



**Little
League**

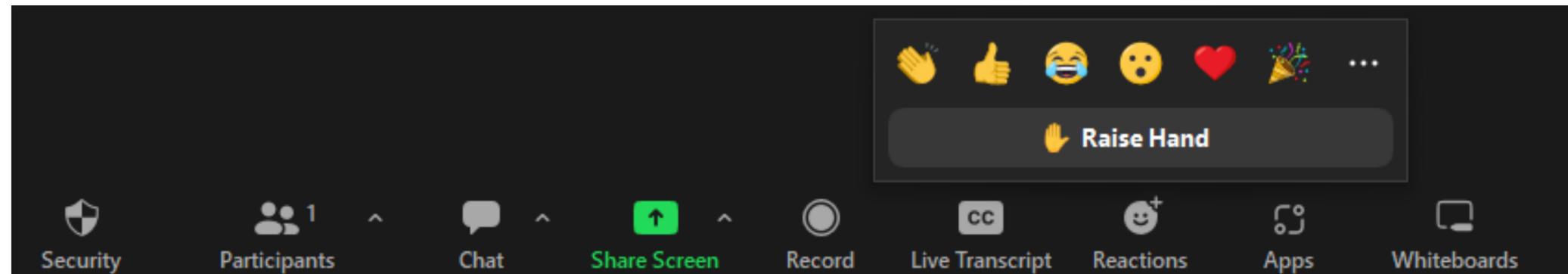
**Official District
Florida 17**

International Tournament

MEETING DECORUM

PLEASE

- Remain muted unless asked to speak
- Raise your hand if you have a question. At the end of each section of the presentation, we will answer your questions.



- If you are asked to speak, please mute any background noise sources
-



**Little
League**

**Official District
Florida 17**

GENERAL INFORMATION

WHERE TO FIND INFORMATION

- Please visit www.fl17.org for game schedules and other important information regarding the 2022 International All Star Tournament
 - Please share this website address with the parents of all your players and encourage them to visit the site daily throughout the tournament.
-

TOURNAMENT LOCATIONS

- All **Softball** will be played at Jessica Clinton Park in Port St. Lucie
 - **8-10 Baseball** will be played at Sportsman's Park in Port St. Lucie
 - **All other Baseball** will be played at Citrus Grove Park in Palm City
-

TOURNAMENT LOCATIONS

FL17.org

About Us

Locations

FLORIDA DISTRICT 17 LITTLE LEAGUE BASEBALL & SOFTBALL

Little League Official District Florida 17

HOME ABOUT US LITTLE LEAGUE WAIVER LINKS CALENDAR INTER

FIELD DIRECTIONS OUR STAFF LOCATIONS

Locations

- ✓ [Ft. Pierce Little League](#)
- ✓ [Gifford Youth Little League](#)
- ✓ [Hobe Sound Little League](#)
- ✓ [Martin County North Little League](#)
- ✓ [Northside Bat and Ball Little League](#)
- ✓ [Port St. Lucie American Little League](#)

OPEN Ft. Pierce Little League
2503 Delaware Avenue Elks Park Ft. Pierce Florida
for today only
(Last updated 12/15/17 at 07:03 PM)
[View Directions](#)

OPEN Gifford Youth Little League
4875 43rd Avenue Vero Beach Florida United States
(Last updated 12/13/17 at 02:32 PM)
[View Directions](#)

PLEASE TELL YOUR FANS

- Each team may have a cooler in their dugout. No other coolers are permitted in the ballpark. Please inform the parents of your players that coolers are not allowed.
 - Everyone is encouraged to cheer for their team and be as loud as they choose. Please do not change the level of cheer as the pitchers go into their delivery.
 - Air horns are prohibited in the ballpark.
-

SCHEDULES

- All game schedules will be posted to the District website under “All Star Tournament”
 - Managers should keep their coaches and player’s parents up to date on the game schedule.
 - We will notify managers of scheduling changes only if the change applies to a game scheduled to be played within the next 24-hours. Otherwise, managers, coaches and parents are expected to follow the changes on the website.
-

SCHEDULES

- Schedules for each division will be pool play.
 - Divisions with only two teams will play best 2 out of 3.
 - Divisions with 3, 4 or 5 teams will be in a single pool with the top two teams advancing to a best 2 out of 3 championship round.
 - 8-10 Baseball will play two 4-team pools with the top 2 teams from each pool advancing to a semi-final round. Winners of each semi-final will advance to a championship game.
 - A game shall not be started unless the Tournament Director or Assistant, judges there is adequate time to complete the game before darkness or curfew.
-

SCHEDULES

DOUBLE HEADERS

Baseball

Little League and Below
1 Per Tournament Level

Intermediate and Above
1 Per Day

Softball

Little League and Below
1 Per Day
Twice in a 7-Day Period

Juniors and Above
3 Games Per Day

SUSPENDED GAMES

- Some host sites may have a curfew. Non-regulations games will be suspended when the curfew is reached.
 - All suspended games (regardless of the reason for suspension) will be resumed exactly where they were left off.
-

MANAGERS AND COACHES

Must be listed on affidavit or

Must be authorized temporary replacement as noted on affidavit

12 or More Players

- 3 Adult Manager/Coaches

11 or Fewer Players

- 2 Adult Manager/Coach
 - 3rd Coach Not Permitted in Dugout or on the Field
-

PITCHER AND PRE-GAME WARMUP

- Only a uniformed and eligible player can warm up a pitcher and/or receive balls being thrown in during outfield warmups. This applies to the bullpen, the field and anywhere else at the game site.
 - Any player catching in these capacities must wear a catcher's helmet with a dangling throat guard.
-

FORFEITS & DISQUALIFICATIONS

- No game shall be forfeited, nor team disqualified without the authorization of the Tournament Committee.
 - A contest decided by a forfeit does not constitute a “game” for the purpose of ejection, unless at least one (1) complete inning was physically played before the game was forfeited. *See Tournament Rule 11 (Note)*
-



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SCOREKEEPERS

SCOREKEEPERS

- Each team SHALL provide 1 scorekeeper for each game their team plays.
 - Scorekeepers shall sit in the designated scorekeeper booth.
 - Scorekeepers must be familiar with keeping a scorebook, pitch count and scoreboard operation.
-

SCOREKEEPERS

Scorekeepers and other tournament officials are required to take action to avoid a protest.

On the other hand, scorekeepers and other tournament officials are prohibited from providing information to anyone that would give one team an unfair advantage over the other.

As a scorekeeper, it is important that you are familiar with what is protestable and should be mentioned and what is not protestable and should be quietly kept to yourself.

SCOREKEEPERS

Immediately following each game, the official scorekeeper shall enter the following information on the reverse side of each team's eligibility affidavit in ink.

- Date of game
- Name of each player who pitched
- **Softball** – Number of innings pitched
- **Baseball** – Number of pitches
- Name of opponent
- Score of game when pitchers were changed

Have the Team Manager sign indicating agreement with information entered

Have the Tournament Director sign indicating the record is now official

SCOREKEEPERS

PROTESTABLE

- Mandatory Play Violations
- Improper Substitution
- Illegal Pitcher
- Illegal Player

NOT PROTESTABLE

- Judgement Calls
- Unannounced Substitution
- Batting Out of Turn
- Runner not Tagging Up
- Runner Leaving Early
- Missed Bases

The misapplication of a playing rule is also a protestable offense. However, this is typically outside the purview of the scorekeeper.



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BEFORE the **GAME**

BEFORE THE GAME

- Meet with the tournament director at least 1 hour before game time.
- Tournament director will flip a coin to determine the home team.
- Have players place all bats, helmets and catcher's gear outside the dugout.
- Have all players remove all jewelry including rubber/string bracelets. Earrings, regardless of how recently the piercing was done must be removed. The only exception to the jewelry prohibition is for Medic-Alert type items.
- Provide official scorekeeper with a preliminary copy of your lineup 30 minutes prior to the scheduled game time. This should be the 3rd copy of your lineup. First 2 copies will go to the plate umpire at the plate meeting.

BEFORE THE GAME

- Home team will take infield 30 minutes before game time.
 - Away team will take infield 20 minutes before game time.
 - Pre-Game introductions will begin 10 minutes before game time.
 - Managers meet with umpires at home plate 5 minutes before game time.
 - Bring the original and first copy of your lineup to the plate meeting.
 - The home plate umpire will collect these lineups, confirm they match and give the 1st copy to the opposing manager.
-

BEFORE THE GAME

- During the plate meeting, all players & coaches shall remain in the dugout.
-

LINEUP REQUIREMENTS

Please Print Clearly!

- Jersey number
- First and last name
- Defensive position
- Subs and absent players go at the bottom. You must list your entire roster. Please start at the bottom and work your way up.
- Never write in the substitution section. This is where the umpire will record your substitutions when they are made.


OFFICIAL LINE-UP

TEAM: _____ DATE: _____
HOME VISITOR TIME: _____
OPPONENT: _____ FIELD: _____

	#	STARTING PLAYER	POS	SUBSTITUTION
1	22	Joe Smith	F4	
2	12	Banks Lanier	F6	
3	27	Kenneth Nordby	F8	
4	19	Jeff Hrizuk	F3	
5	3	Mike McKenzie	F1	
6	47	Shawn Wilbur	F5	
7	31	John Mitchell	F9	
8	00	Devon Miller	F7	
9	29	Gordon Gabaree	F2	
10				
11				
12				
13				
14	57	Frank Kennedy		
15	55	Mikey Hudman		
16	67	Dewey Galiano		

COACH: _____

UMPYR.COM UMPIRE COPY

International Tournament

LINEUP REQUIREMENTS

Designated Hitter

Senior Division Only

- The defensive player who the “DH” will be batting for is listed as #10 in the lineup.
- The Designated Hitter’ is listed in the spot where they will be batting. Their position will be “DH”.



OFFICIAL LINE-UP

TEAM: _____ DATE: _____
HOME VISITOR TIME: _____

OPPONENT: _____ FIELD: _____

	#	STARTING PLAYER	POS	SUBSTITUTION
1	22	Joe Smith	F4	
2	12	Banks Lanier	F6	
3	27	Kenneth Nordby	F8	
4	19	Jeff Hrizuk	F3	
5	57	Frank Kennedy	DH	
6	47	Shawn Wilbur	F5	
7	31	John Mitchell	F9	
8	00	Devon Miller	F7	
9	29	Gordon Gabaree	F2	
10	3	Mike McKenzie	F1	
11				
12				
13				
14				
15	55	Mikey Hudman		
16	67	Dewey Galiano		

COACH: _____

ONLY UMPIRE COPY



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DURING the GAME

DURING THE GAME

- Only team players, managers and coaches are permitted in the dugout.
 - At least one adult must remain in the dugout at all times.
 - Be respectful to the officials, your opponents and the players.
 - Request time and wait to be granted time before leaving the dugout or base coach's box.
 - **8-10, 9-11 and Little League Divisions:** Between innings, only the lead-off batter is allowed out of the dugout and must remain on their own team's side.
-

DURING THE GAME

- **Intermediate/Junior/Senior Divisions:** Between innings, the first 2 batters are allowed out of the dugout. They must remain on their own team's side.
 - During live play, the on-deck batter must remain on their own team's side.
 - Players, managers and coaches shall not leave the confines of the field without first being granted permission from an umpire.
 - One minute is allowed between innings. That minute starts when the 3rd out is made. Please hustle your players on and off the field.
 - Team huddles are not permitted outside the dugout.
-

DURING THE GAME

- Base coaches must remain in their dugout until called by the umpire to take their positions.
 - Managers and coaches are not to retrieve bats. When on offense, have a player who is wearing a batting helmet come out to retrieve bats. Intermediate Division and above can assign this function to the on-deck batter if they choose.
 - When the 2nd out is made, the adult in the offensive team's dugout should make sure their catcher gets geared up and is ready for the next inning. If the catcher is not ready when the 3rd out is made, have another player ready to warm up your pitcher.
-

DURING THE GAME

The following applies to all managers, coaches and players.

- Cellphones, tablets, scorebooks and similar items are not to be used while acting as a base coach.
 - Tablets and other electronic devices are permitted to be used in the dugout for the purposes of scorekeeping and access to the Little League Rules Application only.
 - Using these devices for telephone calls, texting or any other form of electronic communication is strictly prohibited. Violators are subject to immediate ejection.
-



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AFTER the GAME

AFTER THE GAME

- The team manager will immediately go to the scorekeeper to review and sign their pitching affidavit.
- Coaches will supervise the removal of all player equipment and trash from the dugout.
- Both of the above must be completed before you have your post-game meeting with your team. If there are other teams coming onto the field, please have your post-game meeting off the field.



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Pool Play Tie Breaker

POOL PLAY TIE BREAKER

- If 2 or more teams have the same win/loss record in pool play, the head-to-head method will be used.
- If three or more teams have the same head-to-head record, then the Runs Allowed Ratio will be used.
- Runs Allowed Ratio – The total number of runs given up in all pool play games played by that team, divided by 6 innings for Little League and below per game, 7 innings for Intermediate/Junior/Senior Leagues per game. Does not matter how many innings the team actually played in each game



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Game Tie Breaker

GAME TIE BREAKER

At the end of:

Little League Division and Below

6 Innings

Intermediate Division and Above

7 Innings

The next inning will be played as usual.

Starting with the 2nd Extra Inning:

The player who is schedule to bat LAST in that half-inning will be placed on 2nd base.

This will continue until a winner is determined.



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EJECTIONS

EJECTIONS

- Ejected managers and coaches must leave the game site. Ejected managers, coaches and players are automatically suspended from their team's next played game and may not be present at the game site when that game is played. This includes post-game activities at the game site.
- Ejected players shall remain in the dugout under the supervision of the team manager/coach or leave the facility with their parent or legal guardian.
- Ejected/suspended individuals may not be replaced and are not permitted to take part in any way in their team's game(s). This includes any form of communication with team personnel at the game site.



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PROTESTS

PROTESTS

- Judgement calls are not grounds for a protest.

The following are grounds for a protest:

- Violation/Misinterpretation of a playing rule
- Improper substitution
- These protests must be made before the next pitch or play. The manager or either coach can make this protest.

- Use of an ineligible pitcher
- This protest must be made before either team plays their next game. The manager or either coach can make this protest.

- Violation of Mandatory Play
- Use of an ineligible player
- These protests can be made by anyone at anytime during the tournament.

PROTESTS

Protest Chain of Command

- Plate Umpire
 - Umpire Crew
 - On-Site Tournament Director
 - District Administrator
 - Southeastern Region
 - Little League International
-



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PLAYING RULES

PLAYING RULES

8-10, 9-11 Divisions – Baseball and Softball

- The continuous batting order is eliminated.
 - The 5-run per inning rule is eliminated.
 - Special Pinch-Runners are allowed.
 - Substitutions must follow Tournament Rule 10.
 - Uncaught 3rd Strike does not apply to 8-10 Division.
-

PLAYING RULES

Uniforms

Baseball – Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt.

The pitcher's undershirt sleeves, if exposed:

- **Baseball** – Shall not be white or gray
 - **Softball** – Shall be of a solid color
 - **Baseball** and **Softball** – The Little League patch must be worn
-

PLAYING RULES

C-Flaps/Helmet Attachments

In order to use a helmet attachment in Little League play, the helmet manufacturer must provide a notice indicating that affixing the protector to the helmet has not voided the helmet's NOCSAE certification. That notice must be shown to the umpire prior to the game.

Please visit FL17.org – All Star Tournament - C-Flaps to download and print these letters. Bring these letters to every game. It is your responsibility to prove the attachment is legal before it will be allowed in the game.

If there is any question as to the legality of any helmet attachment, that attachment will not be allowed.

PLAYING RULES

One Foot in 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.

EXCEPTIONS:

- On a swing, slap or check swing
 - When forced out of the box by a pitch
 - When the batter attempts a "drag bunt"
 - When the catcher does not catch the pitched ball
-

PLAYING RULES

One Foot in 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.

EXCEPTIONS:

- When a play has been attempted.
- When time has been called.
- 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.
- On a three-ball count pitch that is a strike that the batter thinks is a ball.

PLAYING RULES

One Foot in Batter's Box

Penalty

- The umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. No pitch has to be thrown
 - 8-10, 9-11, Little League Divisions: The ball is dead. No runners may advance
 - Intermediate/Junior/Senior Divisions: The ball is live
 - See Tournament Rule 3(a) for complete wording
-

PLAYING RULES

Illegal Bats

The **penalty** for use of an illegal bat, if discovered before the next player enters the batter's box following the turn at bat of the player who used the illegal bat is:

- 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;
 - 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.
-

PLAYING RULES

Bat Requirements

BASEBALL

Not more than 2 5/8" in diameter.

Little League and Below

Max 33" Length

USA Baseball Logo

Intermediate/Junior

Max 34" Length

USA Baseball Logo or

BBCOR

Senior

36" Max Length

BBCOR

Pine tar and other adhesive substances are prohibited. Use of these substances will result in the bat being declared illegal. Same penalty as illegal bat.

PLAYING RULES

Bat Requirements

SOFTBALL

Not more than 2 1/4" in diameter.

BPF 1.20

Little League and Below

Max 33" Length

Junior/Senior

Max 34" Length

Pine tar and other adhesive substances are prohibited. Use of these substances will result in the bat being declared illegal. Same penalty as illegal bat.

PLAYING RULES

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.
 - The player for whom the pinch-runner runs is not subject to removal from the lineup.
 - Courtesy runners are not allowed.
-

PLAYING RULES

Intentional Walk

- 8-10, 9-11, Little League Divisions Only
 - Any time during an at-bat
 - Defensive manager requests and is granted “time”
 - Manager indicates he/she wants to intentionally walk the batter
 - Batter is placed on 1st base. All other runners remain unless forced by batter
 - Appropriate number of balls is/are added to the pitch count
-

PLAYING RULES

Stealing and Relaying Signs

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, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.



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MANDATORY PLAY

MANDATORY PLAY

Senior Division

- There is no mandatory play requirement.

All other Divisions

13 or More Players

- 1 At-Bat

12 or Fewer Players

- 1 At-Bat and 6 consecutive defensive outs
-

MANDATORY PLAY

An AT-BAT, for the purposes of meeting the requirements of Mandatory Play

- Player assumes the position of a batter with no count and one of the following occurs:
 - Player is retired as a batter, or
 - Player is retired as a batter-runner, a runner or
 - Player reaches base and scores, or
 - After reaching base safely, the inning or game ends
-

MANDATORY PLAY

8-10, 9-11, Little League Divisions

Prior to the first pitch or-play of the 4th inning, the Umpire-in-Chief or Tournament Director will in consultation with the official scorekeeper advise both team managers of their obligation to insert all players who have not yet met their mandatory play requirement into the lineup as outlined below.

	<u>Must be inserted by</u>	<u>Into</u>
Visitors	Bottom of 4 th	Next 6 batting positions
Home	Top of 5 th	Next 3 batting positions

MANDATORY PLAY

Intermediate & Junior Divisions

Prior to the first pitch or-play of the 5th inning, the Umpire-in-Chief or Tournament Director will in consultation with the official scorekeeper advise both team managers of their obligation to insert all players who have not yet met their mandatory play requirement into the lineup as outlined below.

	<u>Must be inserted by</u>	<u>Into</u>
Visitors	Bottom of 5 th	Next 6 batting positions
Home	Top of 6 th	Next 3 batting positions

MANDATORY PLAY

Penalty

- A manager's failure/refusal to insert players into the line-up as outlined above shall result in immediate ejection of the manager and removal for the remainder of the Tournament.
 - There is no exception to this rule unless the game is shortened for any reason.
 - NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.
-



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SUBSTITUTIONS/RE-ENTRY

SUBSTITUTIONS/RE-ENTRY

- A substitute entering the game for the 1st time may not be removed prior to meeting the mandatory play requirement.
 - All changes will be reported directly to the plate umpire. Do not report your changes to the scorekeeper. The plate umpire will record your changes and then announce those changes to the scorekeeper and opposing manager.
 - Defensive substitutions must be made while the team is on defense.
 - Offensive substitutions must be made at the time the offensive player who is entering/re-entering comes up to bat or replaces a runner on base.
-

SUBSTITUTIONS/RE-ENTRY

- A starter and his/her substitute must not be in the lineup at the same time, except as provided in Rule 10-a (illness or injury).
 - **Senior Division Only:** Starters removed for a substitute may re-enter the game ONCE, in the same batting position they had at the start of the game. A substitute (non-starter) may not re-enter the game in any position once that player is removed from the line-up.
 - **Senior Division Only:** The Designated Hitter rule will apply. (See rule 3.03)
-



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PITCHING RULES

VISITS – BASEBALL & SOFTBALL

Offensive Visits

- 1 Per inning

Defensive Visits

- 8-10 Division
 - 2 per inning
 - 3 per game
- All Other Divisions
 - 1 per inning
 - 2 per game

When a manager requests timeout to make a defensive pitching change, it shall not be considered a visit to the pitcher, provided the manager makes the substitution prior to talking to any defensive player.

When one team has been granted a “timeout” the opposing manager may confer with his/her team, provided they do not delay the game in any way.

PITCHING RULES – BASEBALL

Threshold

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until:

- The batter reaches base
- The batter is retired
- Third out is made to complete the half inning or the game
- The pitcher is removed from the mound prior to the batter completing his/her at bat.

The pitcher will only be required to observe the calendar day(s) rest of the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

PITCHING RULES – BASEBALL

Pitch Limits & Rest Requirements

SENIORS 13-16 Year Olds				ALL OTHERS		
<u>League Age</u>	<u>Max</u>	<u>Pitches</u>	<u>Days Rest</u>	<u>Pitches</u>	<u>League Age</u>	<u>Max</u>
13-16	95	1-30	0	1-20	8	50
		31-45	1	21-35	9-10	75
		46-60	2	36-50	11-12	85
		61-75	3	51-65	13-14	95
		76+	4	66+		

12-year-old pitching limits and rest requirements apply as shown even if pitching in the Senior division.

PITCHING RULES – BASEBALL

Daily Game Limits for Pitchers (Threshold Applies)

- 8-10, 9-11, Little League and Intermediate – 1 game only
- Junior/Senior – 2 games if the pitcher threw 30 or less pitches in the first game.
- League age 12 pitchers participating in the Junior/Senior divisions are not permitted to pitch in more than 1 game per day.

Under no circumstances shall a player pitch in three (3) consecutive days.

PITCHING RULES – BASEBALL

Pitchers, once removed from the mound:

- 8-10, 9-11 and Little League – May not return
- Intermediate/Junior/Senior - A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

PITCHING RULES – BASEBALL

Pitcher to Catcher (Threshold applies)

8-10, 9-11, Little League, Intermediate, Junior Divisions

- Pitcher to Catcher – Less than 41 pitches
- Catcher to Pitcher – Less than 4 innings as catcher
- Catcher to Pitcher to Catcher – Less than 21 pitches

Senior Division

- Pitcher to Catcher – Less than 41 pitches
- Catcher to Pitcher – Less than 4 innings as catcher
- Catcher to Pitcher to Catcher – Less than 31 pitches

If a pitcher delivers 41 or more pitches and is not covered under the threshold exception, that player may not play the position of catcher for the remainder of the day.

PITCHING RULES – SOFTBALL

8-10, 9-11, Little League

- One day rest is required before first game
- Less than 7 innings – No rest is required
- 7 or more innings – 1 day rest is required
- Can not pitch in more than 12 innings in a day
- Can return to pitch at anytime, but only once in the same inning as removed, provided the pitcher was not removed from the game.

Junior/Senior

- There are no restrictions or limits

Suspended games resumed the following calendar day: The pitchers of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility that pitcher would have had during the previous day. However, in no event shall any pitcher pitch more than twelve (12) innings in any game.



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QUESTIONS