



**Little
League**

**Official District
Florida 17**

TOURNAMENT of CHAMPIONS

MEETING DECORUM

PLEASE

- Silence your cellphones now.
- Raise your hand and wait to be recognized before asking questions.
- Remain silent throughout the meeting unless called upon by the presenter.
- Dispose of all trash before leaving.

MEETING DECORUM

PLEASE

- Remain muted unless asked to speak.
- If you have a question, raise your hand. At the end of each section of the presentation, we will answer any questions before moving on.
- If you are asked to speak, please move to a quiet area or eliminate any background noise sources before unmuting your microphone.



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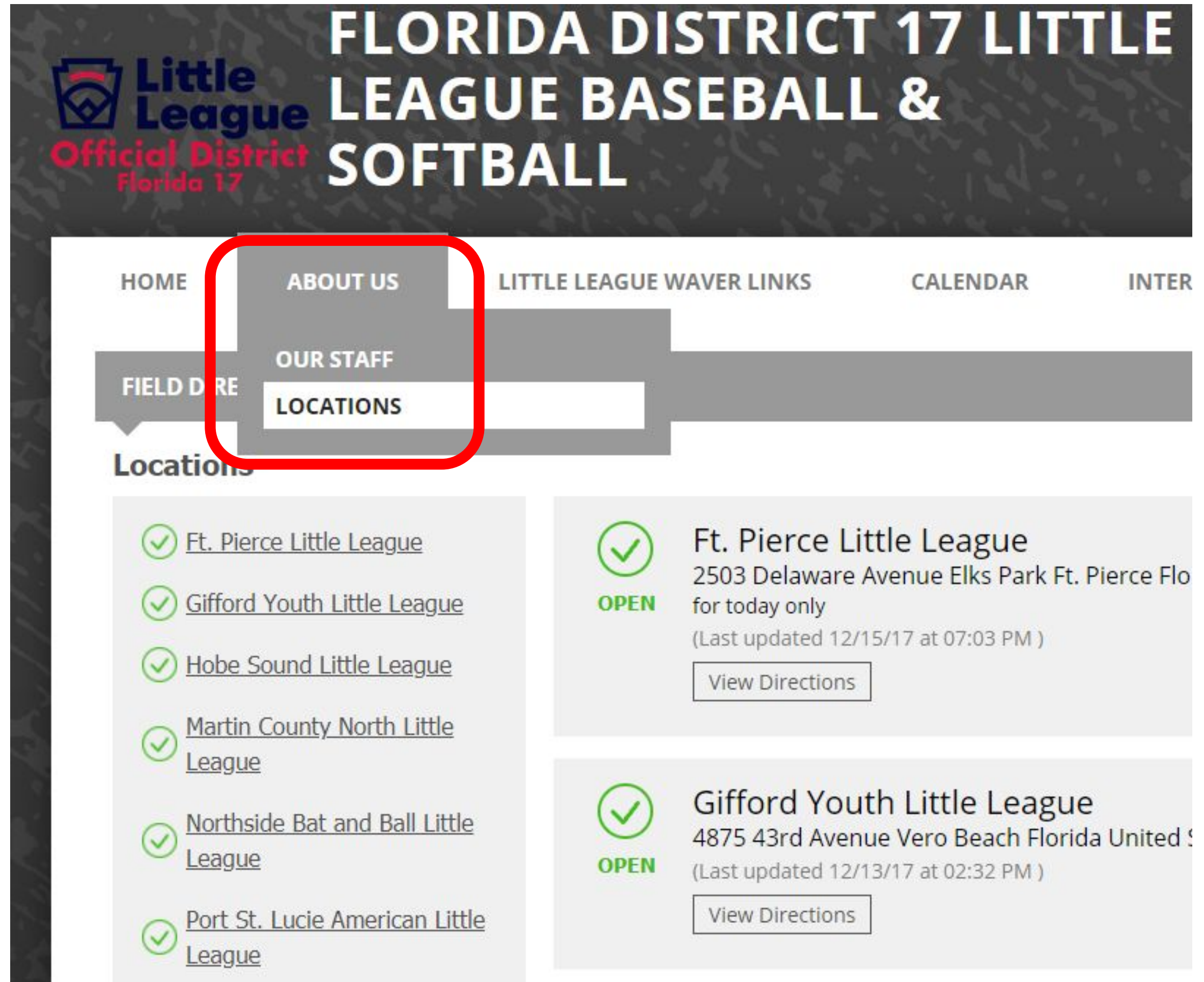
GENERAL INFORMATION

TOURNAMENT LOCATIONS

TOURNAMENT	HOST LEAGUE	HOST SITE
Minor Baseball	Port St. Lucie National LL	Sportsman’s Park
Little League Baseball	Fort. Pierce Little League	Elks Park
Intermediate Baseball	Port St. Lucie National LL	Sportsman’s Park
Senior Baseball	Port St. Lucie National LL	Sportsman’s Park
Minor Softball	Port St. Lucie LL Softball	Jessica Clinton Park
Little League Softball	Port St. Lucie LL Softball	Jessica Clinton Park
Senior League Softball	Port St. Lucie LL Softball	Jessica Clinton Park

TOURNAMENT LOCATIONS

Locations



ZERO TOLERANCE POLICY

- Spectators shall conduct themselves in an appropriate manner at all times.
- Per Rule 9.01 (g), Umpires have the right to suspend play until such time as League Officials deal with unruly spectators exhibiting unsportsmanlike conduct.
- Under Tournament Rules, the Tournament Director (or team League Official) has the right to remove any unruly spectators. This may or may not be at the request of the Umpires.
- Any individual who disrupts a game, creates a nuisance or criticizes the umpires in an unsportsmanlike manner will be required to **LEAVE THE BALLPARK**.
- A second violation of this policy can result in **PERMANENT EXPULSION** from Florida District-17 Little League events.
- **LAW ENFORCEMENT** authorities will be called to remove anyone who refuses to comply with a request by tournament staff to leave the premises.

ZERO TOLERANCE POLICY

- Players, managers, coaches, umpires, and tournament officials shall always conduct themselves in an EXEMPLARY MANNER (good sportsmanship) per Little League Policies and Tournament Rules.
- Managers and coaches who cross the line from questioning a call to making a spectacle of themselves will not be tolerated.
- Charging at, yelling at, cussing at, or behaving in any other fashion not consistent with setting a good example of proper sportsmanship will result in an **immediate ejection**.
- Repeat offenders may be removed for the remainder of the tournament by the District Administrator.
- The intent of this policy is to allow managers and coaches the ability to discuss a call or ruling, in a proper manner.

ZERO TOLERANCE POLICY

- All umpires should be approachable and be willing to listen to a coach, as long as they are not arguing a judgement call and conduct themselves appropriately . They can ask the umpire to consult with their crew, but it is up to the umpire who made the call to decide if he/she will do so.
- Managers and coaches shall remain in the dugout unless they are a Base Coach.
- No player, manager, or coach shall leave the dugout or field without permission from the Umpire once the game starts

PLEASE TELL YOUR FANS

- Each team may have a cooler in their dugout. No other coolers are permitted in the ballpark. Please inform your player's parents 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.

EYE-BLACK & TATTOO POLICIES



Acceptable



Unacceptable

“From an eye black perspective, we will continue with our conservative approach to applying eye black. Please see the attached images for examples of acceptable and unacceptable application. The tattoo policy for umpires is as follows: *There are no requirements to cover exposed tattoos **that are not offensive**. If tattoos are deemed offensive, Little League may ask to have them covered.*” (Nicholas L. Caringi, Senior Director Operations and Education)

SCHEDULES

- All game schedules will be posted to the District website under Tournament of Champions.
- Managers should keep their coaches and their player's parents up to date on the game schedule.
- Schedules are now live! Check the schedule throughout the day. We will only notify managers directly if a change occurs after 12:00 PM on weekdays. Otherwise, managers, coaches, and parents are expected to follow the changes on the website.

SCHEDULES

- All divisions will play a double elimination bracket.
- 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.
- Inclement weather may be justification to revert to single elimination. This decision rests with the District Administrator.

SUSPENDED GAMES

- Some host sites may have a curfew. Non-regulation 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 & COACHES

- Each team is permitted one manager and two coaches.
- Must have been a regular season manager or coach for the same team participating in this tournament and must be listed on the team affidavit.
- Temporary replacements must be approved by the District Administrator. If approved, temporary replacements must have (in their possession) proof of successfully completing BOTH the Little League Diamond Leader Training Program and the Adult Abuse Awareness Training.

PITCHER AND PRE-GAME WARMUP

- Only a uniformed and eligible player can warm up a pitcher and/or receive balls being thrown in during infield/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.
- Failure to adhere to these rules are grounds for immediate disqualification as a Tournament of Champions manager or coach.

FORFEITS & DISQUALIFICATIONS

- No game shall be forfeited, nor team disqualified without the authorization of the District Administrator or Assistant District Administrator
- 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)*
- The District Administrator shall have the authority to disqualify any team, manager, coach, player or league from the Tournament of Champions due to misconduct.



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SCOREKEEPERS

SCOREKEEPERS

- Each team SHALL provide 1 scorekeeper for each TOC 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.
- Teams who do not provide a scorekeeper will have to assign one of their team's approved coaches or manager to be the scorekeeper.
- Scorekeepers must appear impartial and not cheer for or against either team.

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

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.

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



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POOL PLAYERS

POOL PLAYER POLICY

- Pool players will be selected by the League President
- The beginning of the game is defined as the moment the Home Team Manager presents his/her team lineup to the umpire at the plate meeting.

IF, AT THE BEGINNING OF THE GAME

- A team has 10 or more players, no pool players will be allowed.
- A team has 9 players, one pool player is allowed.
- A team has 7 or 8 players, two pool players are allowed.
- A team has 6 or fewer players, the game will be referred to the District Administrator for a forfeit/reschedule decision.

POOL PLAYER POLICY

- (All Divisions) If a team has 8 players, the 2 pool players must NOT play defensively at the same time.
- (All Divisions) Pool players shall wear their regular season uniform.
- (All Divisions) Pool players shall not pitch.
- (All Divisions) Pool players must play for 6 consecutive defensive outs and bat at least one time
- (Senior Division Only) Pool players are to be used as substitutes and shall not start the game unless the team has less than 9 players.
- (Senior Divisions Only) If a team has 8 players, the two pool players must occupy the same spot in the batting order.



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BEFORE the TOURNAMENT

MANDATORY

DIAMOND LEADER TRAINING AND ADULT ABUSE AWARENESS TRAINING.

- All managers and coaches MUST complete the Little League Diamond Leader Training Program and the Adult Abuse Awareness Training BEFORE they will be permitted to participate in the Tournament of Champions.
- Printed and legible certificates of completion for each manager and coach must be attached to the team's pitching affidavit and present at the game site for every game.
- **Penalty:** The manager and/or coach will not be permitted to participate in the game and can not be replaced in the game by another person.



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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.
- **NEW for 2025:** Umpires will not inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules.
- **NEW for 2025:** Any jewelry worn by a player that poses harm to injury will be subject to removal (at the discretion of the umpires).
- 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. DO NOT exchange lineups with the opposing team at any time.

BEFORE THE GAME

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

LINEUP REQUIREMENTS
EXCLUDING SENIOR DIVISION

Please Print Clearly!

- Jersey number
- First and last name
- Defensive position
- List all players present in the batting order.
- 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	57	Frank Kennedy		
11				
12				
13				
14		Absent Players		
15	55	Sherman Potter		
16	67	Jamie Bevins		

COACH: _____

UMPIRE COPY

LINEUP REQUIREMENTS
SENIOR DIVISION ONLY

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: _____
HOME ☐ VISITOR ☐

DATE: _____
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		Substitutes		
13	57	Frank Kennedy		
14		Absent Players		
15	55	Sherman Potter		
16	67	Jamie Bevins		

COACH: _____

UMPIRE COPY

LINEUP REQUIREMENTS

Designated Hitter

Senior Division Baseball Only

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



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		Absent Players		
15	55	Sherman Potter		
16	67	Jamie Bevins		

COACH: _____

ONLY UMPIRE COPY

LINEUP REQUIREMENTS

DP-Flex

Senior Division Softball Only

- The Designated Player's (DP) name must be indicated on the lineup card as one of the nine hitters in the batting order.
- The name of the player for whom the DP is batting (FLEX) shall be placed in the tenth (10th) position on the lineup card in the batting order.



OFFICIAL LINE-UP

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

	#	STARTING PLAYER	POS	SUBSTITUTION
1	22	Melissa Munoz	F4	
2	12	Cheryl Sorensen	F6	
3	27	Tammy Mull	F8	
4	19	Paula Bedel	F3	
5	57	Liz Rodrigues	DP	
6	47	Samantha Jones	F5	
7	31	Phoebe Williams	F9	
8	00	Helen Kline	F7	
9	29	Amanda Buetell	F2	
10	3	Jennifer Ames	F1	
11				
12				
13				
14		Absent Players		
15	55	Susan Franklin		
16	67	Nichole Jessup		

COACH: _____

UMPYRE COPY



Little League

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DURING the GAME

DURING THE GAME

- Only team/pool 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.
- **Minor/Major 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.
- 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. (Live-ball territory)
- 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.
- Using these devices for telephone calls, text messaging or any other form of electronic communication is prohibited.

DURING THE GAME

New for 2025

- **EXCEPTION:** A manager or coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense for the purpose of calling pitches. A manager or coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a manager or coach) while on offense, and a manager or coach shall not use the device outside the dugout/bench area.

PENALTY: If, in the umpire's judgment, any player, manager, or coach uses an electronic communications device during the game, other than provided for in the exception above, the penalty is ejection from the game.



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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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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.

EJECTIONS

Penalty

Violation may result by action of District 17 in further suspension, forfeiture and or disqualification.



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PROTESTS

PROTESTS

What Can Be Protested	Who Can Protest	When Can It Be Protested
Violation/misinterpretation of a playing rule	Manager/Coach	Before the next pitch or play
Improper substitution	Manager/Coach	Before the next pitch or play
Use of an ineligible pitcher	Manager/Coach	Before either team plays their next game
Violation of Mandatory Play	Anyone	Anytime before completion of the tournament
Use of an Ineligible player	Anyone	Anytime before completion of the tournament

PROTESTS

Protest Chain of Command

- Plate Umpire
- Umpire Crew
- On-Site Tournament Director
- District Administrator



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PLAYING RULES

PLAYING RULES

Minor Division – Baseball and Softball

- 7-year-olds are not permitted to pitch.
- The continuous batting order is required.
- The 5-run per inning rule is eliminated.
- Uncaught 3rd Strike does not apply to Minor Division.

PLAYING RULES

Uniforms

Updated for 2025

Baseball – Neoprene sleeves, if worn by a pitcher, are no longer required to be covered up. Must be a solid color. Shall not be white or gray.

Undershirt sleeves, if exposed, must be a solid color. Shall not be white or gray.

Softball – Pitcher may wear a compression sleeve on the pitching arm. Must be a solid color. Can not be the same color as the ball. Items worn on the non-pitching arm (play calling wrist band) must also be a solid color.

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 LittleLeague.Org – <https://www.littleleague.org/playing-rules/modifying-helmets-with-additional-attachments/> 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

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.
- 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.
- Minor/Major: 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.

Minor/Major

Max 33” Length

USA Baseball Logo

BBCOR

Intermediate/Junior

Max 34” Length

USA Baseball Logo or

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

Minor/Major

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 (Senior Division Only)

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

Courtesy Runner

Teams may utilize a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs.

- The same courtesy runner may not run for both the pitcher and catcher at any time during the game.
- The Courtesy Runner must be the player who the last (2nd) out of the half inning was recorded against.

PLAYING RULES

Courtesy Runner (continued)

- If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases.
- EXAMPLE: With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.

PLAYING RULES

Intentional Walk

- A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game.
- 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 for rostered players.
- Pool Players must bat at least 1 time and play defense for 6 consecutive defensive outs. **Penalty:** Removal of the team's manager for the remainder of the tournament.

Minor, Major, Intermediate & Junior Divisions

- All Tournament Teams must adopt a policy of a continuous batting order that will include all players present, to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order. **Penalty:** Same as Batting Out of Turn.
- Pool Players must play defense for 6 consecutive defensive outs.
Penalty: Removal of the team's manager for the remainder of the tournament.

MANDATORY PLAY

Updated for 2025

~~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~~



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SUBSTITUTIONS/RE-ENTRY

SUBSTITUTIONS/RE-ENTRY

SENIOR DIVISION ONLY

- 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

SENIOR DIVISION ONLY

- 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).
- 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.
- The Designated Hitter rule will apply. (See rule 3.03)

Tournament of Champions

DP-FLEX

SENIOR DIVISION **SOFTBALL** **ONLY**

- Please see:
 - Regular Season Rule 3.03 (Senior League)
 - Tournament Rule 3(e)



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PITCHING RULES

VISITS – BASEBALL & SOFTBALL

Offensive Visits

- 1 Per inning

Defensive Visits

- Minor Division
 - 2 per inning
 - 3 per game
- All Other Divisions
 - 1 per inning
 - 2 per game

A visit to ANY defensive player will be charged as a visit to the pitcher.

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)

- Minor/Major/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:

- Minor/Major – 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)

Minor/Major/Intermediate/Junior

- 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

Minor/Major

- One day rest is required before first TOC 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 defensively.

Junior/Senior

- Can return to pitch at anytime, but only once in the same inning as removed.
- There are no other 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.



**Little
League**

**Official District
Florida 17**

QUESTIONS