

District 44

Future Stars Tournament Packet



Updated March 2026

Introduction

District 44 is excited to organize the **Future Stars Tournament** for the younger players in our leagues, offering them an opportunity to experience some competitive games in a safe and fun environment.

Each league in the district will send one team to the tournament which will be held over two weekends. The board for each league will determine how each team will be selected, some leagues will send a division champion, some leagues will send a select team.

We accept that there may be some imbalance in the competitiveness of the teams because the overarching goal is to provide coaches and kids with more game opportunities to help them along in their journey.

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For the Little League Board

Tournament Format

The tournament will be held over two weekends. The first weekend will be pool play with two pools of five teams each. The second weekend will be a single-elimination tournament on Saturday only with seeding based on the pool play. Every team will qualify for the second weekend and will play at least one game.

Second Weekend: Two brackets

Teams will be divided into an upper bracket (six teams) and a lower bracket (four teams). The second weekend seeding will be based on wins and losses from pool play and the tie breaker will be the Little League's Runs Allowed Ratio (total runs allowed divided by total innings played). **Run differential is NOT a tie breaker** so you are not incentivized to run up the score. Managers should keep this in mind when there is a mismatch.

Hosting Guidance

Each little league board is responsible for arranging for volunteers for the Farm tournament. Each team should also be asked to provide volunteers for the games.

ANNOUNCER OPTIONAL: Having an Announcer, while preferred, is not required. If a host league has a sound system and the hosting league can get a volunteer to announce, that is your choice. If not, please continue as you've done during the regular season. No walk-up music allowed for teams to ensure minimal noise for umpires.

There will be no pre-game ceremony and there will not be pin exchanges like TOC and All-Stars for the older division.

Recommended Volunteers Needed Per Site

- Umpires (2 per game is recommended)
- NOT REQUIRED: Announcer. We are not doing pre-game announcements or pin exchanges.
- Field Prep (2 per game - rake, painting lines & batters box)
- Scorekeeper x 2 (1 per team)
- Field Teardown (2 per team)
- Snack shack (up to the hosting league)

Player Qualifications

The purpose of this District 44 Hosted Tournament is to acclimate younger players and their families to postseason tournament play, whether that be TOC or future league all-star teams. Other rules/intentions with regard to age

- Each league's Board of Directors will choose the manner in which the team is assembled. Some leagues will decide on a select team, others will decide on a league champion. We accept the possibility there may be some imbalance of talent levels between leagues in order to achieve our higher goal of providing postseason games to this age group.
- League Age 8 or under regardless of division played
- League Player Agent or League President will submit the entire set of players considered for the tournament roster to the District testifying all players are league 8 and under. The roster from game to game can be changed due to player availability. Maximum players for a game is 14 players but there is no maximum for the total number of players to be considered as part of the tournament roster. Example: A player agent can

submit 50 names that are league age 8 or under to be eligible for any game of the tournament, but at each game, only up to 14 of those players can play the game.

- Teams should prioritize Little League Age 8 followed by Little League Age 7 players to participate. All Little League Age 8 and Little League Age 7 players are eligible, regardless of the Division in which they played during the season (except All-Stars as listed below).
- Any player playing on their league's 8-10 All Star team is ineligible for this Farm/AA tournament.
- A player is not permitted to be used from another AA/Farm Tournament Team from the same league (applicable when a league applies for and receives clearance to have more than one team in the AA/Farm Tournament).
- Any manager using an illegal player will be ineligible to manage or coach in any D44 sponsored tournament (TOC, Future Stars) for the remainder of the current season and for the next season.

Tournament Instructions

- **Team Format**
 - Up to 14 players per game. No limit on how many players each league submits for the entire tournament.
 - In order to provide maximum flexibility to leagues, team roster does not need to be the same for each game, managers have maximum flexibility to maintain roster as long as player qualifications are met
 - The coaching staff should not include Senior League officials (President or VP) unless given D44 approval because this is a development opportunity for players **and** coaches.
 - Maximum four coaches per game (manager, 2 base coaches, dugout coach) and these adults are also the pool of available pitchers.

- **Game Format**

- 6 innings or no new inning after 90 minutes
- Limit 5 runs per inning. In the 6th inning - one time through the order maximum.
- Extra innings would be played like a 6th inning
- No mercy rule for the goal of getting kids playing time.
- During the second tournament weekend, pre-game coin flip will determine home/away and dugout.

- **Field Setup**

- On top of regular baseball lines and batters box, hosts must paint a halfway line between 1st & 2nd base, 2nd & 3rd base, and 3rd base and home plate to demarcate when a player qualifies for the next base

- **Equipment**

- Each team should provide 2 game balls to the umpire.
- Regular season balls (RS equivalent) used in AAA/Minors/Majors

For the Managers and Umpires

Tournament Game Rules

- Safety
 - Play stops on an injury
- Officiating and Umpires
 - Coaches will respect all judgments calls and no umpire intimidation will be allowed
 - Adults are not permitted to engage with umpires other than asking “Would you check with your partner on that play?”
- Pitching
 - Coach pitch only and only overhand throws.
 - 5 coach pitch maximum with strikeouts, no walks.
 - No called strikes, only strikes on missed swings or fouls
 - Foul balls are unlimited on the 5th pitch
 - Pitching from knees is allowed and no closer than 10’ from the pitching rubber.
- Defense
 - **Ending the play:** Defensive pitcher has the ball anywhere in the infield (inside the base paths) and raises the ball above head, with or without the glove.
 - Up to 10 defensive players on the field (4 outfielders)
 - Minimum defensive play is three innings. Honor system is expected by the managers to track playing time.
 - Pitcher must have one foot in the mound circle or dirt at the time of the pitch, parallel to the rubber.
 - No fielder closer than 45 feet to the batter
 - Outfielders - Five steps away from the infield dirt
 - Coach is part of the field. Live ball even if it hits the coach and if the coach accidentally catches the ball, it should be dropped onto the ground and the play will continue.
 - One defensive timeout per inning
- Hitting and Base Runners
 - Runners can only advance on hit balls
 - Hitters and runners can only advance at most **two bases** from where they were at the start of the play. This includes any

advancement from overthrows. The player will not be safe if they go past the furthest allowed base until they return to the base without being tagged. If the play is ended by the defense, the player will return to the furthest allowed base even if they are past the halfway point.

- No advancing on passed balls to the catcher while pitching
- More than halfway to a base gets the runner to the next base when the play is ended as long as the runner does not exceed two bases from where they began.

For Parents and Players

Code of Conduct for Teams and Fans

Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities. The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness
- Respect
- Responsibility
- Fairness
- Caring
- Good Citizenship

The highest potential of sports is achieved when competition reflects these six pillars of character. Parents should read, understand and agree to this document prior to their children participating in the Future Stars Tournament.

Parent / Guardian Code of Conduct

Little League California District 44 strives to create a positive atmosphere where children learn the game of baseball, develop values, and have fun.

In accordance with [recommendations from Little League](#), District 44 has implemented the following Parent / Guardian Code of Conduct. By giving careful thought to these codes and putting effort into living up to them, you can help create this positive atmosphere. All members of the Little League community have a role to play in this effort. Parents should read and understand prior to their children participating in this tournament.

1. I will not force my child to participate in sports.
2. I will remember that children participate to have fun and that the game is for youth, not adults.
3. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
4. I will learn the rules of the game and the policies of the league.
5. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other league event.
6. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, parent or spectator such as booing and taunting; refusing to shake hands; or using profane language or gestures.
7. I will not encourage any behaviors or practices that would endanger the health and well being of the athletes.
8. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, gender or ability.
9. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
10. I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
11. I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
12. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
13. I will emphasize skill development and practices and how they benefit my child over winning. I will also de-emphasize games and competition in the lower age groups.

14. I will promote the emotional and physical wellbeing of the athletes ahead of any personal desire I may have for my child to win.
 15. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak with coaches at an agreed upon time and place.
 16. I will remember and appreciate that Managers and Coaches are volunteering their time for the benefit of my child, and will do my best to make sure my child is on time for games and practices.
 17. I will notify my child's manager ahead of time when possible if they will be missing a game or practice.
 18. I will demand a sports environment for my child that is free from drugs, tobacco, and alcohol and I will refrain from their use at all sports events.
 19. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- Parents / Guardians who do not live up to this code of conduct will be prohibited from attending games and may have their child(ren)'s playing privileges suspended at the discretion of the district or league.

Managers and Coaches Code of Conduct

District 44 promotes a positive coaching environment for all players. Toward that end, all managers and coaches must adhere to the following standards of conduct and behavior.

1. Develop and encourage players to do their best.
2. Be a positive role model. Always behave in a positive manner toward the children in your care. Display good sportsmanship, a positive attitude and make the experience fun!

3. Don't be the coach that places winning above everything else. Emphasize player development, and teaching respect and values over your win-loss record.
4. Encourage your players to play by the rules. Children learn best by the examples set by their coaches, so applaud play by both teams.
5. Create a supportive environment where coaches and players build self-esteem and confidence.
6. **DO NOT ridicule or yell at players, coaches, umpires or parents.** Players should never be singled out, belittled, or embarrassed during practices or games. Any type of shaming of players by the manager or coaches will not be tolerated.
7. Remember that **all rulings by an umpire on the field are final.** If there is a question on an umpire's ruling, call time out, and meet with the umpire. Discuss the ruling out of earshot of players, parents and spectators. Once the conversation is finished, get back to the game. Do not continue to discuss the matter.
8. Set a good example by keeping a good rapport with all in attendance, including game officials, coaches, players, and spectators.
9. Never use profane language or gestures. This will not be tolerated.
10. No tobacco products, alcohol or drugs are permitted at the field before, during or after a game or practice.

Managers / Coaches who do not abide by this code of conduct may have their coaching privileges suspended at the discretion of the district.

Player Code of Conduct

Little League is a leadership development program above an athletic league. All players should aim to exhibit leadership qualities, which are demonstrated through sportsmanship, motivating teammates and opponents, giving best effort

at practices and games, and representing our league with good behavior.

District 44 expects the following standards of conduct and behavior of all players.

Please review this Code of Conduct with your players and families:

1. Play for the fun of the game.
2. Show good sportsmanship at all times – win or lose.
3. Respect your coaches, teammates, opponents, parents and umpires.
4. Be a team player and get along with your teammates. Be positive. Don't criticize.
5. Don't be selfish. Your teammates deserve the same chances as you.
6. Learn the rules of the game and play by them.
7. Try your best at all times. Work hard and try to improve your skills.
8. Be willing to try every position. You never know which one will be the most fun.
9. Never argue with or show disrespect towards the umpire or coaches.
10. Do not harass or act disrespectfully towards the opposing team.
11. Regularly attend practices and games.
12. Be on time.
13. Do not throw bats or helmets. These actions can lead to an immediate ejection from a game or suspension from practice.
14. NEVER intentionally hurt another player. This will lead to an immediate ejection from the game or practice, suspension from future games, and/or dismissal from the team.
15. Do not swear or use profane language.
16. Do help to pick up equipment and clean the dugout after every game and practice. Ask the coach what else you can do to help.

Changelog

April 2025

- Age limit will now be league age 8 and under only, regardless of division
- Player Agent or President will submit the roster for the tournament team
- Any manager using an illegal player will be ineligible to manage or coach in any D44 sponsored tournament (TOC, Future Stars) for the remainder of the current season and for the next season

May 2025

- Clarification on overthrows and bases the runner can be safe at.
- Hosting league is not required to provide an announcer or sound system, it is 100% optional based on a league's discretion
- Explicitly stating there is no pre-game announcement or pin exchange for this tournament

March 2026

- Established maximum two bases of advancement for a runner or hitter
- Adding game play rules to maximize player safety
- Changed second weekend format to have two brackets: upper bracket with top six teams, lower bracket with lowest four teams. Awards reserved only for the winner of the upper bracket.
- Maximum 4 coaches in dugout per game
- League Presidents or VPs are not permitted to manage or coach the team unless a D44 exception is approved.