

Little League Baseball Tournament Ground Rules for Arizona

Welcome to the Little League Baseball and Softball District Tournaments. In order to prepare each manager, coach and player for participation at this and all levels of Tournament play we have adopted the following standard ground rules that will be used in conducting our Tournaments in Arizona.

If at any time a Local Ground Rule conflicts with Little League Regulations, Rules, Policies and Procedures, Little League Rules or Procedures will be the governing standard.

1. All games are played at the times on the Tournament Bracket. The District Administrator must approve any changes before any are made. **Exception: Weather Conditions** SHOULD IT BE NECESSARY, FOR ANY REASON, TOURNAMENT GAMES WILL BE PLAYED ON SUNDAY.
2. All fields are considered neutral. Part of the tournament experience is playing at other fields.
3. The team traveling furthest to the field (League) calls the coin toss. The winner has the choice of "home" or "visitor."
4. Teams must have a representative available to call the coin toss no less than 30 minutes before games time. Failure to do so results in automatic loss of the coin toss.
5. All players are to be properly equipped with the appropriate uniform. Shirts are to be tucked in, baseball pants and socks are to be the same. All safety equipment required by Little League rules are to be used.
 - a) The catcher must wear his/her required protective equipment at all times while on the field including a dangling throat protector. This includes warming up the pitcher (on and off the field). **Skullcaps, metal cleats (except in Junior and above – Baseball), are not permitted. Buttons, pins, wrist watches, jewelry (anywhere on the body), etc. must be removed while in uniform. Wrist bands, including sweat bands cannot be worn on either pitcher's arm. Hockey style catcher's helmets are required to have the dangling throat protector.**
 - b) **ALL TOURNAMENT TEAMS NEED TO HAVE WATER JUGS AND TAKE THEM TO THEIR GAMES.**
6. All managers and coaches must have Photo I.D. on them at all times. To insure that they are on the Tournament Affidavit, tournament staff reserves the right to check identification of all managers and coaches in the dugout.

Pre-Game

- a) **Line-Up & Affidavit Package** – THE MANAGER IS TO TAKE THE LINEUP TO THE SCOREKEEPER AND IDENTIFY HIM OR HERSELF TO THE SITE OFFICIALS. TAKE A COPY OF YOUR LINE-UP AND THE TEAM AFFIDAVIT PACKAGE to the scorer's table 30 minutes before your scheduled game time. The scorekeeper will return all copies to the team manager. The team manager will take all copies of the scorecard to the home plate meeting for distribution.
- b) **The distribution of the copies is:** White original to the home plate umpire. Second copy to the scorekeeper. Include all players on the roster, their numbers and names. **LIST ALL PLAYERS ON THE AFFIDAVIT; INCLUDE FIRST AND LAST NAME AND THE NUMBER.**
- c) **Coin toss** – will be done as soon as both managers have arrived at the game site by a district official. In the absence of a district official, the local league coordinator will do the coin toss. If there is a doubleheader involving the same teams, the coin toss will be held at the conclusion of the first game. A coin toss done by managers and/or coaches is invalid and will be redone.
- d) **Dugouts** – The home team will occupy the third base dugout. No Exceptions. The only exception is if there is a double header, the teams do not have to switch dugouts.
- e) **Infield** – Visiting team will take infield first. An infield practice may be up to 10 minutes, provided time is available. Should it be necessary, the district official will determine the time allotted for infield? All games will start on time.
- f) **Umpires** will meet with the Managers, and Player representative from both teams at home plate before the start of each game.
- g) During warm-up and infield, catchers warming up a pitcher and during infield practice must have on an approved catcher's helmet with earflaps and dangling throat protector.
- h) Adults may not warm-up a player at anytime or anywhere.
- i) No one other than those players, manager, and coaches listed on the Affidavit will be allowed on the field at any time including warm-ups. The field includes the Dugout. **THERE WILL BE NO SUBSTITUTE MANAGERS OR COACHES WITHOUT THE DIRECT AUTHORIZATION OF THE DISTRICT ADMINISTRATOR OR HIS OR HER DESIGNEE.**
- j) No batboys/girls; use a substitute with a helmet to retrieve bats.
- k) NO FLASH PHOTOGRAPHY
- l) NO ARTIFICIAL NOISE MAKERS

Game

- a) Access to the dugout is restricted. See section 2.h 2.i above.
- b) Managers, if you have a question, please ask for time out before leaving the dugout. Remember that time is NOT out until an umpire acknowledges and announces "TIME". WAIT for an umpire to acknowledge and GRANT TIME before leaving the dugout. Direct any questions concerning rules interpretation or violation to the umpire who made the call. Umpires do not discuss JUDGEMENT calls. DO NOT come running out of the dugout yelling, you could be ejected from the game.
- c) Only the MANAGER is permitted to be out of the dugout for discussion with an Umpire. NO one may leave the dugout without the permission of the umpire.
- d) There will be no throwing of equipment or use of foul or abusive language by any players, managers or coaches. The offending individual may be ejected from the game by D7 staff.
- e) Remind parents they are not allowed to talk to players, manager, or coaches during the game. Advise them to stay away from the dugout area. It is recommended that the tournament site post this on the dugout for spectators to see.
- f) Between innings, you have one (1) minute to warm up the pitcher. If the catcher is not ready, have another player with a mask warm up the pitcher, remember no ADULTS. When the umpire calls PLAY, a batter must get in the box and be ready. Having a batter step out after each pitch to receive a series of signals for the third base coach may be considered **DELAY** of game and will be handled as such. The following shall be used during tournament games.
- g) No HUDDLES ON THE FIELD between innings. If the manager or coaches huddle, you could be charged with a visit to the pitcher, charged with delay of game, or ejected from the game.
- h) The MANAGER OR DESIGNATED COACH will make substitutions to the plate umpire, who will then escort the manager or designated coach to the scorer's table. Please use numbers: i.e. #4 for #37 positions 6, #2 for #16 position 1. Come to the table PREPARED to make the substitutions DO NOT DELAY THE GAME.

A BATTER SHALL NOT: (SPEED-UP RULE)

DELAY the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one (1) foot in the batter's box throughout the time at bat.

EXCEPTIONS:

- 1) The batter swings at the pitch
- 2) The batter is forced out of the box by the pitch or
- 3) The batter attempts a "drag bunt," or
- 4) The defensive teams feints or attempts a play at any base, or

- 5) 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
- 6) A member of either team requests and is "granted" a "time out."
- 7) The catcher leaves the catcher's box to adjust his/her equipment or give defensive signals, or
- 8) A wild pitch or passed ball occurs.

Dugouts

- a) The manager is responsible for everyone in the dugout. Conduct yourselves accordingly.
- b) There are to be no beepers, cellular telephones, or other electronic devices. Use of cellular telephones during the game may subject the offending person to immediate ejection. Should a manager or coach need to use a cell phone during the game, make arrangements with the site director before the game.
- c) If parents or spectators create problems, the tournament staff will address and resolve them.
- d) Ejected managers, coaches, and players must leave the game, field and stands. They are not permitted to sit in the stands or along the fences. If an ejected player does not have a way to leave the facility, (his/her parents are no not there) then the player must remove their jersey, or turn it inside out, and remain at the facility with the site officials).
- e) ***WHEN A MANAGER, COACH OR PLAYER IS EJECTED, IT IS FOR THAT GAME AND THE NEXT ONE. THEY MUST LEAVE THE FACILITY AND ARE NOT PERMITTED TO ATTEND THE NEXT GAME.***
- f) Return foul balls to the scorekeeper or the umpire. They do not become the property of the tournament teams for their use.

Conduct

ANY PLAYER, MANAGER, COACH OR LEAGUE OFFICIAL WHO MIGHT BECOME INVOLVED IN AN ALTERCATION AT THE GAME SITE COULD BE SUSPENDED OR REMOVED FROM TOURNAMENT PLAY.

REMEMBER, *the players are the center of attention at a Little League Game, not the adults. If an adult becomes the center of attention, they will do it in the parking lot.*