

LITTLE LEAGUE BASEBALL INCORPORATED

SOUTHERN CALIFORNIA DISTRICT 70

BASEBALL ALLSTAR RULES PRE-GAME AND FIELD REGULATIONS

Pre-Game Meeting

Teams are required to be present one(1) hour before game time. Team Managers, not Coaches, will meet with the site Tournament Director. District 70 ADA, shall go over the following:

1. If a Manager is not on time, the Site Director shall proceed without the Manager or team representative.
2. All fields are considered neutral. The coin flip shall decide home, visitor or dugout. The winner of the coin flip, will have choice of home, visitor, or dugout. The loser will get what is left.
3. One hour prior to game, only personnel listed on the affidavit will be allowed inside the fences, including dugouts. All other persons shall occupy the spectator areas. Managers, Coaches or Players may not leave the field after entering, without permission of the Site Tournament Director.
4. Managers may ask questions pertaining to the tournament rules during this time period. The Site Tournament Director will go over the rules for the tournament site.
5. Players may go to the outfield to stretch their bodies until thirty (30) minutes prior to game time. No one is allowed on the infield until thirty (30) minutes prior to game time, and only after instructed to occupy the infield by the Site Tournament Director. All equipment shall be taken to the outfield until **thirty-five (35) minutes before game time**. No team may occupy dugouts unless instructed to do so by the Site Tournament Director. No swinging of bats or batting practice during the last thirty (30) minutes prior to the game time. Thirty (30) minutes prior to game time, the announcer shall advise the visiting team that they may take infield practice for the next ten (10) minutes. The Managers will, at this time, turn in three (3) copies of the lineup Roster, which must show first and last names for all Players, as well as, the Manager and Coaches. The Site Tournament Director will give the original lineup to the Scorekeeper, the duplicate to the Plate Umpire, and the triplicate to the opposing Manager. At twenty (20) minutes prior to game time the Home Team shall take infield practice. The last ten (10) minutes are reserved for Ceremonies and Ground Crews. When a Team is not taking infield practice, they will remain in their dugout, not on the field, and there will be no swinging of bats allowed.

Ceremonies

The Site Tournament Director or the Announcer shall make the welcoming speech.

The Announcer introduces the following personnel:

- A. District Administrator (Jeff Vanderveen), whether present or not.
- B. Site Tournament Director. (Jeff Vanderveen, Karen Salazar or Chris Rutz)
- C. Host League President.
- D. Team introductions (rotate players) one from each team starting with the visitors.
- E. Umpires.

After introductions, the announcer shall ask for all to PLEASE STAND FOR THE NATIONAL ANTHEM OR PLEDGE OF ALLEGIANCE AND THAT ALL REMAIN STANDING FOR THE LITTLE LEAGUE PLEDGE.

Play the National Anthem or recite the Pledge of Allegiance, recite the Little League Pledge.

Have Players, Managers, Coaches meet at the mound with the Umpires for game instructions.

START THE GAME.

SITE TOURNAMENT DIRECTOR WILL BE A DISTRICT 70 STAFF MEMBER.

ALL GAMES WILL BE PLAYED ACCORDING TO LITTLE LEAGUE TOURNAMENT RULES.

THIS IS DISTRICT 70 POLICY AND WILL NOT BE DEVIATED FROM WITHOUT PERMISSION OF THE DISTRICT ADMINISTRATOR.

Announcing

The Announcer shall not make any announcements while the ball is in play. They will not make calls such as balls, strikes, outs, fouls, etc. until first announced by the Umpire.

Scorekeeping

The Scorekeeper's job is to record the events of the game. They are not to rule about eligibility of a player or pitcher and they do not challenge an Umpires count, this is the job of the opposing Manager.

Pitch Counter

The Pitch Counter is to record the pitches thrown by each pitcher in the pitching log, which will be signed by the managers in the game at the conclusion of the game. The pitching log will be maintained by the Site Director or District 70 personal.

Lights

If a game is to be played under artificial lighting, it will not be turned on until called for by the Plate Umpire or between innings.

Protest Procedures

In the event of a protest, before or during the following procedures will be followed:

1. Protest rules are set forth on page T-9 through T-11, in the Official the Regulations and Playing Rules for 2009 (Green Book) and must be followed.

BASIC GROUND RULES

1. District Staff personnel are in charge of all Tournament Sites.
2. No glass containers are allowed in the dugouts.
3. No food items will be allowed in the dugout, including candy, sunflower seeds or gum, or chewing tobacco (except for medical reasons.)
4. No smoking or drinking of beverages other than water or aides in plastic containers will be allowed in the dugout.
5. No ice chests or coolers will be allowed inside the park or Tournament Sites, except each team may bring one cooler into the dugout during their games.
6. Rules and Regulations will be observed at all times, starting one (1) hour prior to game time, by the Tournament Director. If an infraction occurs one (1) hour prior to the game or anytime during the game, appropriate actions will be taken.
7. Managers and Coaches shall not wear tank tops, shower shoes (sandals) or cutoff trousers while on the field. Only appropriate attire will be allowed.
8. All players must be in full uniform when entering the field. Uniforms must be worn properly.
9. Only the Manager, two (2) Coaches and the Rostered Players are allowed on the field one (1) hour prior to game time. Press personnel, only if allowed by the Tournament Director, shall be allowed on the field, it is not a decision of the Umpires.
10. Field ground rules will be issued by the Umpire five (5) minutes before game time, in the presence of all personnel involved in the game.
11. Managers and Coaches shall remain in the dugout during the game and may not stand in the openings unless they are coaching. If coaching, they will remain in the Coaches boxes at all times. No straying allowed.
12. Managers/Coaches shall not act as Batboys. Only a Player with a helmet may act as a Batboy.
13. No pagers, cell phones or other electronics devises will be allowed on the field or in the dugouts before or during the game. If a device is found before or during the game, the device will be confiscated by the Tournament Director or Site Director, until the game is over.
14. Only a Manager, as listed on the roster, may communicate or converse with the Tournament Director or Assistant Tournament Director with regard to the team and play of the team, before or during the game. If a Manager is not present or ejected from the game, the Coach appointed shall take over control of the team and shall assume all rights of the Manager.
15. Each Team shall bring to each game three (3) new game balls that are RS-T balls and provide them to the Tournament Director or Site Director. If a Manager does not bring the three RS-T balls the host league will have balls available for sale the cost of six dollars (\$6.00) per ball.
16. Each Manager shall carry with him/her the affidavit and documentation on all Players and turn it into the Tournament Director and Site Director one hour prior to game time.

