

**Welcome to
NEW JERSEY LITTLE LEAGUE'S**

2019

DISTRICT

4

TOURNAMENT

LL TOURNAMENT IS A GAME FOR THE KIDS

Players ... Play

Managers ... Manage

Coaches ... Coach

WHAT YOU BRING TO THE FIELD

- 1) All your team's player's documents
which you will leave in your car
- 2) Your Signed Medical Release forms
- 3) Your Affidavits ***

ARRIVAL AT THE GAME SITE

- No later than 45 mins. before Scheduled Start
- Check in with Site Manager and give your affidavit
- Site Manager will Flip for Home and Away Team

PAYING UMPIRE GAME FEE

\$60 per team

(Except for the 9 yr. old tournament which is \$30 per)

Give it to the Site Director with your Affidavit

before the game.

Monetary Transactions

Are Never to be done on the field

ARRIVAL (CONTINUED)

- 1st base dugout - Home Team
 - Unless indicated differently
on the Score Board
- Before Warming up,
- put all your team's equipment outside the dugout for the umpires to inspect.
(*all helmets, bats and any catcher's gear*)

BE AWARE OF SAFETY ISSUES

*While teams are warming up & during the game,
ANY player acting as a catcher for I/O practice
or
who is warming up the pitcher*

***must wear a catcher's helmet with the
proper dangling throat protector.***

***No Adult is ever permitted to
warm up a player whether on or outside
the confines of the field***

ONE MINUTE BETWEEN INNINGS

Clock starts with the last out of previous $\frac{1}{2}$ inning.

Allowed 8 warm up pitches if completed
within that time frame

Have your Catcher or another player properly
equipped and ready to warm up your pitcher.

Plan ahead, know your changes so as not to delay
the game.

AFFIDAVITS

Remember, this is your Bible ...

You do not play without it.

Make sure when picking it up after each game & before signing it that all the information entered for the game is correct.

(Names of pitchers, pitch count and scores)

LL STATEMENT REGARDING CONDUCT

Any Player, manager, or coach that becomes involved in any form of misconduct, on or off the field, before, during or after the game, may be dismissed from the tournament.

Such activity and the person or persons involved will be reported to the District Administrator , who will notify the Little League Headquarters Charter Committee, and the team's League President.

The Team's manager or acting manager is solely responsible for his or her team's uniforms, their equipment and their actions at the game site.

All players must be in full uniform and
All uniforms must have a Little League approved patch affixed to them.

**Only the team's Manager,
its Coaches and its Players,
as listed on their official
tournament eligibility
affidavit, are permitted within
the dugout,
or on the playing field
before, during or after the
game.**

**Team Communications
are to be solely between those
persons listed on the affidavit**

**This includes directing the player's
actions on the field during the game**

and

Maintaining the Score Book

which **MUST REMAIN with a**

Team's manager or coach either

within the confines of the field

or in the dugout

**anyone attempting to coach
from outside the playing field**

**Will cause the game to be
stopped**

**Until they have ceased their
interference,**

if they refuse

they will be asked to leave

MANAGER & COACHES

One Adult,

either the Manager or a Coach

MUST REMAIN within the dugout

with the team's players at all times.

No Jewelry is allowed on the playing field regardless of the type of material it's made of, this includes earrings, necklaces, rings, watches, etc.

**Medical Alert items ARE
PERMITTED**

Tobacco/Tobacco products are not allowed either, in the dugouts or on the playing field.

FIELD TIME PRIOR TO THE GAME

- Home team gets the field 1st
@ 30 minutes before scheduled start time
and will have it for I/O for 10 minutes.
- Away team gets the field next for 10 minutes.

FIELD TIME (CONTINUED)

- Teams will then Clear the Field
- Grounds crew gets the field if needed
- Managers and Umpires
will meet for ground rules

- Team Players are announced
(*please instruct your players to avoid
the foul lines and batters' boxes*)
- National Anthem is Played
- Little League and Parent Pledges
are Read

RULES TO BE AWARE OF:

Some of the following Rules are the same as in previous years,

Some are new

but unlike last year,

this year they are all

in the rule books

PITCH COUNT

- A site official will keep the Official Pitch Count
- **announce** it at the end of every half inning
- **and upon** a pitching change

However, it is solely the team's manager's or acting manager's responsibility to keep the correct pitch count and to remove the pitcher when the count has been maxed out.

INTENTIONAL WALK

(Only used for L.L. Baseball 12s & Below)

Can Be Requested
Only Prior to the first pitch
to a batter

The Defensive Manager may request Time and advise the Home Plate Umpire of his / her decision to Intentionally Walk the batter.

4 pitches will then be added to that pitcher's
pitch count

INTENTIONAL WALK (CONTINUED)

An Intentional Walk is a **completed**
“At Bat” once awarded and
the player reaches 1st base.

Such Intentional Walk **fulfills** the
“One At Bat” requirement
for Mandatory Play.

ILLEGAL PITCH OR BALK

Baseball.

Delayed Dead Ball

- ❖ An Illegal Pitch or a Balk (50/70 & above) **if thrown** will count towards the Pitcher's Pitch count
- ❖ There is no Balk in Little League 12 and under but there can be an illegal pitch.

SOME COMMON EXAMPLES:

(of illegal pitches for 12s & under)

- Quick Pitch,
- Not completing the delivery once the motion to pitch has been started
- Throwing to a base to make a play before disengaging from the rubber.

ILLEGAL PITCH

Softball: *(some examples)*

*** Leap**

*** Crows Hop**

*** Not continuing the pitch after
the hands have separated**

ILLEGAL PITCH (CONTINUED)

***Starting or finishing a pitch's deliver outside the 24 inch width of the Pitcher's plate.**

*** Not Disengaging from the Pitcher's Plate with the pivot foot.**

ILLEGAL PITCH

Softball: Delayed Dead Ball

Little League (12s) and Under

Add a Ball to the count

Juniors & Seniors

Add a Ball to the count

All Runners advance 1 base

PITCHER / CATCHER. BASEBALL

*Pitcher with a pitch count of 40 or more
may not catch in the same game

*Catcher who catches in 4 innings
(even for one pitch in an inning)
Cannot Pitch in that game.

PITCHER / CATCHER.

BASEBALL

A catcher who enters the game as a Pitcher before catching 4 innings and then pitches more than 20 pitches cannot return to the catcher's position for that game.

If the Pitcher's count does not exceed **20** then no days of rest are required ...

However, you may not use any pitcher 3 days in a row

BATTER ON DECK

Baseball Softball

Little League Level (12s) and Under:

**On Deck Batter with a bat in hand is
NOT Allowed !**

*An On Deck batter may be allowed
ONLY within a secured On Deck area with helmet on
and with **NO Bat in his or her hand***

ON DECK BATTER RESTRICTION

Only the lead-off batter is permitted outside the dugout with a bat between half-innings and only on his or her team's dugout side of the field

There is NO On Deck Batter Restriction for Baseball 50/70 Division & above or for Softball Juniors & Seniors

DEFENSIVE / OFFENSIVE TRIPS

Baseball & Softball

Defensive Conference: (11s and Above)

- One Free Trip per Pitcher per inning
(2nd trip in the inning - Pitcher must be removed)
- Two Free Trips per Pitcher in a game
(3rd trip requires the removal of the Pitcher)
a conference with any defensive player constitutes a Trip

Offensive Conference : Allowed only ONE per inning

DEFENSIVE / OFFENSIVE TRIPS

Baseball & Softball

Defensive Conference: (10s and below)

- Two Free Trip per Pitcher per inning

(3rd trip in the inning - Pitcher must be removed)

- Three Free Trips per Pitcher in a game

(4rd trip requires the removal of the Pitcher)

conference with any defensive player constitutes a Trip

Offensive Conference: Allowed only **ONE** per inning

****DEFENSIVE OFFENSIVE TRIPS****

New for all Baseball Divisions
above Little League Level

Call Time & Immediate Announce a Pitching
change

The current pitcher is **NOT** Charged with a Trip

Call time & conference with the Pitcher or any defensive player before
making a change,

The current pitcher **WILL BE** charged with a trip.

Manufacturer Certifies

**MEETS
NOCSAE**



STANDARD®



EQUIPMENT

12s and under:

- NO Metal Cleats
- Long or Short Model Chest Protector
- Protective Cup for male catchers
- Catchers helmet with “NOCSAE” seal and Dangling Throat Protector properly attached

Six (6 minimum) “NOCSAE” approved batting helmets (No Decals or Stickers unless approved by manufacture)

HELMETS & BATS

HELMETS

No Stickers

No Paint

Non Reflective

NOCSAE Label

No alterations

from OE Specs

Damaged Bats -

Removed

Altered or Illegal Bats

Enter the Box called Out

If a Play- Defense's

Choice

accept or decline

BATS FOR BASEBALL

Little League Div. (12s) & Below:

USA Approved Bats - $2\frac{1}{4}$ - $2\frac{5}{8}$ Max: 33"

50/70 & Juniors - USA or BBCOR Max: 34"

Seniors - Must be BBCOR Max: 36"

Batting Donuts are Prohibited

SOFTBALL BATS

May Not Exceed - $2\frac{1}{4}$ " Dia.

Must meet Little League Standards

BPF of 1.20 clearly printed on the bat

Max: 33" Little League & Below

Max: 34" Junior & Senior

LEGAL CATCHES

Both feet must remain on or over Playable territory,

Player must Maintain Control,

It remains a catch even if momentum carries player into Dead Ball Territory.

NEW:

Caught Ball BECOMES DEAD once one foot enters Dead Ball Territory and runners are awarded two bases from that moment

TOURNAMENT RUN RULE BASEBALL & SOFTBALL

Little League and Below:

after 3 innings or

2 ½ if the Home team leads

50/70, Juniors & Seniors:

after 4 innings or

3 ½ if the Home team leads

And either team is ahead by 15 runs

The Game Is Over

If at the End of Regulation

either team is ahead by 10 Runs

The Game is Over.

TOURNAMENT RUN RULE

Regulation Game meaning :

Little League and below - 3 ½ or 4 innings

Intermediate & Above - 4 ½ or 5 innings

However if the Visitor is ahead by the
15 or 10 runs the Home team

Must complete their half of the inning

NO DEAD BALL - APPEAL PLAYS

If the Ball is Dead, the Ball must be made Live before an appeal can be made.

Runners may advance or be put out subsequent to or during the process of making the appeal.

SUSPENDED GAMES

Any game in which a winner cannot be determined in accordance with the playing rules shall be

resumed from the exact point at which it was suspended regardless of the number of innings having been played.

NO COURTESY RUNNERS

**** For all Levels ****

**A Courtesy Runner for any Player
is NOT ALLOWED.**

You can use :

a Sub or

a “**S**pecial **P**inch **R**unner” (**SPR**)

SPECIAL PINCH RUNNER T-3(D)

□ Employed Twice - in a game

□ **Only Once** - in any Inning

□ A Player can be run for - **One Time**

□ **SPR** a player **not** currently in the Line up.

**Player for whom the SPR runs
has not left the batting order.**

**Unless he or she remains in the game
as a defensive or offensive substitute,
then may not be used again as an SPR
while remaining in the batting order.**

**However, if removed for another substitute that player
or any player not in the line-up, is eligible to be used
as a special pinch-runner. (unless having been ejected)**

KEEPING ONE FOOT IN THE BOX

“After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.”

Penalty: (Baseball & Softball)

Umpire shall warn the batter.

After one warning shall call a strike.

Any number of strikes can be called on each batter.

KEEP ONE FOOT IN THE BOX

(CONTINUED)

No pitch has to be thrown to call a strike

LL and below & All Softball -

Ball is Dead

Intermediate (50-70) /Junior/Senior Baseball :

Ball is Live.

EXCEPTIONS:

On a swing, slap, or check swing.

When forced out of the box by a pitch.

When the batter attempts a “drag bunt” in Baseball [or attempts a “slap” or “slap bunt” in Softball]

When the catcher does not catch the pitched ball.

When a play has been attempted.

When time has been called.

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.

On a three ball count pitch that is a strike that the batter thinks is a ball.

DROP THIRD STRIKE

Baseball & Softball

Applies to 11s and above

“Uncaught Third Strike”

**Batter runner may attempt to
advance to 1st**

**When less than 2 outs & 1st base
unoccupied Or with 2 outs
whether 1st is occupied or not.**

SLIDE RULE

THERE IS **NO MUST SLIDE RULE** IN LITTLE
LEAGUE

The rule is “slide or attempt to get around”
**if a defensive player is in possession of the ball and
waiting to make a tag**
the offensive player must make an attempt to avoid
barreling over
the defensive player

SLIDING

Baseball & Softball

Little League (12s) and below

No head first slide when advancing. (OUT)

May head first slide when returning

**Does NOT apply to Intermediate (50/70)
& above**

LEADING & STEALING

Baseball:

Allowed at Intermediate (50/70) and above

Little League (12s) and below

May not leave their base

until the pitch reaches the plate.

Leaving early effects all runners who are on base.

LEADING & STEALING

**Softball: Leaving early is Dead Ball
& an Out**

11s and under

**Must remain in contact with their
base until the pitch reaches the
plate.**

Little League (12s) and above

**Must remain in contact with their base
until the release of the pitch.**

MANDATORY PLAY

13 OR MORE PRESENT AT THE START OF THE GAME:

ALL TEAM PLAYERS REQUIRE ONLY

1 COMPLETED TIME AT BAT

LESS THAN 13 PRESENT AT THE START OF THE GAME:

1 COMPLETED TIME AT BAT

6 CONSECUTIVE DEFENSIVE OUTS

**STARTER CAN BE SUBBED FOR PRIOR TO COMPLETING
MANDATORY PLAY HOWEVER HIS / HER SUB CANNOT BE
REMOVED FROM THE GAME UNTIL MANDATORY PLAY
REQUIREMENT HAS BEEN SATISFIED.**

**Subs must re-enter
in the same spot in the line-up**

Senior League:

No Mandatory Play requirement

Starters may re-enter

Subs may not

DH may be utilized

Announcing your Subs

All changes are made to Site Management table.

They keep the official game book. If time is not out, you must request it from the Plate Umpire and be granted it before leaving the dugout to announce changes.

Changes on Offense are made before the player physically enters the batter's box or replaces a runner.

On Defense before you actually send the player out to their defensive positions.

You never pre-announce a player change!

FIELD ETIQUETTE & PROTESTING A RULING

Team has one voice - Manager or Acting Manager

- Must request time from the Plate Umpire BEFORE entering the field or leaving the coach's box.
-
- Protest on a ruling must be made before next Pitch or Play and made to the Plate Umpire .
-
- Plate umpire will listen to the protest and rule or will confer with other members of the Crew and then rule.

FIELD ETIQUETTE & PROTESTING A RULING

- If ruling is still challenged then the chain of Command is:

ADA present or Site Director

District Administrator

Eastern Region

Williamsport. (Final Ruling)

Tie Breaking Rule

If a game remains tied after regulation.

(6 innings for 12s and under and 7 innings for higher levels)

You will play one additional inning

as you have the previous 6 or 7.

However, commencing with the 8th inning for 12 and under, 9th for the upper levels, you will start that inning and any subsequent inning by placing at 2nd Base the Player, his or her SPR or Sub, who in your line-up immediately precedes the current batter starting that inning.

This system will then continue every additional inning until a winner has been determined.

QUESTIONS?

Email it to

gsabtl@aol.com

GOOD LUCK AND

HAVE A GREAT

TOURNAMENT