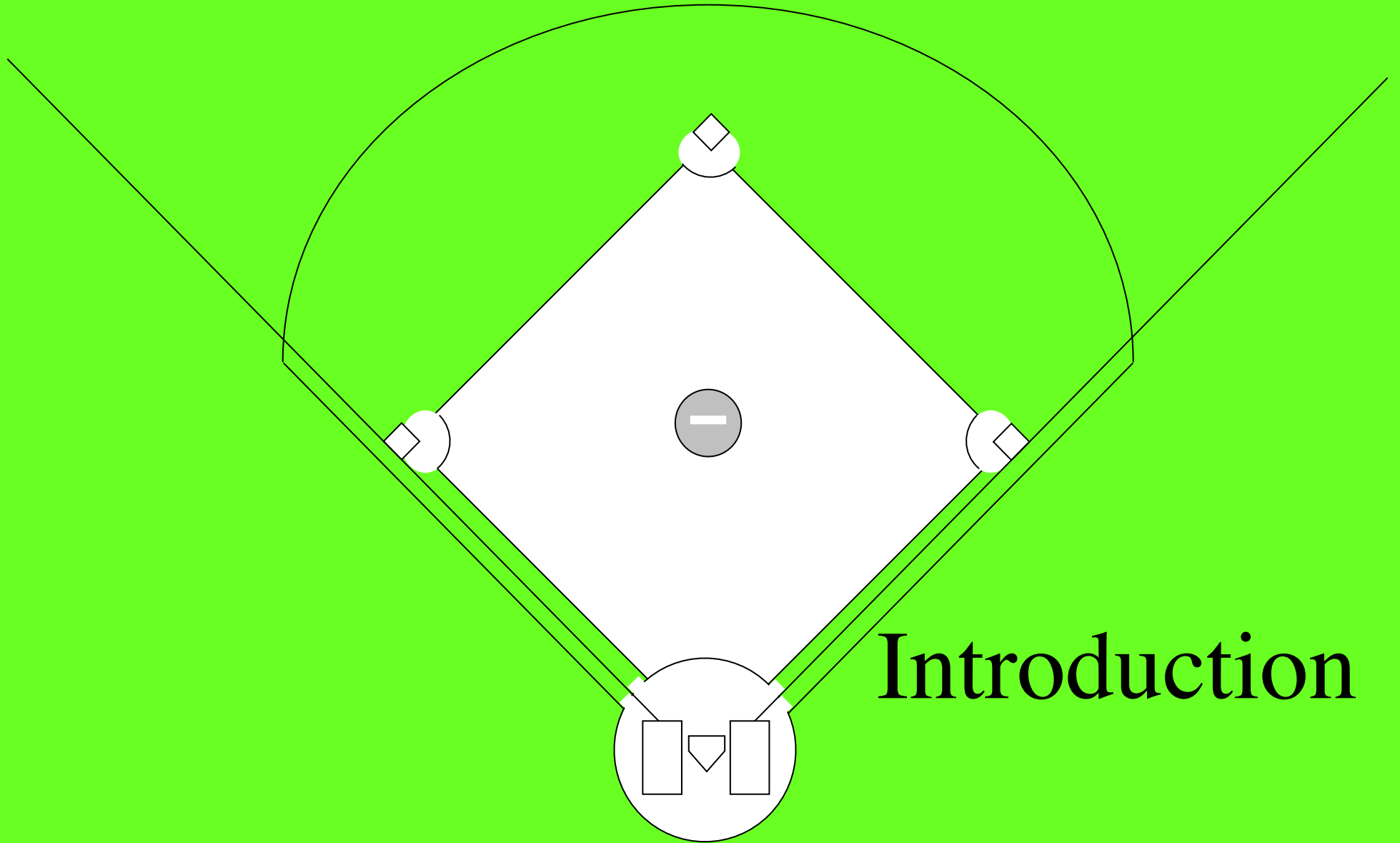




2019 Post Season
Rules Highlights
District 44 Little League



Introduction

Goals

Give an overview of:

- 1. Significant rules differences between regular season and All-Star Tournament rules**
- 2. Other Tournament Of Champions (TOC) and Tournament (All-Stars) points of emphasis**

TOC Points of Emphasis

- **Regular season rules-no local rules**
 - **Mandatory Play Rule (MPR)=6 defensive outs and 1 at bat**
- **No pool players (only rostered players for that team)**
- **Protests:**
 - **before next pitch or play**
 - **settled at District level (call to DA-Sharon Zolezzi-number in Tournament Manual)**
- **Equipment:**
 - **Bats USA Baseball (and/or BBCOR)**
 - **RS or RST baseballs (should match), each team-2**

TOC Points of Emphasis

- **Minors:**

- **Continuous Batting Order (CBO)**

- **free substitution on defense (tell umpire when changing pitcher or catcher)**

- **5 run limit or bat through line-up first 5 innings**

- **6th inning requires 3 outs**

TOC Points of Emphasis

- **Majors/Juniors/Seniors**

- **bat 9**

- **substitution (see rules below)**

- **special pinch runner allowed**

- **Note that directed intentional walk is
Minors/Majors only (not Intermediate/
Juniors/Seniors)**

General Umpire issues

- **Plate meeting—managers submit official line-up to Plate Umpire who maintains it**
- **Subs given to Plate Umpire who will share with Official Score Keeper (not team scorekeepers)**
- **Positive environment and constructive Little League culture expected.**

Tournament (All-Stars) Rules differences

Pages 122-157 in the green book

New rules for 2018 and 2019

Substitutions

Mandatory Play Rule

Bench/Dugout

Protests

New Tournament rules in 2018

At start of the 4th inning, Umpire to instruct managers to insert any players yet to play into the game by their defensive half of 5th inning (6th inning Int/Jr). For teams with 13 or more players, they must bat in the first three spots in their offensive half of the 5th inning (6th inning Int/Jr).

New Tournament rules in 2019

- If team has 11 or fewer players present at the start of the game, adults on field/dugout reduced to 1 manager and 1 coach.
- Tie-breaker: At start of 8th inning (9th inning Int/Jr/Sr) player scheduled to bat last that inning is placed at 2nd base.

Substitutions (Juniors and below)

- Bat 9 (no Continuous Batting Order)
- Every player may re-enter, not just starters, and no limit on the number of times they re-enter.
- When re-entering, a player must go back into the same spot in the lineup. (A starter and his sub are “married” to the spot)
- A substitute may NOT be removed from the game before meeting mandatory play.
- Once a sub and starter have met Mandatory Play Rule they may be “flip-flopped” at will.
- Special Pinch Runner may be used (just like in regular season, Bat 9) but **only twice per game**
- If legal sub is not available, Rule 3.03 Note 3 applies.

Substitutions (Seniors)

- Bat 9 (no Continuous Batting Order)
- Only starters may re-enter, and only once.
- Designated Hitter may be used.
- When re-entering, a starter must go back into the same spot in the lineup that they came out of.
- There is no Mandatory Play.
- Special Pinch Runner may be used (just like in regular season, Bat 9).
only twice per game
- Subs are given to plate umpire who will relay them to the Official Scorekeeper but not necessarily to the team scorekeepers.

Mandatory Play Rule

- Applies to Juniors and below.
- No MPR for Seniors
- Mandatory play for the game depends on the number of eligible players in uniform at the start of the game.
 - 13 or more players: Mandatory play is 1 at-bat.
 - 12 or fewer players: Mandatory play is 1 at-bat and 6 **consecutive** defensive outs.
- Mandatory play does not apply if the game is shortened for any reason. Note, that the home team winning before or during batting in the bottom of the last inning is not a shortened game.

Mandatory Play Rule (cont)

- Penalty for not meeting MPR: when protested to the Tournament Committee, removal of the team's Manager, without replacement, for the remainder of the International Tournament. Penalty could also include forfeiture of a game.
- Umpires/Scorekeepers should notify Managers about meeting MPR, BUT **Managers** are solely responsible for ensuring that all their players meet MPR.

Bench/Dugout

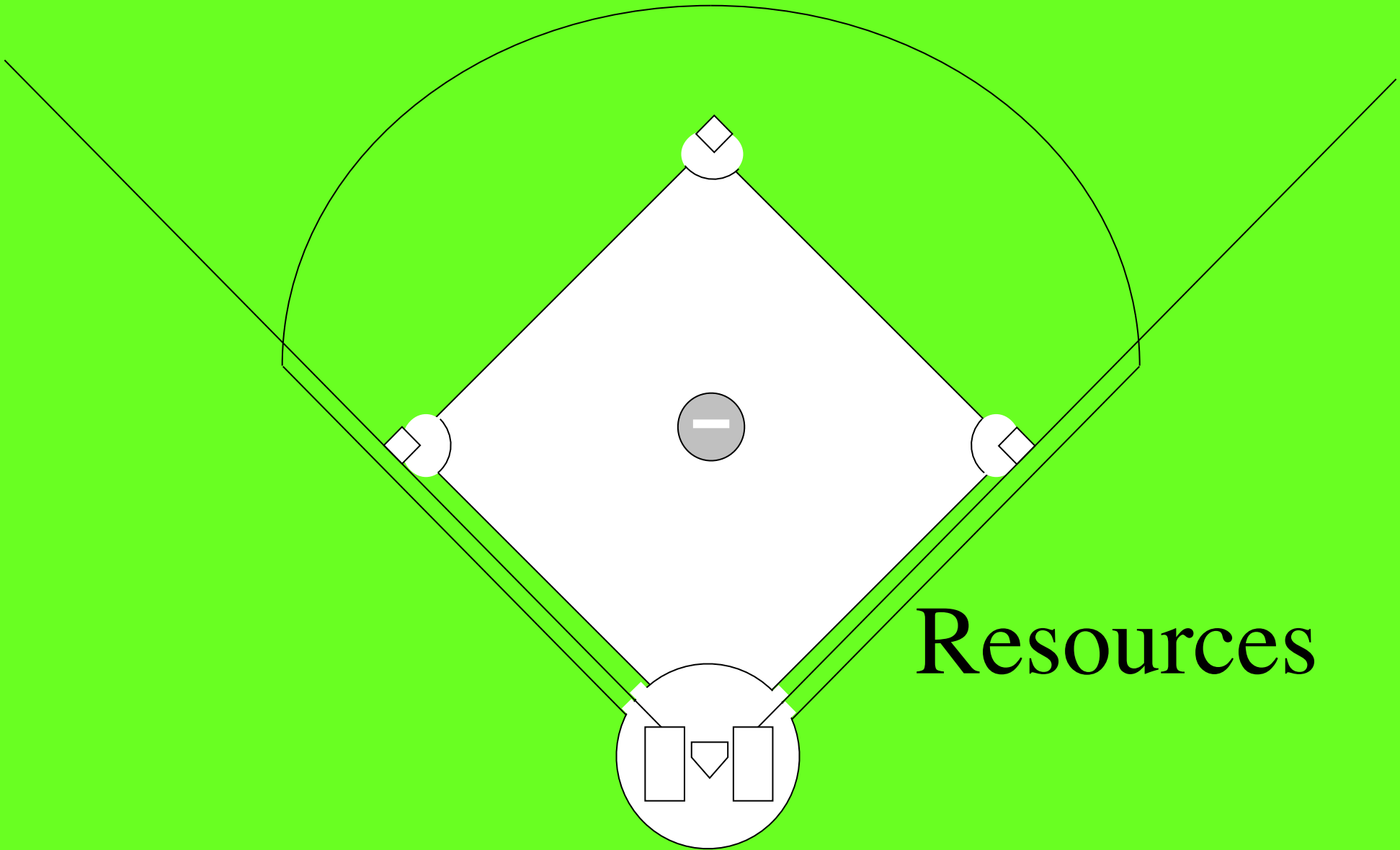
- No one except the players, manager and coach(es) shall occupy the bench or dugout during a game. Base coaches may be players or adults. Two (2) adult base coaches are permitted at all levels subject to playing rule 4.05 (2).
- A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire.
- 4.05 - ... Base coaches shall –
 - (2) be a manager or coach, only if there is at least one other adult manager or coach in the dugout.
- 3.09 - Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.

Other Tournament Rule Notes

- Protests must be protested before next pitch or play (except for protesting the use of an ineligible pitcher or player).
- International Tournament Protests go directly by phone to San Bernardino (number in Tournament Manual). If not satisfied with answer, protest can go to Williamsport which has the final word.

Other Tournament Rule Notes

- No dropped third strike in 8-10's
- Dropped third strike in 9-11's and up
- Mercy rule: Ten-runs after 4th inning (5th inning Int-Sr) 15-runs after 3rd inning (4th inning Int-Sr)
- Bat 9 at all levels
- RS-T baseballs are required
- Equipment should be inspected by umpires or Tournament Director prior to each game.



Resources

Little League Tourney Rules Summary **by Kevin Hunter FL D-9**

<http://www.llumpires.com/rules/tournament.html>

Little League Tournament Resources

<http://www.littleleague.org/tournamentresources.htm>

District 44 web site:

<http://www.cad44.org/Umpires.html>