

County Tournament Rules

Tournament Rules

- (1) The County Tournament will be conducted using the Little League All-Star Tournament rules as contained in the 2019 Little League Baseball Official Regulations and Playing Rules and 2019 Little League Softball Official Regulations and Playing Rules. Exceptions are noted in the following rules and procedures.
- (2) Teams shall consist of each league's Regular Season Teams as of Sat May-04-2019. Each team shall present a roster of all players along with their League Age prior to the first game of the tournament.
- (3) The Tournament Director is in full charge of the Tournament. Any part of the 2019 Rule Books that refer to the "Tournament Committee" shall refer to the Tournament Director for this Tournament. The Tournament Director's decisions are final and there is no further appeal. The Tournament Director has full authority to make any decisions needed.

The Tournament Director is Ken O'Neil.

- (4) There are no time limits on games, even if there is a game scheduled after the current game. All games are played to completion, subject to shortening by the ten (10) or 15 run rule, weather, or malfunction of the lights.
- (5) For some divisions, the first round of the Tournament is Pool Play, followed by Double Elimination. For divisions with a small number of teams, Tournament Play may start with Double Elimination.
- (6) Pool Play will consist of pools of teams from 3-5, depending on the division and how many teams enter. Pools of size 3-5 will play round robin against all other teams in their pool.
- (7) The top two teams from each Pool advance to the Double Elimination round, along with any other team in the Pool with only one loss.

Example: In a 5-team Pool, three teams post 3-1 records. All three teams advance to Double Elimination.

- (8) Teams will be seeded into Double Elimination based on their finish in their respective Pools. First place teams will be the higher seeds, followed by the second place teams, followed by any other team that advances because they only have one loss. Within each group, teams that have better records are seeded higher, with ties broken by DRAPI. In the event of a tie in DRAPI, a coin flip conducted by the Tournament Director will determine the higher seed.

Example: There are four Pools. The four 1st place teams will be seeded 1-4. Within that group, all teams that were undefeated will be seeded higher than teams with losses. Within the undefeated group, the lowest DRAPI would be Seed 1, the second lowest DRAPI would be Seed 2, etc. Same procedure for the 1st place teams with losses. The four 2nd place teams would be Seed 5-8. Any other one-loss teams would be seeded 9 or higher.

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- (9) For divisions that don't have Pool Play and go straight into Double Elimination, "Seeds" will be "Team Number" and will be picked randomly by the Tournament Director.
- (10) If inclement weather forces too many postponements, the Tournament Director reserves the right to reduce the Tournament to Single Elimination, even if the Double Elimination round has already started.
- (11) If a game is suspended due to weather or other reasons, if the game is official and a winner can be determined according to Little League rules, the game will be declared over. If the game is not yet an official game or if a winner cannot be determined, the game will be postponed and re-scheduled at the next open date for the teams involved.

During Pool Play, scheduled games are NOT moved for the make-up game. The make-up game would be either scheduled on an open date, a date that neither team is already playing, or after the conclusion of Pool Play if the game has meaning to the Pool Standings.

During Double Elimination rounds, since the progression through the Double Elimination depends on the results of each game, the game(s) will be made up as soon as possible and therefore games may have to be moved to accommodate the make-ups, depending on the situation.

No team will be asked to play two games in one day, even if one "game" is a partial game, without the consent of both teams involved.

- (12) Baseball: Pitch Counts will be maintained. Managers will need to check the pitch counts and will be asked to sign for them after each game. The official scorer will maintain the pitch counts. The Manager is responsible for knowing the pitch counts for their pitchers at all times and for knowing their eligibility to pitch. Managers should have somebody keeping track of pitch counts for them and should check often with the official scorer on their pitch counts, to help determine if there is a discrepancy.

That also means the Manager is responsible for insuring they notify the Plate Umpire and the Scorekeeper for any pitching or catching changes. Failure to notify either the Plate Umpire or the Scorekeeper is held to be the Manager's fault.

For players playing in multiple divisions, the managers of both teams are responsible for finding the Pitch Counts for players on their team that are also playing on another team AND insuring that a pitcher does not pitch if they are not eligible. Ignorance of a player pitching for another team is NOT an excuse.

- (13) Softball: For Majors Softball, inning counts will be maintained. Managers are responsible notifying the Plate Umpire and Scorekeeper for any pitching changes. Managers will need to keep track of innings pitched and will be asked to sign for them after each game. Rest rules will be enforced.

Junior Softball has no pitching restrictions in terms of innings pitched or rest rules.

- (14) No manager, coach, or player can leave the dugout for any reason without the permission of the umpire. The penalty is removal from the dugout for the remainder of the game. Unlike an ejection, they do not have to leave the area (i.e. they can go sit in the stands) and they are not suspended for the next game. If a manager or coach is removed from the

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game for this purpose or any other reason (i.e. ejection), another coach or adult can NOT take their place in the dugout.

- (15) All protests will cause the game to halt immediately. The umpires are required to stop the game at that point and play will not continue until a ruling has been determined. At each stage, if the protesting Manager accepts the ruling, then play will resume. The order of protest is as follows:

Umpire crew of the game

Site Director

Tournament Director

The decision of the Tournament Director is final and must be accepted.

- (16) DRAPI will be figured based on Section IV of the Little League Tournament Rules. Namely, the number of runs allowed in each game played by the team. The number of innings is a set number, 6 innings per game for Majors, 7 innings per game for Juniors and Seniors, regardless of the actual number of innings played per game. The total number of runs allowed by the team in all Pool Play games is divided by the total number of innings and becomes the DRAPI for that team.

Example: A Majors team plays 4 games in Pool Play and allows a total of 32 runs in the 4 games. There are a total of 24 innings (regardless of how many were actually played). The DRAPI for the team would be $32 / 24$ or 1.333.

- (17) If a team cannot field nine (9) players at any time (either before or during a game), the Tournament Director will determine how to proceed. Under no circumstances can a game start or continue with less than nine (9) players. Generally, it will be a forfeit. However, if a team has a large number of players missing on a certain date because of a school event such as graduation AND the Tournament Director is notified in advance of the Tournament of this possibility, then the Tournament Director will consider an accommodation in the schedule.
- (18) If a team forfeits for any reason, the Tournament Director will determine if the forfeit was to provide an advantage to the forfeiting team. For example, to save pitching for a following round. The Tournament Director reserves the right to remove any team from the Tournament for such actions.
- (19) Mandatory Playing Minimums are based on All-Star Tournament rules. If there are 12 players or less present at the Plate Meeting, then mandatory playing time is six consecutive outs in the field and one at-bat. If there are 13 or more players present at the Plate Meeting, then mandatory playing time is one at-bat.

Failure to play a player the minimum playing time will result in forfeiture of that game and a two game suspension of the Manager. If a game is shortened because of the 10 or 15 run rule, weather, or other valid reason, there is no penalty. However, not playing the bottom of the 6th inning (7th inning in Junior and Senior) is NOT considered to be a shortened game.

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- (20) Violating pitch count rules results in forfeiture of that game and a two-game suspension of the manager. This will be enforced.

Pool Player Rules

- (1) When a team is having trouble fielding enough players for a game, they are allowed to use Pool Players to provide enough players to continue and to prevent a forfeit.
- (2) Pool Players can be used for the following situations:
Team only has 7 regular players – 2 pool players to bring them up to 9
Team only has 8 regular players – 1 pool player to bring them up to 9, OR
Team only has 8 regular players – 2 pool players to bring them up to 10
Team only has 9 regular players – 1 pool player to bring them up to 10
The maximum number of Pool Players a team may use in a game is two (2).
- (3) When a team has 7 or 8 regular players and uses Pool Players to reach 9 players, all players will play the entire game.
- (4) When a team has 8 regular players and uses two Pool Players to reach 10 players, the 8 regular players will play the entire game. One of the two Pool Players will start and the other Pool Player is only allowed to substitute for the other Pool Player. In this instance, a Pool Player can NOT substitute for a Regular Player unless the Regular Player is declared injured and out the rest of the game.
- (5) When a team has 9 regular players and uses one Pool Player to reach 10 players, the 9 regular players MUST start the game. The Pool Player will substitute for one of the Regular Players and the Pool Player will play only the minimum (one at-bat and six consecutive outs), at which point the Regular Player will return to the lineup and play the rest of the game. The Pool Player can NOT go back into the batting lineup or the field for the rest of the game (after playing the minimum) unless a regular player is declared injured and out the rest of the game.
- (6) A Pool Player who is not currently in the batting lineup can act as a Special Pinch Runner just like any other player who is not currently in the lineup.
- (7) A Pool Player can only play outfield; they cannot play any infield position including pitcher or catcher. The Pool Player must bat somewhere 6th through 9th in the batting order.
- (8) A Pool Player must be from the same league as the team using the Pool Player. For divisions that have a Pool Play round and Double Elimination, a particular player is limited to being a Pool Player one time during Pool Play and one time during double elimination. If they are not a Pool Player during Pool Play, they still only can be a Pool Player one time during Double Elimination. For divisions that only have Double Elimination, a player can act as a Pool Player only once.

Note that the limitation is one time during that phase of the tournament for the player, not the team. Once a player has acted as a Pool Player once for a team, they can NOT act as

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a Pool Player again for any team during that phase of the tournament (Pool Play or Double Elimination).

- (9) Pool Players will come from the same division as they are registered in. A player registered in Major BB can only be a Pool Player in Major BB, Junior Baseball can only be a Pool Player in Junior BB, etc.
- (10) Pool Players can come from any team in that League's division, even if the Pool Player's team is still active in the Tournament. However, a player can NOT be a Pool Player if the player's regular team is playing at the same time as the team needing the Pool Player; they must play for their regular team.
- (11) A team wishing to use Pool Players must notify the Site Director PRIOR to the start of the game and must provide the names of the Pool Players at that time to the Site Director.
- (12) Failure to abide by the Pool Player rules will result in forfeiture of the game and a two-game suspension of the Manager.

Game Procedures

- (1) When arriving at the ball park, do NOT occupy either dugout until after the coin flip. Do not put any equipment into the dugout until after the coin flip. If you do and you are in the "wrong" dugout, you will be asked to move.
- (2) 45 minutes prior to game time, the two Managers will meet with the Site Director for the coin flip. The winner of the coin flip has a choice between being Home or Visitors. A coach can stand in for the manager. If a team does not have a representative present at the coin flip, the other team automatically wins the flip and has choice of Home or Visitor.
- (3) Visitors are always in the 1st Base dugout; Home Team is in the 3rd base dugout.
- (4) The League hosting the game site will normally provide a scorekeeper and somebody to keep the pitch count. If they are unable to provide one for a particular game, then the Home Team will supply two people, one to keep score and one to keep the pitch count. They will need to sit in the designated scorekeeping area for that ballpark. If this is one of the coaches, they will sit in the scorekeeping area for that game, not the dugout, and will NOT be a coach for that game.
- (5) Only a Manager and two designated Coaches will be allowed in the dugout and on the field during the game AND during pre-game warm-ups on the field. The coaches can be different each game, but only two designated prior to the start of the game will be allowed in the dugout during the game and during pre-game warm-ups on the field. One adult must be in the dugout at all times during the game. If a coach or manager will be late, please notify the Site Director prior to the game.
- (6) Coaches are NOT allowed to warm up pitchers at any time at the ball park. Once the player arrives at the ballpark, pitchers can only be warmed up by other players with a facemask.

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- (7) The Managers are responsible for checking with the Site Director PRIOR to the game for any ineligible pitchers for themselves and their opponents. Failure to check on ineligible pitchers is not an excuse for using one.
- (8) 30 minutes prior to game time, both managers should submit their lineups to the Tournament Director. All lineups will include the following:
 - (a) All starters are listed as the first nine players on the lineup sheet.
 - (b) Each start will be listed with their uniform number, first AND last name, and their starting position.
 - (c) All substitutes will be listed a few lines below the starters, NOT to the right of the starters. Substitutes will be listed with their uniform number along with first AND last name.
 - (d) All ineligible pitchers will be listed towards the bottom of the lineup sheet.
 - (e) Three legible copies of the lineup sheet shall be provided. One for the Plate Umpire, one for the Official Scorekeeper, and one for the opposing Manager. Of course, you can make a fourth one for yourself.
- (9) 30 minutes prior to game time, the home team can take 10 minutes of infield practice. 20 minutes prior to game time, the visiting team can take 10 minutes of infield practice. If you miss your time, we will not delay the game start to accommodate you. On weekends, if the schedule is running behind, infield practice may be cancelled.
- (10) At 10 minutes prior to game time, the umpires will hold the plate meeting. At the plate meeting, managers shall submit a readable copy of their lineup to the Plate Umpire and provide another copy to the opposing manager.
- (11) When the plate meeting is concluded, the home team takes the field to prepare for the start of the game.
- (12) Managers should check the pitch count of their pitchers after every half-inning (baseball).
- (13) After the game is over, each manager has 10 minutes to report to the Site Director to officially record and signoff on the pitch counts for their pitchers for that game, inning counts for Major Softball. Since Junior Softball has no pitching restrictions, they do not need to follow this procedure.