking.**

4. TOC and All District Tournament Managers and Coaches will be the team's regular season Managers and Coaches. Select Managers and Coaches will be regular season Managers and coaches and appointed by the League President. Teams are allowed to have one (1) manager and two (2) coaches in all divisions except Farm. Farm may have four (4) coaches.

**NOTE:** During pre-game warm up and during the game, the only team adults authorized to be on the field are the manager and coaches named on the affidavit.

### **5. RULE 1.16**

Warning states that altering helmets in any way can be dangerous (including painting, or adding

decals) may void the warranty. Helmets may not be repainted and the surface may not covered more than 60% with stickers.

**6. RULE 3.04:**

The “Courtesy runner” rule for the pitcher and/or catcher of record when there are two (2) outs is adopted and must be the player(s) in the batting order who made the last out(s).

**7. RULE 3.17:**

Communication with others outside the field or dugout: Any communication with those outside the dugout or playing field except tournament officials, will receive a warning. Subsequent violations may result in discipline up to and including ejection from the game or stands.

EXCEPTION: A manager or coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense for the purpose of calling pitches only.

**8. RULE 9**

**MANDATORY PLAY – CONTINUOUS BATTING ORDER:** All Tournament Teams Except Senior Division 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.

**Baseball:** A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply:

**Softball:** A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 provisions apply:

As per the rules, no defensive playing time is required except in the Senior Division.

**9. RULE 5.07:**

Senior, Junior, Intermediate, Majors, Minor A, Minor B, 9 select and 8 Select. When three (3) offensive players are legally put out, or called out by the umpire, that team takes the field, and the opposing team becomes the offensive team (side retired). No run or batting limits. Farm and 7 Select, the side is retired when three (3) offensive players are legally put out, called out by an umpire, or when the number of players on the smaller roster have batted one time in the half-inning.

**10. REGULATION 3 (F):**

Adults may not warm up pitchers.

**11. MANDATORY PLAY:**

For any violation of the mandatory play rule, the manager will be suspended for that team’s next game. This excludes acts of God and games shortened for any reason.

**12. MINOR B:**

League Age 9-year-old pitching is restricted to a maximum of 75 pitches or three (3) innings, whichever occurs first, seventy-five (75) pitches are the maximum number of pitches by all League Age 9-year-old pitchers combined. This can be three (3) innings by any number of pitchers of League Age 9. **Multiple 9 year olds may pitch in an inning.**

**13. MINOR A, MINOR B, 9 SELECT AND 8 SELECT:**

The batter may not advance on an uncaught third strike.

**14. INFIELD FLY:** Minor B, the infield fly rule will not be enforced.

**15. T-BALL, and 7 Select:**

the side is retired when three (3) offensive players are legally put out, called out by an umpire, or when players on the roster have batted one time in the half-inning.

There will be no coach pitch in T-Ball.

**NOTE:** In all Divisions of play except Seniors. Team A has nine (9) players, they get three (3) outs, or they bat their nine (9) players. Team B has fourteen (14) players, they get three (3) outs, or they bat nine (9) players.

**16. TIME LIMIT:**

The time limit for all games will be governed by Little League Rules for Tournament play.

**EXCEPTIONS:** Minor B, no new inning after 2 hours & 15 minutes, with a drop-dead time of 2 hours and 30 minutes.

Farm, no new inning after 2 hours, with a drop-dead time of 2 hours & 30 minutes.

T-Ball, no new inning after 2 hours with a drop-dead time of 2 hours & 15 minutes.

The official time is kept by the umpire. Game time starts when the umpire requests the first pitch.

**NOTE:** The Tie Breaker used for the International Tournaments will be used in the District Tournaments.

**17. RUN RULE: BASEBALL AND SOFTBALL**

**Farm, Minor B, Minor A and Major**

- If after three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- If after four (4) innings, three and one-half, 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 the victory to the opponent.

- **NOTE:** (1) If the visiting team has a lead of fifteen (15), or ten (10), runs or more respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, or 10-run rule, rule shall be considered a regulation game.

### **Intermediate, Junior and Senior**

- If after four (4) innings, three (3) and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- If after five (5) innings, four (4) and one-half 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 the victory to the opponent.

**NOTE:** (1) If the visiting team has a lead of fifteen (15), or ten (10), runs or more respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, or 10-run rule, rule shall be considered a regulation game.

### **18. DRESS CODE:**

For adults on the field, the following is the dress code:

No tank tops or other sleeveless shirts

No shirts with unacceptable advertisements or images, alcohol, drugs, sex etc.

Nice shorts/pants

No backward hats

No Pins on clothing or hats

No open toed shoes

No metal cleats

### **19. REMOVAL OF TEAM PERSONNEL:**

Any player ejected from a game by an Umpire shall on the first offense be ineligible to play the balance of the game and the entire next scheduled game. For a second removal, the player will be ineligible to play for the remainder of the tournament. **Note:** If the removal leaves the team short (only 8 players) for its next game, a decision by the District Administrator will determine whether or not the player may return,. The player may only play in the outfield and will bat last in the lineup. Any Manager or Coach ejected from a game, will on the first offense, be ineligible to return for the remainder of the tournament, after review by the District Administrator. The team may not be withdrawn from the tournament by the ejected Manager or Coach. Adults ejected will not have an adult replacement except as noted below. If the ejection leaves the team without an adult in the dugout, the highest League Representative at the game will appoint a replacement on the spot. If there is no League Representative on site, the Tournament Director will appoint one to finish the game. Replacement adults must have all of the required training certifications. Anyone ejected must not be at or near the game site during all games they are ejected from. They must not be at or near the game site for the remainder of the tournament. If they refuse

to leave the game site, the person in charge of their team will be given ten (10) minutes to get them to leave. If they refuse, the game will be forfeited.

**20. PROTESTS:**

A Manager may protest a rule infraction to the Umpire in Chief prior to the next pitch, play or attempted play following the infraction. The game will be suspended until the Tournament Director rules on the protest. If the protest is not made prior to the next pitch, play or attempted play then no protest will be allowed, and play will continue. If the game is over, or has been called by the Umpire, protest must be made prior to the Umpires leaving the field. The Tournament Director has the authority to rule on any point not specifically covered in these rules and regulations. If the manager does not accept the decision of the Tournament Director, the matter will be referred to the District Administrator or designated person in the District Administrator's absence.

**21. DARKNESS:**

Darkness is the call of the Chief Umpire of the game. If a disagreement exists, the Tournament Director will make the official ruling.

**22. FORFEIT OF GAMES:**

Because of scheduling and time constraints, any League unable to field a team for any reason, except acts of God, must forfeit that game.

**23. CHALLENGE OF PLAYER ELIGIBILITY:**

Challenges must be made only by the opposing Manager to the Tournament Director prior to the game. The burden of proof is on the accuser. Settlement of such protest must be resolved by the Tournament Director on the spot. If found ineligible, the player and the Manager must be removed from the tournament and the team given one loss.

**24. NOISE MAKERS:**

No one will use bullhorns, horns, bells, whistles, artificial noise makers etc. Players in the dugout will not chant, shake the fence, or make any noises to distract the pitcher. If, in the Umpires judgment this is done, it will be called a no pitch, whether the ball was hit or not.

**25. WALK UP MUSIC:**

Walk up music will not be authorized. Announcing of players except by the host league announcer will not be authorized.

**25. PREGAME:**

The visiting team will get a maximum of 10 minutes of on-field practice 30 minutes prior to game time. The home team will get a maximum of 10 minutes of on field practice 20 minutes prior to game time. On field practice time may be reduced equally or eliminated if the tournament falls behind schedule.

**26. APPROVED BALL:**

The ball used will be determined by the Presidents each year.

## 27. SAFETY VIOLATIONS:

Any violation of safety rules will result in the Manager being removed immediately from the tournament and not replaced. Safety violations include but are not limited to- failure to have a properly affixed dangling throat guard on all catchers helmets. Not having a batting helmet on a player who has a bat in their hand, whether for soft toss, whiffle balls or batting practice. Not having a catchers helmet on a player standing near an adult with a bat in their hand and hitting balls to players. Allowing an on deck circle anywhere at any time. Except where allowed by the rules.

## ADDITIONAL FARM AND 7 SELECT RULES:

### OBJECTIVES OF THE GAME:

Tournament games can start and play a game with eight (8) players. The district shall determine if teams will be charged an out for the ninth (9<sup>th</sup>) position, skip over the ninth (9<sup>th</sup>) position without penalty or an out for the ninth (9<sup>th</sup>) position on the first occurrence and skip each time thereafter.

### THE PLAYING FIELD:

The minimum hitting distance line will be a 15' arc originating from the back of home plate connecting the base lines in the field of play.

A 3' line will be marked halfway between 1st and 2nd base, halfway between 2nd base and 3rd base and halfway between 3rd base and home, perpendicular to the baseline.

The catcher may wear a catcher's mitt or other fielding glove of any shape, size, or weight consistent with protecting the hand. **The catcher must wear a catcher's helmet with the properly attached dangling throat guard.**

### DEFINITIONS OF TERMS:

**Overthrow:** Is a throw that cannot be caught by a defensive player with ordinary effort. One base will be awarded on an overthrow. The overthrow call will be made by the Umpire.

### GAME PRELIMINARIES:

A player may re-enter the game.

A player may not sit out defensively for two consecutive innings unless it is required by the manager and approved by the Tournament Director to maintain control of the team.

**NOTE:** Only ten (10) defensive players will be allowed on the field. The tenth player will be positioned in the outfield only.

### STARTING AND ENDING THE GAME:

No defensive player, except the catcher shall start play ahead of the pitching machine.

Base coaches shall be eligible players in the uniform of their team; or two adults who are on the affidavit.

There must be at least one adult manager or coach in the dugout during play and one adult manager or coach from the offensive team at the pitching machine when the power is connected. He may instruct the batter.

A defensive coach will be positioned behind the plate umpire. His sole purpose is to retrieve balls and return them to the offensive coach stationed at the pitching machine.

Any adult not acting as base coach, behind the plate umpire or manning the pitching machine must be inside the dugout.

### **PUTTING THE BALL IN PLAY:**

The side is retired when three offensive players are legally put out or batters equal to the smaller roster have had one (1) complete plate appearance.

**NOTE:** Team A has nine (9) players, they get three (3) outs, or they bat their nine (9) players. Team B has fourteen (14) players, they get three (3) outs, or they bat nine (9) players.

### **THE BALL BECOMES DEAD WHEN:**

(1) When a manager requests “Time” for a substitution, or for a conference with one or more of the players and time is granted by the umpire.

**NOTE:** Only one offensive or defensive time-out, for the purpose of a visit or conference, will be permitted each inning.

(2) A fair batted ball is controlled by a defensive player in the fair or foul part of the infield; after the initial play on the batted ball, no further play is attempted, the ball is thrown toward the adult attending the pitching machine and time is granted by the umpire. It will be the umpire’s judgement as to whether there was a play being made, or the defensive player was attempting to throw it to the adult attending the pitching machine. For purposes of runner position, the Umpire will be the judge of where the runner was when the ball left the defensive players hand.

**NOTE:** The infield will be defined as the fair part of the field inside an arc starting from the center front edge of a 46ft pitching rubber extending 50ft from the 1<sup>st</sup> base foul line to the 3<sup>rd</sup> base foul line.

**NOTE:** A defensive player becomes an infielder when they touch the infield. Local landmarks may be used to define the infield such as inside the infield dirt on a regular Little League field if both managers agree prior to the start of the game.

(3) If the pitch from the pitching machine touches the batter, the ball is dead, and the batter will not be awarded first base and no runners may advance.

(4) Any batted ball which settles in the pitching circle is dead and all runners and the batter runner advance without liability to be put out one base.

Time will be allowed for potty trips.

There will be no bunting allowed.

A fair ball is a hit to or beyond the 15' minimum hitting distance.

The batter will be allowed three (3) swing strikes or six (6) pitches to put the ball in play. The batter will be allowed extra pitches if the last pitch is fouled out of play. The umpire may declare a "no pitch" if the machine fails to deliver a hittable pitch.

The batter will miss his next plate appearance if the batter throws the bat in a dangerous manner. The play will stand. No out will be recorded on the missed plate appearance. If the thrown bat interferes or alters defensive play, offensive interference shall be called.

### **THE RUNNER:**

Base runners will not be allowed to steal any base. Base runners cannot advance on a wild pitch, a passed ball, or a throwback to the pitcher from the catcher.

Base runners will be allowed only one base on an overthrow.

A line will be marked halfway between 1st and 2nd base, halfway between 2nd base and 3rd base and halfway between 3rd base and home. If a runner passes the halfway mark before the ball becomes dead, he is awarded the next base. If the runner has not passed the halfway mark before the ball becomes dead the runner returns to the last legally touched base.

### **THE PITCHER:**

Prior to the game, the Tournament Director, the Umpire and both Managers shall inspect the pitching machine and determine if it is safe to use and will perform properly.

A Pitching machine will be used to deliver a baseball to the batter. The pitching machine and its ancillary equipment are part of the playing field. The offensive team may adjust the pitching machine, velocity, and direction to their best interests a maximum of three (3) times per half inning. The Tournament Director shall approve any other changes.

The pitching machine wheel shall be placed over the existing pitcher's plate. A 5' radius (10' diameter) safety circle shall be marked around the pitching machine, centered under the wheel. This is a dead ball area.

No player shall be permitted in the safety circle at any time. If a player enters the safety circle the ball is dead, all runners and the batter runner advance without liability to be put out, at least one base, or to the bases they would have reached, in the umpire's judgment, if the defensive player had not entered the safety circle.

An ADULT COACH from the offensive team shall feed the pitching machine. The ball feeder MUST stay with the pitching machine until replaced by another ADULT COACH. The pitching machine, power cord and the ball feeder are in play.

### **THE PITCHING MACHINE SHALL NOT BE UNATTENDED BY AN ADULT AT ANY TIME WHILE CONNECTED TO THE POWER SOURCE AND TURNED ON.**

**NOTE:** If a batted ball hits the machine, including the wheel or cord, and stays in the field of play, the ball is live, and the batter/runners will advance at their own risk.

**NOTE:** If an offensive/defensive player trips over the cord the play is still live, and

the batter/runners will advance at their own risk.

## **ADDITIONAL TEE BALL PLAYING RULES**

### **OBJECTIVES OF THE GAME:**

Tournament games can start and play a game with eight (8) players. In the TOC and All District, the district shall determine if teams will be charged an out for the ninth (9<sup>th</sup>) position, skip over the ninth (9<sup>th</sup>) position without penalty or an out for the ninth (9<sup>th</sup>) position on the first occurrence and skip each time thereafter.

### **THE PLAYING FIELD:**

The minimum hitting distance line will be a 15' arc originating from the back of home plate connecting the base lines in the field of play.

A 3' line will be marked halfway between 1st and 2nd base, halfway between 2nd base and 3rd base and halfway between 3rd base and home, perpendicular to the baseline.

The official ball will be the one approved by the Presidents each year.

The catcher may wear a catcher's mitt or other fielding glove of any shape, size, or weight consistent with protecting the hand. The catcher must wear a catchers helmet with the dangling throat guard attached.

### **DEFINITIONS OF TERMS:**

**Overthrow:** Is a throw that cannot be caught by a defensive player with ordinary effort. One base will be awarded on an overthrow. The overthrow call will be made by the Umpire.

### **GAME PRELIMINARIES:**

A player may re-enter the game.

A player may not sit out defensively for two consecutive innings unless it is required by the manager and approved by the Tournament Director to maintain control of the team.

**NOTE:** Only ten (10) defensive players will be allowed on the field. The tenth player will be positioned in the outfield only.

### **STARTING AND ENDING THE GAME:**

Base coaches shall be eligible players in the uniform of their team; or two adults, manager or coaches. There must be at least one adult manager or coach in the dugout during play and one adult manager or coach at the batting tee.

No defensive coaches will be allowed on the field when the ball is in play.

Any adult not acting as base coach or manning the batting tee must be inside the dugout.

## **PUTTING THE BALL IN PLAY:**

The side is retired when three offensive players are legally put out or batters equal to the smaller roster have had one (1) complete plate appearance.

**NOTE:** Team A has nine (9) players, they get three (3) outs, or they bat their nine (9) players. Team B has fourteen (14) players, they get three (3) outs, or they bat nine (9) players.

## **THE BALL BECOMES DEAD WHEN:**

(1) When a manager requests “Time” for a substitution, or for a conference with one or more of the players and time is granted by the umpire.

**NOTE:** Only one offensive or defensive time-out, for the purpose of a visit or conference, will be permitted each inning.

(2) A batted ball is controlled by a defensive player in the fair part of the infield; after the initial play on the batted ball, no further play is attempted, and time is granted by the umpire.

**NOTE:** The infield will be defined as the fair part of the field inside an arc starting from the center front edge of a 46ft pitching rubber extending 50ft from the 1<sup>st</sup> base foul line to the 3<sup>rd</sup> base foul line.

**NOTE:** A defensive player becomes an infielder when they touch the infield. Local landmarks may be used to define the infield such as inside the infield dirt on a regular Little League field if both managers agree prior to the start of the game.

After the ball is dead, play shall be resumed when the pitcher takes a position on the pitcher’s Plate, with a new ball or the same ball on an approved batting tee and the plate umpire calls “Play.” No defensive player other than the catcher in the catching box shall play ahead of the pitcher.

**NOTE:** The batting tee is part of the playing field and in play. The batting tee can be placed anywhere around home plate as long as the batter can take a legal position in the batting box. The adult manager or coach will remove the batting tee from the area of play after the batted ball is put in play.

**NOTE:** The manager/coach attending the batting tee shall remove it from the area of play after the ball has been hit. The batting tee is part of the playing field, if a batted ball or thrown ball hits the batting tee and stays in the field of play, the ball is alive, and the batter/runners will advance at their own risk. If an offensive/defensive player trips over the batting tee the play is still alive, and the batter/runners will advance at their own risk.

## **THE BATTER:**

Each player of the offensive team shall bat in the order their names appear in the team's batting order. The batting order shall contain all rostered players in attendance for the game. All players must meet the requirement for mandatory play.

The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning. Note: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

The starting batting order must be followed, but defensive changes may be made at any time the team is on defense. Players arriving after the first pitch of the game may be added to the end of the batting order immediately upon arriving.

Any batter failing to bat, except those exceptions covered by Rule 4.04 Note 2, will be called out on the first offense only.

**NOTE:** There will be no Bunting allowed.

A fair ball is a hit to or beyond the 15' minimum hitting distance.

The batter will be allowed three (3) swing strikes to put the ball in play. The batter will be allowed extra pitches if the last pitch is fouled out of play.

The batter will miss his next plate appearance if the batter throws the bat in a dangerous manner. The play will stand. No out will be recorded on the missed plate appearance. If the thrown bat interferes or alters defensive play, offensive interference shall be called.

## **THE RUNNER:**

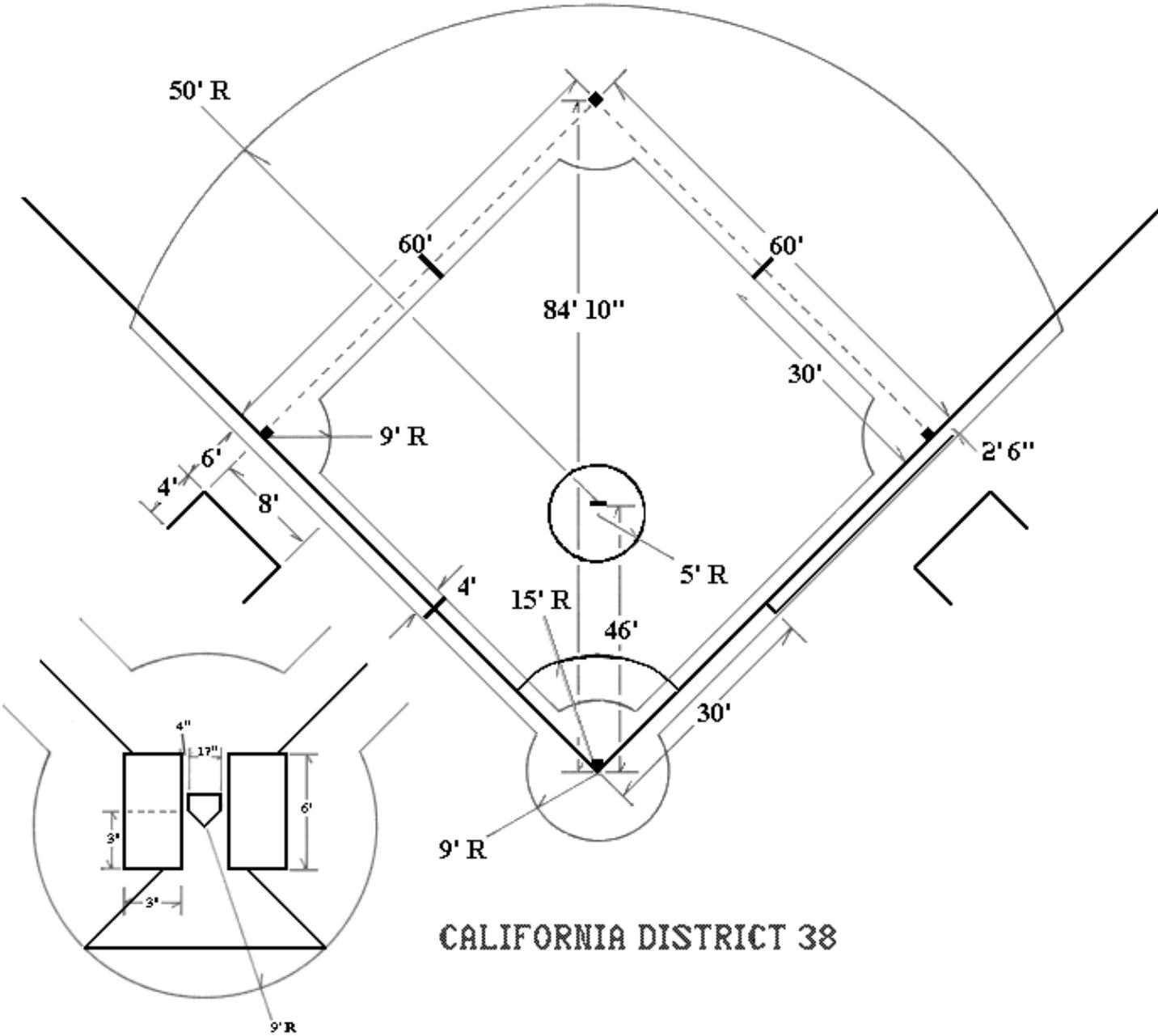
Base runners will not be allowed to steal any base. Base runners cannot advance on a wild pitch, a passed ball, or a throwback to the pitcher from the catcher.

A line will be marked halfway between 1st and 2nd base, halfway between 2nd base and 3rd base and halfway between 3rd base and home. If a runner passes the halfway mark before the ball becomes dead, he is awarded the next base. If the runner has not passed the halfway mark before the ball becomes dead the runner returns to the last legally touched base.

**Dead Ball Appeal:** Once time has been called after the completion of play, a coach or any player (with or without the ball) may make a verbal appeal concerning a runner missing a base, leaving a base too soon on a caught fly ball or other infraction.

# DIAGRAM OF PLAYING FIELD

Mike Laughlin



CALIFORNIA DISTRICT 38

District Administrator  
California District 38  
Updated: March 2026