



DELAWARE DISTRICT III

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ALL-STAR MANAGERS MEETING- 2018

1. **Delaware District III Little League Tournaments** are double elimination unless weather delays force a change to format so that winner can be determined before regionals begin. Exact schedules are posted and updated on dedistrict3.org.

2. Team Composition

Each team is allowed a maximum of 14 players, one manager, and a maximum of two coaches.

Exceptions: Senior League maximum of 16 players.

IMPORTANT: Manager/Coach may NOT warm up pitchers at the game site before or during games.

3. Dugouts

The team on the top bracket shall occupy the 3rd base dugout.

The team on the bottom bracket shall occupy the 1st base dugout.

4. On Field Pre-game Warm Up

Each team is allowed 20 minutes pre-game practice time (time permitting). The team in the 3rd base dugout shall take the infield first at approximately 50 minutes prior to the start of the game. The team in the 1st base dugout shall take the infield at approximately 30 minutes prior to the start of the game.

IMPORTANT: Anyone acting as a catcher must have a catcher's mask (helmet) with throat guard (infield warm-up, outfield warm-up or warming up pitcher).

5. Neutral Fields

All fields are considered neutral for all games. A flip of the coin by the Tournament Director shall determine the Home Team for all games; this includes an if necessary championship game. For consistency, the manager of the team in the third base dugout calls the flip of the coin. The winner of the toss shall select if he/she wishes to be the HOME or GUEST team.

6. Tournament Team Eligibility Affidavit

Managers shall have ready and present to the Tournament Director (TD) their Affidavit with all necessary accompanying documentation at least one (1) hour prior to the game. TD will log game results and pitchers information following the completion of the game. Affidavit will then be returned to the managers.

Temporary Manager/Coach - A person may replace any manager or coach that is listed on the Affidavit who is unable to participate because of injury, illness, or other justifiable reason. The TD will approve a temporary replacement and that individual must be entered on the Affidavit.

Permanent Replacement Manager/Coach - A person who is filling in for a second time or permanently taking over duties must be approved before game time by the District Administrator.

Player Replacement or Addition - players may be approved by the TD to be added to the Affidavit if a Player Verification Form and proper documentation is provided. The player must be added to the boundary map.

7. **Player Lineup**

Managers shall have ready and present to the TD three (3) copies of their player line up at the time of submitting their Affidavit. The TD will distribute copies to the opposing manager, scorekeeper, and plate umpire.

8. **Equipment and Uniforms**

A. **Players:**

All teams must wear uniforms consisting of shirts, pants, or shorts and stirrups. The Little League patch must be on the left sleeve; (if shirt is sleeveless the patch must be on the left front of the shirt) for all Divisions of play that are participating. For softball players, hats or visors are optional.

B. **Manager and Coaches**

Team managers and coaches may wear pants or shorts, but shirts must be in team colors, **NO JEAN CLOTHING OF ANY COLOR.**

C. **Catcher**

Catchers must wear an approved catcher helmet, mask and a dangling throat guard, chest protector, shin guards at all times. Male catchers must wear a protective cup with athletic supporter.

NOTE: Helmet is to be worn during infield practice

NOTE: Full gear is to be worn during pitcher warm-ups.

D. **Batter**

Batter must wear batting helmets. Helmets must meet NICOSIA specifications with stamp and warning labels. Helmets with stickers will **NOT** be allowed unless there is a note from the manufacturer stating the sticker is approved by them.

No jewelry is to be worn during the games except medical alert jewelry and wedding rings.

10. **In-Game Rule Highlights**

A. Once the games begin, permission to leave the field/dugout must be granted by the umpire for players and managers/coaches. No players may warm up (throwing or swinging bats) outside the fences of the field. All equipment to be used during the game must remain in the fences of the field.

B. All coaches and players must remain in the dugout unless active as part of the game. Base coaches are the exception as are the on-deck batter for Junior/Senior League. No coaches outside the dugout to call pitches.

C. Books **MUST** be kept in the dugout/coaches boxes if you want to keep a book. There is **NO** communication between the dugout/playing field and the stands.

D. **IMPORTANT:** Make offensive substitutions when the player comes to bat or pinch run. Make defensive substitutions when your team enters the field. Failure to properly notify the official scorekeeper may result in penalties for failing to meet mandatory play.

E. Catcher's must wear dangling throat guards. They will not be allowed to catch without one.

F. Illegal bat – Manager and Batter are ejected and loss of one adult base coach on first offense. Umpires **may** check bats before the game, but the manager is ultimately responsible to make sure no illegal bats are used.

G. **8-10/Majors** – NO on deck batting. Only lead off hitter each inning is allowed to swing a bat.

H. **8-10 Tournaments** - Uncaught third strike does NOT apply.

I. Batter must remain in the box with at least one foot throughout the at bat

EXCEPTIONS:

- i. On a swing, slap, or check swing
- ii. When forced out of the box by a pitch
- iii. When the batter attempts a "drag bunt"
- iv. When the catcher does not catch the pitched ball
- v. When a play is attempted
- vi. When time is called
- vii. **BASEBALL:** When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
SOFTBALL: When the pitcher leaves the eight foot circle or the catcher leaves the catcher's box.
- viii. On a three ball count pitch that is a strike that the batter thinks is a ball.

J. Special pinch runner may only be used twice per game and only once per player replaced.

K. Stealing of pitch signs or locations is illegal. Player and Manager will be ejected.

L. Players are tied to their position in the batting order. Therefore, substitute and starter may not be in the game at the same time.

M. Substitutes may not be removed from the game until their mandatory play is completed. Does not apply to starters.

N. **Mandatory play (Junior League and below only):**

- i. thirteen (13) or more eligible players in uniform at a game, minimum of one (1) at bat.
- ii. twelve (12) or fewer eligible players in uniform at a game, minimum of six (6) consecutive defensive outs and one (1) at bat.

☆☆☆O. NEW - Mandatory Play

A manager's failure/refusal to insert players into the line-up as outlined below shall result in IMMEDIATE EJECTION of the manager and removal for the remainder of the International Tournament.

If a team has 12 or fewer players in uniform at the start of a game, and is:

Visiting Team: Any player(s) who has yet to enter the game to meet the defensive requirement

of mandatory play must be inserted prior to the first pitch or play in the bottom half of the 4th inning (Juniors: 5th inning) into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.

Home Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be inserted prior to the first pitch or play in the top half of the 5th inning (Junior: 6th inning) into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.

If a team has 13 or more players in uniform at the start of a game, players must be inserted into the line-up to bat offensively during the:

Visiting Team: 4th or 5th inning, or as one of the first three batters in the 6th inning (Junior: 5th or 7th inning, or as one of the first three batters in the 7th inning), that will allow their one at-bat to be satisfied.

Home Team: 4th inning or as one of the first three batters in the 5th inning (Juniors: 5th inning or as one of the first three batters in 6th inning), that will allow their one at-bat to be satisfied.

P. Completion of Mandatory Play - Once both players in a batting order position have completed mandatory play, there is free substitution between those players. Exception: A pitcher can only be re-entered once if removed for a batter.

Q. **Senior League** – 10(i) A starter may be re-entered once in the same position in the batting order. A non-starter may not re-enter once removed.

R. **Baseball:** Pitchers may finish the batter when being stopped at less than maximum for days of rest consideration. IMPORTANT: Pitchers going to catcher do NOT get this consideration if a pitcher throws 41 pitches they may not go to catcher.

⚡⚡⚡S. NEW - Under no circumstances shall a player pitch in three (3) consecutive days.

⚡⚡⚡T. NEW - **Mound Visits** - Majors and above - Second visit in inning or third visit in the game must remove the pitcher

U. Run Rule - 15 runs after 3 innings (4 innings for Junior/Senior) or 10 runs after 4+ innings (5+ innings for Junior/Senior)

V. **Curfews:** Midnight for 8-10/Majors, 12:30 for Junior, 1:00 for Senior