

CONNECTICUT LITTLE LEAGUE TOURNAMENT RULES and REGULATIONS

1. **Tournament brackets** will be drawn by the District Administrators at the State meeting held in late May or early June. The brackets to be drawn are:
 - a. **8-10 Baseball**..... Section 1, 2, 3, 4 and State (Winner advances to Regional Invitational)
 - b. **9-11 Baseball**..... Section 1, 2, 3, 4 and State (Winner advances to Regional Invitational)
 - c. **10-12 Baseball**..... Section 1, 2, 3, 4 and State (Winner advances to Regional)
 - d. **Intermediate Baseball**..... Section 1, 2, 3, 4 or State (Winner advances to Regional)
 - e. **Junior League Baseball**..... Section 1, 2, 3, 4 or State (Winner advances to Regional)
 - f. **Senior League Baseball**..... Section 1, 2, 3, 4 or State (Winner advances to Regional)
 - g. **8-10 Softball**..... Section 1, 2, 3, 4 and State (Winner advances to Regional Invitational)
 - h. **9-11 Softball**..... State
 - i. **10-12 Softball**..... Section 1, 2, 3, 4 and State (Winner advances to Regional)
 - j. **Junior League Softball**..... Section 1, 2, 3, 4 or State (Winner advances to Regional)
 - k. **Senior League Softball**..... State (Winner advances to Regional)

2. **Tournament sites** (Districts) and dates will be finalized at that meeting. No changes to the dates can be made without the approval of all the District Administrators involved in that tournament.
 - a. All sites **MUST** have a **Little League International approved ASAP Safety Plan**
 - b. Host leagues for all 12 and under divisions should be finalized no later than June 15th. Upper divisions by July 1st.
 - c. Tournament Directors/contact person for each section/state tournament will be announced by June 15th, July 1st for upper divisions.

3. **Responsibilities of Host District/League/Site**
 - a. Host District Administrator to send out welcome/expectation emails or other form of electronic communication to all teams participating at a Section or State Tournament a minimum of one (1) day before the first scheduled game.
 - i. Directions, cages, etc.
 - b. Prepare the field(s) for play.
 - c. Provide an official scorer.
 - d. Should provide an announcing system for announcements and player introductions.
 - i. This includes a means of playing the National Anthem.
 - ii. Have an American Flag displayed.
 - iii. LL Pledge recited before the start of the game.
 - e. Provide a person to be Tournament Site Director.
 - i. This will be the District Administrator or his designee (preferably a District Staff member or League President)
 - f. Provide water for all umpires.
Optionally provide water (beverage) and snacks (food) for all players.

4. Arrival times and pregame activities:

- a. Teams need to arrive at the site at least sixty (**60**) minutes prior to the scheduled start time except for the first game of a Section or State Tournament . Failure to arrive on time may cause the team to lose their right to participate in the coin toss. In this case, the team will forfeit both the decision of home/away and dugout. They may also lose their practice time.
 - i. **First game of a Section or State Tournament:** Arrangements shall be made by each team to have the Tournament affidavit package **including all back-up documentation** at the tournament site **at least ninety 90 minutes prior to game time unless the host District Administrator specifies otherwise.** This will give the Site Director time to review the affidavit package and resolve any issues found during the review. (Note: Any specific site may request an affidavit review a day or 2 prior to the scheduled start date.)
 - ii. The Site Director will assemble the managers and have a coin toss for determination of the Home Team and dugout.
 1. The team traveling the further distance to the site shall call the toss **no later than 45 minutes before game time.**
 2. Winner of the coin toss gets his/her choice of home/visiting team **OR** which dugout they wish to be in. **NOT BOTH !!!**
 - iii. No team shall be allowed on the infield area of the field ONE (1) hour prior to game time or as determined by the Site Director. This will give the Site Director ample time to prepare the infield.
 - iv. No team shall take infield/outfield practice of any kind at the game site prior to the assigned allotted pregame warm up time. (Unless both teams have access to a separate field and given permission by the Tournament Director)
 - v. Infield warm-up: Visiting team – 30 minutes prior to game time for 10 minutes
Home team – 20 minutes prior to game time for 10 minutes
 - vi. Each team will provide the Site Director or Official Scorer with 3 copies of a line-up no later than **thirty (30) minutes prior to game time.** One copy for the official scorer, one copy for the opposing team and one copy for the home plate umpire at the pre-game conference if requested. The line-up can be changed up until it becomes official at the pre-game conference when presented to the home plate umpire. The line-up will include:
 1. first & last name, number and position of each player
 2. first & last name of the manager and the two coaches (3 maximum)
- b. If space is available and both teams have equal opportunity the host may allow batting practice to be held at the tournament site, but not on the field on which the game will be played.
- c. **There shall be no further use of bats by any player at all 45 minutes prior to scheduled game time.**
- d. Unless supplied by the site, each team shall supply **Little League approved** Tournament Game balls according to the following schedule.
 - i. Baseball...10-12 divisions & lower.... THREE (3) balls per game
 - ii. Baseball... teenage divisions..... FOUR (4) balls per game

- iii. Softball...all divisions..... THREE (3) optic yellow balls per game
- iv. Any home run ball awarded to a player will be replaced by the awarding team.
- v. The District of teams not supplying game balls will be fined \$20 per offense, payable to the host District.
- e. Ten (10) minutes prior to game time (after umpire/Tournament Director plate meeting), the announcer will:
 - i. make any announcements necessary
 - ii. introduce any special dignitaries
 - iii. introduce the players, manager and coaches
 - iv. introduce the umpires
 - v. play the National Anthem (first game of the day only)
 - vi. recite the Little League Pledge.

5. Game Conduct

- a. Managers, coaches and league officials are responsible for the behavior of their fans. Little Leaguers are supposed to have fun at their games. There should be no intimidation of players, managers, coaches, umpires, officials or fans. Spectators must be kept under control by their respective teams. **Little League promotes good sportsmanship.** Managers and coaches should inform their fans **before the game** that they represent their team, their families and their city/town. They should be respectful at all times.
- b. **The scorebook (hard copy or electronic) must be kept in the dugout with no communication (verbal or electronic) to anyone outside the field of play, other than the booth.**
- c. Once a game begins, the manager or coaches for a team may not be replaced by any other adults without the entry of said individual on the affidavit.
- d. Managers and coaches must dress alike and wear shirts of matching colors. Shirts must have collars or be athletic-style shirts (no tee shirts). Docker-style trousers/shorts or athletic-style pants/shorts may be worn. Females may wear capris style pants. **Denim, dungarees, jeans, and sweatpants are prohibited.** Dress must be consistent and identify the coaching staff. Managers and coaches must all wear either trousers or shorts. Athletic shoes (no metal spikes) or sneakers must be worn. **Sandals and open-toe shoes are not permitted.** Teenage divisions of Baseball and Softball managers and coaches may wear full uniforms or the above listed attire, other than metal spikes.
- e. **All players must have Little League patches on their uniforms in the approved locations.**
- f. There shall be no eating meals in or around dugouts during the game. Sunflower seeds and gum are permitted except where prohibited by locality. Discard gum in garbage receptacles. Clean out respective dugouts after each game.
- g. No smoking in or around dugouts and/or field areas. Respect all leagues' rules regarding smoking. **No alcoholic beverages are allowed at any host facility.**
- h. No one may leave the dugout without a granted timeout or approval by an umpire.
- i. Managers are the only team officials allowed to question umpires about playing rules and their interpretation. A timeout must be requested by the Manager in order for the manager to leave the dugout to question the umpire. Judgment calls are not open for discussion or questioning.

- j. No base coach shall change coaching boxes in the middle of an inning. No base coach shall switch to/from another base coach (player/adult) in the middle of an inning. Adult coaches (those over 16 or older) may be used in both coaches' boxes provided there is an eligible third coach in the dugout. **If no third adult is present or available due to an ejection or suspension, a player shall, with helmet occupy the coach box.**
- k. Communication devices are not allowed to be used in the dugout during tournament play. Any communication devices in the dugout must be turned off. (If the manager/coach is waiting for an important call, he/she must give his communication device to someone outside of the dugout.) If any coach /manager uses any communication device during the game, that person will be ejected from the game and he/she will be unable to attend the next game.
- l. Any player who is ejected must remain in the dugout until the game is completed. Any manager/coach who is ejected must leave the park or the field area. The field area is defined by the tournament director/official. The player and/or manager/coach ejected from a game will automatically be unable to be present at the park for the next game.
- m. **No adult/manager/coach can ever warm up a pitcher anywhere at the tournament site.**
- n. No sticker or paint can be applied to any helmet without written permission from the helmet manufacturer. Please include appropriate letters from the manufacturer with tournament paperwork. (Rule 1.16)
- o. There will be no on-deck batter for 10-12 divisions and below.
- p. No jewelry can be worn, (exception: medical and hair beads). This includes plastic bracelets.
- q. Air horns, cowbells and other similar devices shall not be used at any game.

6. Game rules:

- a. All Official Little League playing rules for regular season and any modified by the Tournament rules will be enforced. Note that the tournament rules augment and modify the regular season rules; they do NOT replace them. **All managers/coaches are responsible for knowing the tournament rules.**
- b. Continuous Batting Order places all available (except for Senior Division), eligible players in a simple roster based on batting order. The minimum number of players on the Little League International Tournament roster is 12 and the maximum is 14 (Junior League Division and below; 16 maximum for Senior Division). The manager will fill the team's batting order utilizing all their players, and then the game progresses through that expected 12- to 14-player batting order throughout the game. Rosters of fewer than 12 players are permitted with District Administrator approval.
 - i. If a player becomes ill or injured and leaves the lineup, field of play, or base path, they may re-enter only after being cleared by a medical professional.
 - ii. Mandatory play is still considered one at bat per the modified tournament rule.
 - iii. If a player arrives late to the game site (after the exchange of lineups at the pre-game meeting), it will be the manager's decision whether to insert said player into the lineup. If they are entered, they will be placed at the end of the lineup AND must meet minimum play requirements.

- iv. If a game is shortened for any reason (weather, run rule, etc.) the mandatory play rule does not apply. Not playing the bottom of the 6th (7th in teenage divisions) is not a valid reason.
- c. While warming up pitchers, pregame infield/outfield, all players acting as catchers must wear a **catcher's helmet with a dangling throat guard, NO EXCEPTIONS**. Additionally, all male players acting as a catcher must wear a metal, fiber or plastic type cup. One offensive conference may be called per half inning. An offensive conference may be taken "free" if a defensive trip by the other team is taking place.\
- d. One defensive conference may be called per half inning (2 for the 8-10 division). Defensive conferences may be taken with any player, not only the pitcher. Second defensive conference per inning, requires a pitching change (3 for 8-10 division). Third overall defensive conference with the same pitcher in a game, requires a pitching change (4 for the 8-10 division). In a defensive conference, the entire team may be included.
- e. **Illegal bats: TOURNAMENT p. T – 12 a. I, ii:** In all tournament levels and divisions, the penalty for use of an illegal bat [see Rule 6.06 (d)], if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:
 - i. The batter is out (NOTE: The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and;
 - ii. The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.

7. Calling off/rescheduling games

Due to tight tournament schedules, extra effort will be made to play all games on the designated day. Games can be called off by the Tournament Director with consultation with the District Administrator up to TWO (2) hours prior to game time if weather conditions warrant. All teams should report to the site unless otherwise contacted regardless of the weather conditions in your area or the weather forecast.

- a. If a game is called, the Host site will contact the teams involved as well as the State Umpire Assignor and/or the umpires directly.
- b. Continuously bad weather conditions may cause the tournament to revert to a single elimination tournament. This decision will be made by the District Administrator or his/her designee after discussion with the Regional staff.

8. Collections:

- a. The host league may take a collection or run a 50/50 raffle at each game. The host league will keep the monies derived from this collection.

9. Umpires:

- a. Umpires for all section play will be assigned by the tournament host. Umpires shall arrive at games properly equipped. (Rulebook 9.01 a. – note)
 - i. The State assignor shall work with the District administrators and/or his designee in supplying umpires for State Championship games.

- ii. All State level games will have a minimum of three (3) umpires assigned. Failure of an umpire to attend a game due to unforeseen circumstances will not prevent the game from being started provided a minimum of two umpires are in attendance.
- iii. Each District Administrator will advise the STATE ASSIGNORS BY JUNE 15th as to whether or not his/her district will be able to supply umpires for State Tournament games. The DA will, also, provide a contact name from his/her district for assigning umpires.
- iv. Once assigned a game, the District will be responsible for providing umpires for each game assigned. If the commitment cannot be fulfilled 2 days prior to game day, contact the State assignor immediately so that other arrangements can be made.
- v. Failure of scheduled umpires to attend a game without notice, shall result in those umpires losing any State Championship Series assignments for the remainder of that year and for the following year. The DA shall be notified of those umpires that fail to attend a State Championship game without notifying the State Assignor or District UIC of the host District.