

CALIFORNIA DISTRICT 24 2022 TOURNAMENT GUIDELINES

1. The teams shall arrive at the playing field at least sixty minutes (1 hour) prior to game time and be warmed up and ready to take infield thirty (30) minutes before game time.
2. Approved tournament affidavits and boundary maps, along with each player's documentation, to include the Tournament Player Verification Form, the Proofs of Residence (3), and any applicable waivers or proofs of school enrollment, **MUST** be turned into the Tournament or Site Director **sixty minutes (1 hour) prior to game time**.
3. Home team designation will be determined by a coin toss conducted by the Tournament Staff with Team Managers **sixty minutes (1 hour) before game time**. Home team shall occupy the third base dugout.
4. All equipment will be checked prior to each game by the participating Umpires, or the Tournament Staff. Illegal or damaged equipment will be removed and NO protest will be considered. All team bats **MUST** be in compliance with the USA Bat Standards and Little League regulations. **NOTE: All equipment will remain outside of the team's respective dugout until it is inspected.**
5. **Baseballs and Softballs will be provided by CA-24.**
6. District 24 will be supplying the line-up sheets. *Four (4) copies of your teams' line-up must be given to the Tournament or Site Director **30 minutes before game time.** **NOTE: All players, along with the manager and coach (es) that are listed on the team's affidavit, must be listed on the line-up sheet. The information required on each line-up sheet is to include the player's first and last name, along with the player's position number and his/her jersey number. If a player, that is on the affidavit, is not in attendance at a game, the word "Absent" must be written beside the player's name on the teams' line-up.***
7. The game strategy shall be conducted from the dugout. Conversation from the dugout with spectators may result in the offending player, coach, manager being removed from the game.
8. There will **NOT** be any special seating provided for the team scorekeeper. All changes will be given to the official Scorekeeper with the Plate Umpire present. The opposing manager can be present if they so choose. These changes will then be announced.
9. At the discretion of the District Administrator, only approved, official, newspaper photographers may be on the playing field during the game.
10. Managers, coaches, and players are to conduct themselves in a professional manner at all times. If you disagree with the umpire's decision, it is expected the correct and appropriate procedure will be used in discussing the matter. Managers or coaches cannot wear cutoff shorts or tank tops. Flip-flops/open-toed shoes will not be allowed. The dress code shall be neat and appropriate for a Little League Representative.
11. THE USE OF FOUL LANGUAGE, GESTURES or making of derogatory remarks WILL NOT BE TOLERATED. **PENALTY: *This shall be cause for immediate removal of the offender from the game.***
12. Disruptive behavior by the spectators will not be tolerated and will be cause for removal of the offender from the ballpark.
13. Teams are expected to hustle on and off the field...one (1) minute between innings.

14. Additional ground rules pertaining to specific playing field adjustments or expected conduct of team members will be discussed at the opening plate conference with the game umpires.

15. Only the team manager, two (2) coaches (if applicable), and a maximum of fourteen (14) players (sixteen (16) players for Senior Baseball only) shall be permitted in the dugout. Mandatory play is in effect for all divisions EXCEPT the Senior division. **All other persons shall occupy the identified spectator area.**

Please see the infographic below for Mandatory Play requirements:



16. **MANDATORY PLAY VIOLATION:** Managers are solely responsible for enduring all players fulfill the requirements of mandatory play, even if notification is not made.

- There is NO exception to this rule unless the game is shortened for any reason.** A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or extra inning) due to winning the game.

17. Once the game begins, **NO PLAYER, COACH, OR MANAGER** may leave the dugout without the permission of the Umpires. Stepping outside of the dugout for a smoke will constitute leaving the dugout without permission and that person will be prevented from re-entering the dugout for the remainder of the game. During the game, teams **will not** be permitted to meet outside of the dugout.

18. **Rest room privileges will be permitted providing:** (1) Permission is first obtained from the umpires (2) The individual goes directly to and from the rest room without engaging in conversation with the spectators or visiting the snack bar. **PENALTY:** *Offender may be removed from the game.*

19. No pins or good luck charms may be worn on the uniform or caps of the **MANAGERS, COACHES OR PLAYERS**. No jewelry, **inclusive of earrings and plugs**, may be worn on the field by the **MANAGERS, COACHES OR PLAYERS**. Medical alert and religious medals can be worn if they are covered and taped to the body or inside the uniform (out of sight). **NOTE:** The rubber/plastic wristbands distributed by charity organizations will be considered jewelry and may not be worn.

20. Electronic devices will be restricted. A manager or coach is permitted to use the rulebook app, scorekeeping and or pitch counting device/app without penalty, PROVIDED it is not used to receive messages of any sort. If in the umpire's judgement, any player, manager or coach uses an electronic device during the game, the penalty is ejection from the game.

21. IMPORTANT: No adults are allowed to warm up or catch with players at any time. **PENALTY:** *If the adult offender is a team manager or coach, this may be cause for immediate removal of the offender from the game.*

22. "BALL BUCKETS" & DUGOUT GATES: Sitting on a "**ball bucket**", in any opening of a dugout, will **NOT** be allowed. If there is a gate door on the team's respective dugout area, for safety reasons, it will remain closed during the game unless used for entering or leaving the dugout

23. PITCH COUNT: Tournament Rule # 4 shall apply. *The Pitch Count will be announced at the end of each inning.* The Official Scorekeeper shall notify the Umpire-in-Chief when the current pitcher has only 5-6 pitches left before he/she reaches the pitch count, which will be dependent on the age of the pitcher. The Umpire-in-Chief will notify the respective manager. ***This assistance will NOT relieve the manager of the responsibility of fully observing this regulation.***

PENALTY: *Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violation protested and brought to the attention of the Tournament Committee, shall result in the suspension of the team's manager for the next two (2) scheduled tournament games, even if those games are played at the next tournament level. Further penalties may be imposed if it is in the opinion of the Tournament Committee,*

24. 15-RUN RULE [4.10(E)]: If at the end of three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three 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 at the end of a regulation game 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:** If the visiting team has a lead of fifteen (15) runs or ten (10) runs respectively, the home team must bat in its half of the inning.