



NEW YORK DISTRICT 20

Little League

GREAT PLAYERS START LITTLE

Little League

New York-District 20
Tournament Coaches Meeting
2022



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Tournament Coaches Meeting:



- Introductions
- Eligibility Documentation
- Game Equipment
- Safety First
- Game Organization
- Mandatory Play
- Baseball and Softball Rule Reminders
- Tournament Rule Reminders
- District 20 Expectations
- Q&A



Eligibility Documentation:

- Must be completed through the online – Little League Data Center.
- Properly-completed team affidavit – including pitching record. (Two Copies)
- Approved and current league boundary map with each player placed on the map. Must be printed through the – LL Data Center (Two Copies)
- Tournament verification form for each player with supporting documentation. (Two Copies)
- Original Birth Certificate for all new All Stars.
- Appropriate residency materials or school enrollment documentation. (Feb 1, 2021 - Feb 1, 2022) for all new All Stars or if changed. See next slide.
- Medical Release forms.
- Documentation should be with the team at all times.



Residency Documentation:

Residence shall be established and supported by documents containing the full residence which includes parent(s) or guardian(s) name, street address, city, state and zip code information, dated or in force between **February 1, 2021 (previous year) and February 1, 2022** (current year), from one or more documents from each of the three Groups outlined below:

GROUP ONE

- Driver's License
- School records
- Vehicle records (i.e., registration, lease, etc.)
- Employment records
- Insurance documents

GROUP TWO

- Welfare/child care records
- Federal records (Federal Tax, Social Security, etc.)
- State records
- Local (municipal) records
- Support payment records
- Homeowner or tenant records
- Military records

GROUP THREE

- Voter's Registration
- Utility bills
- Financial records (i.e. loan, credit, investments, etc.)
- Medical records
- Internet or cable

NOTE: Example – Three documents from the same Group (utility bill, cable bill, and bank statement) constitute only ONE document. Any documents submitted as proof of residence must show customary usage or consumption to demonstrate bona fide continuous habitation as determined by Little League Baseball, Incorporated in its discretion.

OR

SCHOOL ENROLLMENT PROOF: (CHOOSE ONE)

- Official/Certified school enrollment record dated prior to October 1 of current academic year
- Little League issued school attendance form completed by the school administrator, principal, or vice principal



Game Equipment:

- Legal bats that have been pre-checked by your league's Umpire-In-Chief and Safety Officer prior to arriving at game site.
- Catcher's equipment that has been pre-checked by your league's Umpire-In-Chief and Safety Officer prior to arriving at game site.
- Batting helmets (NOCSAE) that have been pre-checked by your league's Umpire-In-Chief and Safety Officer prior to arriving at game site.
- Inspection of each player's fielding gloves and game shoes to see if each are in good shape.
- One dozen (12) new game balls (for the appropriate division).
- First Aid kit, cooler with ice, water, damp towels and icepacks.
- New scorebook & Lineup Cards
- 2022 Baseball and Softball Rules App and cheat sheet
- Pitch Counter
- Clipboard displaying batting order and defensive positions





Safety First:

Don't Swing It

...Until You're Up to the Plate!



Don't let this happen to you, or to a teammate.

REMEMBER:

Don't pick up your bat until you leave the dugout, to approach the plate.

RULE 1.06, Notes

"1. The on-deck position is not permitted in Tee Ball, Minor League or Little League (Majors) Division. 2. Only the first batter of each half-inning will be allowed outside the dugout between the half-innings in Tee Ball, Minor League or Little League (Majors) Division."

If You See It, Flee It; If You Hear It, Clear It



REMEMBER:

- Track approaching storms the best way possible: Internet radar websites, dedicated storm warning system at field, or other storm warnings
- Evacuate fields when storms are about 10 miles away: Have players and spectators go to enclosed building or to cars with windows rolled up
- Clear fields immediately after thunder has been heard or lightning seen!

PLEASE WAIT!

- Wait 30 minutes before returning to play after last sign of lightning activity in your area
- Cars shouldn't leave until the game is called, so all players can be accounted for

Guidelines from the National Oceanic and Atmospheric Administration's (NOAA) National Weather Service



"Dangling"

Make Sure They Are Safe!

REMEMBER:

Catchers must wear helmets during warm-ups and infield/outfield practice.

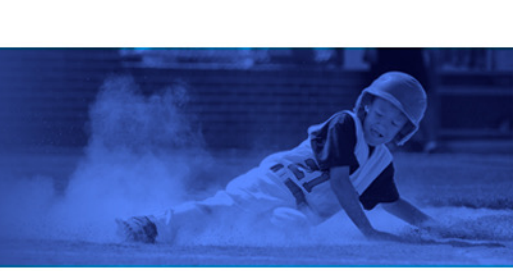
RULE 1.17

"...All catchers must wear a mask, 'dangling' type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games."



Game Organization:

- If a team has twelve or more players at the start of a game, then the maximum of three adults will be permitted to act as coaches for that game. However, if a tournament team has eleven or fewer players at the start of a game, then a maximum of two adults must be named at the start of the game as manager and coach.
- Tie Games – The first extra inning will be played as normal. All additional extra innings will begin with the player scheduled to hit last on second base.
- Knowledge and understanding of pitching, mandatory play, and substitution rules.
- Plan for player rotation and substitution for current and next game(s).
- Player rotation for warming up the pitcher between innings.
- Designated coaches to serve as scorekeeper and pitch counter.
- Well-established lines of communication with players and parents for any last-minute changes or updates.
- Defined and explained roles for each player.



Game Organization: Pre-Game Particulars

- Do NOT Occupy a dug-out. Those will be decided by Coin Flip:
 - At 35 minutes prior to first pitch, the team traveling the greatest distance to the game site, will call the flip
 - Flip winner chooses either home/away or dugout of choice. Team losing the flip makes the remaining choice
 - Upon Selection of dugout all bats and helmets should be placed outside the dugout for umpire review
- Each team should have three copies of the line-up. One for opposing Manager. One for Game Director. One for Umpire in Chief. Line-ups **MUST** include player first and last name, uniform # and position (for starters), and names of Manager and Coach(es)
- Run of Show:
 - T-35 minutes: Managers and Game Director Coin flip, line-up exchange; player name pronunciation review.
 - T-30 to T-10: Visitors followed by home team each take infield for 10 minutes
 - T-10: Managers meet with Game Director and Umpire in Chief for Ground Rules
 - T-5: P.A. Introductions, National Anthem and LL Pledge. All remain at foul lines for anthem and pledge



Mandatory Play:

- **Mandatory play is in effect for all divisions, except Senior League**
- **For teams with 13 or more players in uniform at the start of game**
 - Every player on a team roster shall participate in each game for a minimum of one (1) at bat
- **For teams with 12 or less players in uniform at the start of game**
 - Every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time
- **Six (6) consecutive defensive outs is defined as:**
 - A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six consecutive outs are recorded.
- **Bat at least one (1) time is defined as:**
 - A player enters the batter's box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, or the inning or game ends

(CONTINUED)



Mandatory Play:

(CONTINUED)

Prior to the start of play in the top of the fourth inning [**Intermediate (50-70) Division/Junior League:** fifth inning], the umpire-in-chief or other individual designated by the game Tournament Director in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirement into the lineup as outlined

- A manager's failure/refusal to insert players into the line-up as outlined shall result in immediate ejection of the manager and removal for the remainder of the International Tournament.
 - An ejection is made if informed that a player must be inserted in the spots as outlined and he/she refuses to do so



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Cheat Sheets are your Best Friend

Find these at
<https://www.llumpires.com/rules/tournament.html>

2021 Little League Baseball Tournament Rule Summary

Updated 22-May-2021

	8/9/10 year old	9/10/11 year old	Little League (10/11/12)	Intermediate (11/12/13)	Juniors (12/13/14)	Seniors (13-16)
Non-wood Bats	USABat Certification Required			USABat or BBCOR		BBCOR
Mandatory Play	13+ players: Minimum of 1 at bat 12 or fewer players: Minimum of 1 at bat and 6 consecutive defensive outs. <i>At-bat is not complete until player is retired, scores, or the inning ends.</i> Substitute entering game for first time may not be removed until this is met.					Does not apply
No new Inning after	Midnight			12:30 AM	1:00AM	
Pitches/Day	8-year-old: 50	9- or 10-year-old: 75	11- or 12-year-old: 85	13- to 16-year-old: 95		
Rest	1 – 20 pitches: no rest 21 – 35 pitches: 1 calendar day 36 – 50 pitches, 2 calendar days rest. 51 – 65 pitches, 3 calendar days 66+ 4 calendar days.					1 – 30: no rest; 31 – 45: 1 day; 46 – 60: 2 days; 61 – 75: 3 days; 76+: 4 days.
Multiple Games	May only pitch in one game per day.			If < 31 pitches thrown in first game.		
Consecutive Games	Pitching in consecutive games is allowed, subject to rest requirements. May not pitch on 3 consecutive days regardless of circumstances.					
Suspended Game Resumed Next Day	If pitched 20 or fewer pitches, may continue – pitch count starts at zero. If 21-40 pitches, may continue – pitch count picks up from previous game. If 41 or more pitches, not eligible. If another game intervenes, see Rule 4(b).					Same, except 30/60 pitches instead of 20/40
Returning to Mound	Pitchers once removed from the mound may not return as pitchers. A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game. Special case: See Rule 10.c Note 2					
Catching	A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. A player who has played catcher in four or more innings in a game may not then pitch on that calendar day. Play catcher for < 4 innings then throw 21 or more pitches cannot catch again that day. (31 pitches for 15/16 year-olds)					
Intentional Walk	At any time, team may request an "unpitched" intentional walk. Remaining pitches are added to pitch count.			Pitchers must be thrown.		
Player Re-entry	Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute entering the game for the first time may not be removed prior to completion of his/her mandatory play requirements.					Starters may re-enter to their original spot once. Subs may not re-enter.
Substitutions	Defensive: Must be made as team takes the field, or while team is in the field. Offensive: Must be made as player comes to bat, or while player is on base.					
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed from mound on second visit in inning or third visit in game.		Same. Each pitcher has his/her own "count" of visits, which resumes if pitcher returns to mound later in the game.		
Mercy Rule	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.			15 runs after 4 innings, 3 ½ if home team is ahead 10 runs after 5 innings, 4 ½ if home team is ahead		
3 rd Strike not caught	Batter is out	Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.				
On-Deck Batters	Not allowed.					
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.					
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.					
Special Pinch Runner	Once per inning, no more than twice per game, any player not currently in the batting order may run. A player may only be removed for a special pinch runner once per game.					
Adults	11 or fewer players: 1 manager and 1 coach. Player must coach one of the bases. 12 or more players: 1 manager and 2 coaches. May use 2 adult base coaches.					
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game.					
Unsportsmanlike Conduct	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager shall be ejected from the game.					
Tiebreaker Rule	Starts in 8 th inning			Starts in 9 th inning		

This chart is intended as a reference summary of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.
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2021 Little League Softball Tournament Rule Summary

Updated 22-May-2021

	8/9/10 year old	9/10/11 year old	Little League (12/11/12)	Juniors (12/13/14)	Seniors (13-16)
Pitching Distance	35 feet	40 feet		43 feet	
Softballs	11-inch softball	12-inch softball			
Mandatory Play	13+ players: Minimum of 1 at bat. 12 or fewer players: Minimum of 1 at bat and 6 consecutive defensive outs. <i>At-bat is not complete until player is retired, scores, or the inning ends.</i> Substitute entering game for first time may not be removed until this is met.				Does not apply
No New Inning After	Midnight		12:30am		1:00am
Time Limits	If two games are scheduled for the same site, no time limit may be imposed on the first game.				
Pitcher	Innings	Max 12 per day Max 12 per game		No restrictions	
	Rest	Six or fewer innings in a day – none required Seven or more innings in a day – one calendar day		No rest required	
	Consecutive Games	Allowed, subject to rest requirements.		No restrictions	
	Consecutive Days	If six or fewer innings pitched previous day, or if pitcher of record in continuation of suspended game.		No restrictions	
	Returning to Mound	May move to a different position and return once per inning. If withdrawn from the game offensively or defensively for a substitute, may not return as pitcher later in the game.		May move to a different position and return once per inning. May be removed from game and return once per inning if return does not violate substitution, charged conference, or mandatory play rule(s).	
	Special case: See Rule 10.c Note 2				
Intentional Walk	At any time, team may request an "unpitched" intentional walk.				
Re-Entry	Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order. A substitute entering the game for the first time may not be removed prior to completion of his/her mandatory play requirements.				Starters may re-enter to their original spot once. Subs may not re-enter.
Substitutions	Defensive: Must be made as team takes the field, or while team is in the field. Offensive: Must be made as player comes to bat, or while player is on base.				
Defensive Conferences	Pitcher must be removed on 3rd visit in inning or 4th visit in game.		Pitcher must be removed on 2nd visit in inning or 3rd visit in game.		
Mercy Rule	15 runs after 3 innings, 2 ½ if home team is ahead. 10 runs after 4 innings, 3 ½ if home team is ahead.		15 runs after 4 innings, 3 ½ if home team is ahead. 10 runs after 5 innings, 4 ½ if home team is ahead.		
3 rd Strike Not Caught	Batter is out		Batter is out if first is occupied with less than two outs. If first is unoccupied or there are two outs, batter becomes runner and defense must put him/her out.		
Leaving Early	Pitch reaches batter		Pitch leaves the pitcher's hand		
On Deck Batters	Not allowed.		Allowed.		
Illegal Bat	Batter is out (unless defense opts for result of play). Batter and manager both ejected.				
Batter's Box	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then strike.				
Illegal Pitch Penalty	Ball awarded to batter				
Multiple Games/Day	Up to two (2) doubleheaders in a seven-day period		Maximum of three games in a day		
Special Pinch Runner	Once per inning, no more than twice per game, any player not currently in the batting order may run. A player may only be removed for a special pinch runner once per game.				
Adults	11 or fewer players: 1 manager and 1 coach. Player must coach one of the bases. 12 or more players: 1 manager and 2 coaches. May use 2 adult base coaches.				
Protests	Playing rule or improper substitution: Must be made before next pitch, play or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game.				
Unsportsmanlike Conduct	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and manager shall be ejected from the game.				
Tiebreaker Rule	Starts in 8 th inning		Starts in 9 th inning		

This chart is intended as a reference summary of the various tournament rules. It does not cover every possible circumstance, and is not a substitute for reading and fully understanding the regular season and tournament rules sections of the Official Playing Rules.
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Baseball Rule Reminders:

- The manager must remove the pitcher when said pitcher reaches the divisional pitch count limit. The pitcher may complete the batter being faced when reaching the limit and the pitcher may remain in the game at another position.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- A catcher who throws 21 or more pitches may not return to catcher.
- Under no circumstances shall a player pitch in three (3) consecutive days.
- Threshold - If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may complete pitching to that batter and the pitcher will only be required to observe the calendar days of rest for the threshold reached during that at bat. Coaches must notify the Game Director of the appropriate threshold to be recorded.
- Visits - A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.
- Verbal Intentional Walk (Minors and Majors) - Prior to a pitch being thrown, the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. Four pitches are added to the pitch count.



Softball Rule Reminders:

- Pitchers throwing more than 6 innings require one calendar day rest.
- Pitchers may throw a maximum of 12 innings per day.
- A runner leaving early (10U - Pitch reaches batter, 12U - Pitch leaves the pitcher's hand) is immediately called out.
- A runner must immediately advance or retreat to a base when the pitcher has the ball within the circle and is not trying to make a play on the runner. Failure to do so is an out on that runner unless a play is being attempted on the runner.
- Pitching Starting Position - The pivot foot must have contact w/ pitching plate. Non pivot must be on or behind pitching plate. A backwards step may be taken before or simultaneously as the pitcher is bringing her hands together.
- Dropped third strike in effect for 12U.



Tournament Rule Reminders:

- Mandatory Play
 - If a tournament team has thirteen (13) or more eligible players in uniform at the start of the game , then every player on a team roster shall participate in the game for a minimum of at least one at bat . If a tournament has twelve (12) or fewer eligible players in uniform at the start of the game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one time.
 - Any player who has been removed for a substitute can only reenter the game in the same position in the batting order.
 - A substitute entering the game for the first time may not be removed prior to completion of her/his mandatory play requirements.
 - Game Director may force substitutions to guarantee mandatory play.
- Special Pinch Runner -Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game.

(CONTINUED)



Tournament Rule Reminders: (CONTINUED)

- Slide or Avoid — Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- A fifteen run Mercy Rule will be applied one inning short of all regulation games. A ten run Mercy Rule will be applied at the end of all regulation games. If the visiting team has a lead, the home team must bat in their half of the inning.
- Only one offensive time-out will be permitted each inning.
- Ask for time – only the umpire can call time.
- Only the Manager permitted to discuss calls with the umpire.
- Managers, Coaches or Players ejected from a game are automatically suspended from the next game.
- Batters must stay in the batter's box - After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. If the batter leaves the batter's box or delays play and none of the exceptions apply (a play), the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike.



District 20 Tournament Expectations:



- Visit <http://www.nydistrict20.org> for info and links.
- Know, understand and follow the rules.
- Dress Professionally – dress shorts & collared shirt.
- Be Prepared (i.e. map out substitutions)
- Sportsmanship at all times.
- Email Scores to District 20: **Include Division (Ex: B12U)**
 - Bob Candrea (lotto269@aol.com),
 - Jon Last (jonlast27@yahoo.com),
 - Rich Wurtzburger (richwurtzburger@gmail.com) and
 - Steve Gratzon (sss832@aol.com).
- Keep your cool...



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District 20 Tournament Expectations:

DON'T BE THAT PERSON...





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Q&A



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Little League New York-District 20 Tournament Coaches Meeting 2022

