



DISTRICT 45 LITTLE LEAGUE BASEBALL
PO BOX 2713
Castro Valley, CA 94546

July 1, 2019

Congratulations Little League Baseball Section Champions!

All of us in District 45 hope to make this a memorable experience for each and every one of you.

The Northern California State Tournament will be played on the fields of Castro Valley Little League, located at 25847 Five Canyons Pkwy, Castro Valley, CA 94552. Castro Valley Little League fields have a snack bar, restrooms and bleachers. Lawn chairs are allowed. Please inform your parents that no outside food will be allowed. Water and sports drinks for the players will be kept inside the dugout. Castro Valley Little League has practice fields and batting cages that will be available for use at Creekside Middle School, which is located at 19722 Center St, Castro Valley, CA 94546.

A managers meeting will be held at JP's Family Restaurant, 3600 Castro Valley 94546 on July 19, 2019 at 7:00 pm. This meeting will provide managers information regarding the tournament along with any policies and procedure. We will also answer any answers to questions that you may have.

Affidavits and supporting documentation will be checked during this meeting. Please make sure that your teams' book is in order, as we don't want to prevent any player from participation in this tournament. Medical releases and concussion information sheets are mandatory for each player. All of these documents need to be at each game, so do not forget to bring them with you.

Included in this packet are the game schedule, roster sheet, dress code for Northern California, concussion protocol information, hotel information and parking information.

If there are any questions, please feel to contact me at 510-589-0538 or brainshare@aol.com. We will also have information on our website www.cadistrict45.com.

Once again, congratulations on making to the Northern California State Tournament. We are looking forward to hosting you.

Jeannette Frederick
District Administrator
California District 45
jf/blb

Northern California Tournament Guidelines

Teams

- Managers and coaches must show a valid government identification (passport or driver's license) to show they are the actual person listed on the team roster/affidavit before they are allowed to participate with the team.
- If you intend to use an electronic device for managing your team. Please inform the Umpire prior to the game. If the umpire believes that you are using the device to communicate with individuals outside of the field, you shall lose the use of said device. a. No manager or coach may use a cell phone during the game. IF any manager or coach has an emergency reason to have such a device on during the game then they should inform the Umpire of that reason prior to the game.
- There will be no talking with any spectator by any manager, coach, or player. This action could result in the ejection of the manager, coach, player, and/or spectator.
- ADULTS ARE NOT ALLOWED to throw and catch with the PLAYERS AT ANY TIME (before or during the game).
- Players are to have a helmet on when they have a bat in their hands, during warm-ups, or during the game.
- Managers and coaches are not allowed to be outside of the dugout entrance for any reason during the game without permission of an umpire.
- Managers/Coaches in the dugout – If a tournament team has 12 or more eligible players at the game site at the start of the game, then the maximum of 3 adults, who are named on the affidavit (or authorized replacements as noted on the affidavit) will be permitted to act as managers/coaches for that game. However, if the tournament team has 11 or fewer players in uniform at the game site at the start of the game, then a maximum of 2 adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit or must be authorized as temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not to be in the dugout or on the field during that game. NOTE: Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout. See 4.05(b).

Medical Releases/Concussion Training

- Each team must have a medical release for each player prior to the start of the game. No medical release, no play
- CA Laws requiring the mandatory training: <https://www.littleleague.org/player-safety/concussions-youth-athletes/>
- Link for the Heads-Up Concussion training*: <https://www.cdc.gov/headsup/youthsports/training/index.html>
- Once on this link, a manager or coach can create a sign in, take the course and print out their certificate. *Please note that if a manager or coach has previously taken the course (through their home league or another organization) they can just submit a copy of their concussion training certificate.

Coin Toss

- All fields are considered neutral.
- Prior to the teams taking the field a coin toss will be held by the Tournament Director. The winner of the coin toss has the choice of being "Home or Visitor".
- Loser gets choice of dugout.

Equipment

- All equipment to be used in a game must be made available for inspection by the Tournament Director and/or Umpires prior to the game.
- All equipment determined to be "unsafe" or "illegal" will be removed from the playing field to prevent its inadvertent use. Equipment removed, if held by the "Tournament Director" will be returned at the end of the game.
- Unsafe or Illegal equipment may not be protested.

Safety Equipment

- All safety equipment will be used in accordance with the rules.
- Form fitting helmets with snaps are allowed without straps provided they fit properly. Chin straps if used must be worn securely under the chin.
- Helmets may not be painted and may not contain tape or decals unless approved in writing by the helmet manufacturer.
- Catchers' throat protectors will be attached so the space between the protector and the mask is not more than two (2) inches.
- Catchers shall wear NOCSAE approved catchers' helmet and "dangling" throat protector for practice, infield/outfield drills, pitcher warm-up and game.

Uniforms

- Uniforms will conform to the requirements of Playing Rule 1.11.
- Official Little League patches will be affixed properly in accordance with Rule 1.11(a)(2).
- Managers and coaches are required to wear team baseball caps.

Baseballs

- Tournament host supplies all baseballs. "RS-T" for All-Stars.
- Awarding of baseballs for home runs will be at the discretion of the local TD.

Warm-Ups & Pre-Game

- 30 minutes before scheduled game time the "Home" team will have ten (10) minutes for pre-game warm-up.
- 20 minutes before scheduled game time the "Visiting" team will have ten (10) minutes for pre-game warm-up.
- 10 minutes before scheduled game time pregame ceremony will commence.
- Introductions of teams. Teams will be introduced and greeted at the pitcher's mound. Shake hands with the opposing team and exchange pins.
- National Anthem
- Little League Pledge

Pre-Game Meeting

- Prior to the start of the game Managers and Team Captains from both teams will meet with the umpires to cover the "Ground Rules" as provided by the host TD.
- Each team will provide a lineup consisting of an original and three (3) copies in accordance with playing rule 4.01(b) to the Umpire-in-Chief at the pregame meeting. Line up cards will be supplied by the tournament committee and only those cards will be used for play.
- The scorekeeper/announcer may review the lineups prior to the pregame meeting to expedite entering the batting lineups in the official book. Copies must remain intact.

Field Conditions

- The Tournament Director or assistant shall judge the fitness of the playing field prior to the pre-game meeting. When the "Home" team presents their lineup to the plate umpire at the pre-game meeting the umpires are the sole judge of field conditions.

Decorum

- The conduct of managers, coaches, players, umpires and league officials must be above reproach.
- An adult ejected from the game will leave the tournament...sight and sound. A player ejected from the game may remain in the dugout or released to his/her parent or the Tournament Director.
- Team member ejected from a game **May Not** attend the team's next physically played game.
- Local Tournament Directors will be responsible for the conduct of spectators. Spectators will be removed from the proximity of the playing field when requested by tournament officials. If necessary, the game will be suspended. [9.01 (f)]

Pitch Count Recording

- Pitch count shall be recorded for each pitcher to show the threshold reached while pitching to a batter and any additional pitches to that batter when removed before pitching to another batter. A 12-year-old with a pitch count of "35+2" would indicate the pitcher pitched a total of 37 pitches but would only require 1 calendar day rest.

Tournament Substitution

- Mandatory Playing Requirement (MPR) is 1 at bat. A team with less than 13 players...all players must also play 6 defensive outs.
- Any player who has been removed for a substitute may reenter the game in the same position in the batting order.
- A substitute entering for the first time in the game may not be removed before completing MPR. Unlimited re-entry by both starter and substitute once MPR have been met by both players.
- A starter and substitute are "locked" in the batting order and may not be in the game at the same time.
- Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.
- A pitcher who has met MPR may be removed for a substitute batter (not replaced on the mound) and then return to pitch in the next half-inning provided the substitute had also met MPR...only ONCE in a game.
- Special Pinch Runner Rule remains in effect. T-3(d)

Tournament Protest

- A manager shall protest before the next pitch, play or attempted play.
- A protest shall be decided in the following order:
 1. All umpires shall meet to resolve the protest and reach a final decision. If either manager does not agree with the umpires' final decision the protest may continue.
 2. If the protest cannot be resolved on the field, contact the District 45 Administrator, Jeannette Frederick 510-589-0538

3. If the protest is still not resolved to a manager's satisfaction, the TD or UIC, (Not a manager) will call the Western Region Hotline. A protest for must be completed prior to calling Western Region.
4. If still not resolved to the protesting manager's satisfaction, Western Region will call Little League Headquarters. The protest must be resolved before the next pitch or play. Headquarters decision is final, and the game will be resumed, replayed, or forfeited based on the Tournament Committee's decision.

Mandatory Play

- If a tournament team has 13 or more eligible players in uniform at a game, then every player on the team a team roster shall participate in each game for a minimum of 1 at bat. If a tournament team has 12 or fewer players in uniform at a game, then every player shall on a team roster shall participate in each game for a minimum of 6 consecutive outs and at least bat 1 time.
- Prior to the start of play in the 4th inning, the umpire in chief or other individual designated by the game TD, in consultation with the official scorekeeper, shall advise both managers of the players that have not met their mandatory play requirement. A manager's failure/refusal to insert players shall result in immediate ejection of the manager and removal for the remainder of the International tournament.
- Teams with 12 or fewer players (Visitor bottom of 4th, Home top of 5th)
- Teams with 13 or more players must be inserted in the line up to bat (**visitor team** 4th or 5th, or as one of the first 3 batters in the 6th inning, **home team** 4th inning or as on the 1st three batters in the 5th inning.
- **MANAGERS ARE SOLELY RESPONSIBLE FOR ENSURING THAT ALL PLAYERS FULFILL THE REQUIREMENT OF MANDATORY PLAY, EVEN IF NOTIFICATION IS NOT MADE.**
- There is no exception to this rule unless the game is shortened for any reason. The game is not considered shortened if the home team does not complete the 6th inning due to winning the game.
- **FAILURE TO MEET THE MANDATORY PLAY REQUIREMENTS IN THIS RULE IS A BASIS FOR PROTEST.**

Tie Game

- After the completion of 6 innings the following tie-breaker will be played to determine a winning team:
 1. The 7th inning will be played as normal.
 2. Starting at the top of the 8th and each half inning thereafter, the offensive team shall begin its turn at bat with the player to bat last in the respective half inning being placed on 2nd base. Example: If the number 5 batter is the leadoff batter, the number four batter in the batting order will be placed on 2nd base. An eligible substitute or special pinch runner may be inserted for the runner.

Northern California

LITTLE LEAGUE, INTERMEDIATE, JUNIOR, AND SENIOR BASEBALL TOURNAMENT DRESS CODE

Following is the dress code in effect for all Northern California Division and Section Tournaments. Compliance for District-level tournaments is at the discretion of the District Administrator. **The tournament dress code must be included in tournament packets.**

1. Little League – Docker-type pants, slacks or hemmed shorts are required for managers and coaches; no denim-type pants/shorts or camo pants/shorts will be allowed. Gusseted pockets on cargo-type shorts should lay flat. Shorts, including cargo-type shorts, **MUST** be no higher than 2 inches above the knees and no lower than the knees. The pants, slacks or shorts must be the same color for the manager and coaches. Collared shirts or team jersey/tee shirts are required and should be tucked in the pants. No tank tops are allowed.
2. Intermediate/Junior/Senior League – Managers and coaches may wear full uniforms. If not in full uniform, the same dress code for Little League will apply here.
3. No open toe shoes or sandals will be allowed.
4. Team hats are required for the manager and coaches.

Any manager or coach who does not conform to the dress code will not be allowed on the playing field before or during the game.

The purpose of the dress code is to insure an acceptable uniform appearance of all participants and to promote a positive role model for the players and spectators at the tournament sites. The host District Administrator, or his/her designee (e.g. ADA or tournament director) at the tournament site, will use their discretion in determining what is appropriate within the guidelines of the dress code and their determination is final for their tournament site.

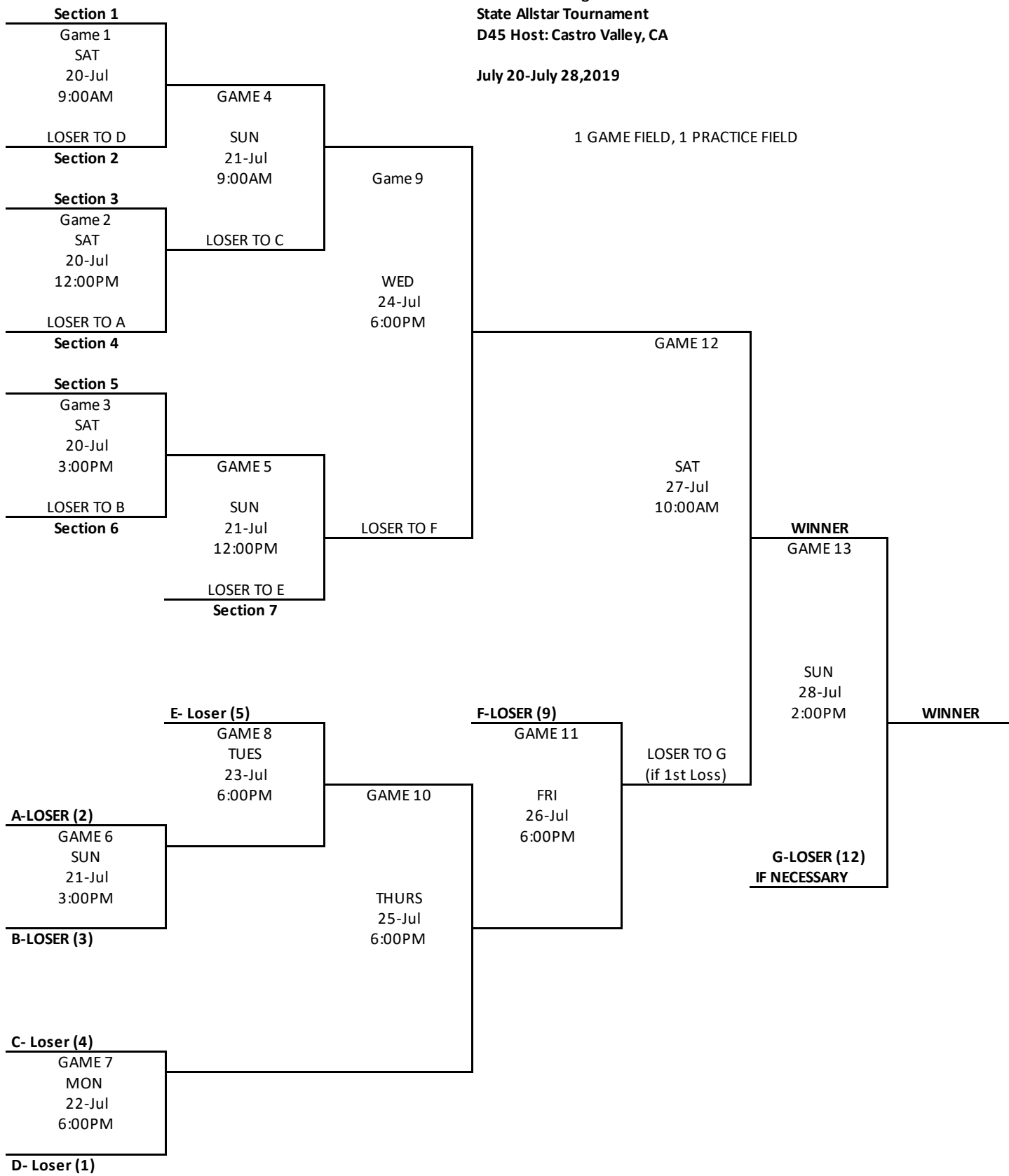
It is recommended that copies of the dress code be given to all tournament team managers and that a signed copy be returned to the tournament director.

Approved by vote of the Northern California District Administrators at the October 20, 2018 DA meeting.

**2019 Little League Northern California
State Allstar Tournament
D45 Host: Castro Valley, CA**

July 20-July 28,2019

1 GAME FIELD, 1 PRACTICE FIELD



LODGING IN CASTRO VALLEY

Holiday Inn Express Castro Valley

\$168

3-star hotel

2419 Castro Valley Blvd, Castro Valley, CA 94546•(510) 889-9300

Comfort Inn

\$119

2-star hotel

2532 Castro Valley Blvd, Castro Valley, CA 94546•(510) 538-9501

Castro Valley Inn

\$90

3-star hotel

3954 E Castro Valley Blvd, Castro Valley, CA 94552•(510) 538-5757

Econo Lodge

\$90

2-star hotel

3928 E Castro Valley Blvd, Castro Valley, CA 94552•(510) 537-8833

Travelers Inn

\$112

17290 Foothill Blvd, Castro Valley, CA 94546•(510) 276-3660

Valley Inn

2-star hotel

17130 Foothill Blvd, Castro Valley, CA 94546•(510) 276-8151