

Welcome!



District 4 Tournament Umpire Training 2025: Part 2

Reminders for the Meeting

- Please Mute your audio throughout the meeting
- We are recording this meeting
- We will have three question periods to answer questions. To ask a question:
 - Use the Chat function in the Zoom menu
 - Send your question to Don Waddell only

Purpose of Training

Prepare District 4 umpires for the post-season tournaments.

- Tournament of Champions
- International All Star Tournament
- Future Stars Tournament

Agenda

TOC Rules

All Stars Rules

Future Stars Rules

Points of Emphasis

Questions?



Tournament of Champions Playing Rules and Conditions

Tournament of Champions (TOC)



TOC games, except when noted in District 4 Interleague Rules and here, are played under Little League Official Playing Rules and Regulations

No local rules or manager agreements are allowed in TOC

Ground rules for fields do apply, and must be reviewed in the plate meeting

TOC Baseball and Softball

Baseball TOC Includes:

- AA Division
- AAA Division
- Major Division
- Intermediate (50/70) Division
- Junior Division

Softball TOC Includes:

- Minor Division
- Major Division
- Senior Division

TOC Baseball and Softball Playing Rules

CALIFORNIA DISTRICT 4 LITTLE LEAGUE



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WELCOME TO HOWARD J. LAMADE STADIUM

LEAGUES OF CALIFORNIA DISTRICT 4

Alameda Albany Clayton Valley Concord American

East County Lafayette Martinez North/South Oakland

Pinole Hercules Pittsburg Richmond Walnut Creek

[Click on a league for more information](#)

DISTRICT 4 NEWS

The next District meeting is April 16 at 8:00 PM
This is a Zoom meeting.

[2024 District Calenda](#)

PUT THIS on YOUR CALENDAR!

<http://www.californiadistrict4littleleague.org>

TOC Baseball Small Diamond Playing Rules



CALIFORNIA DISTRICT 4 LITTLE LEAGUE

LITTLE LEAGUE BASEBALL



Little League Baseball ADA
Liz Berg
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- Minor AAA Contact List
- Minor AA & A Contact List

2025 Schedules

- Major LL Schedule
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Interleague Baseball Rules

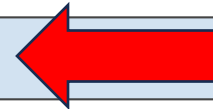
- 2025 Interleague Rules

Field Locations

- D4 Fields

Forms

- California D4 Pitching Log
- Pitch Count Record



TOC Baseball Big Diamond Playing Rules



CALIFORNIA DISTRICT 4 LITTLE LEAGUE

TEENAGE BASEBALL



Little League Teenage Baseball ADA
Grayson Lawrence
GraysonWL@outlook.com

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Teenage Baseball Rules

- [2025 Interleague Rules](#)
- [2025 Teenage Baseball Records & Rules Clinic](#)
- [2025 Teenage Baseball PowerPoint Presentation](#)

Teenage Baseball Field Locations

- [D4 Fields](#)
- [D53 American Canyon](#)
- [D53 Cordelia TriValley - 50/70](#)

Forms

- [California D4 Pitching Log](#)
- [Pitch Count Record](#)



TOC Softball Playing Rules



CALIFORNIA DISTRICT 4 LITTLE LEAGUE

SOFTBALL



Softball ADA
Phil Raines
praines22@yahoo.com

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The following rules (UNLESS noted by an exception) apply to all of TOC, both baseball and softball, and all divisions of play

TOC Number of Adult Coaches and Players

Number of Adult Coaches:

May have up to three adults (manager and two coaches)

Number of Players:

A game may begin and/or continue with a team of eight or more players

TOC Foot in Box and Third Strike Not Caught

Foot in Batter's Box:

All Baseball and Softball Divisions EXCEPT Minor Softball

Batter must keep at least one foot partially in the batter's box during the at-bat. All penalties will be enforced

Remember: catcher must catch the pitch, pitcher must stay near mound or within the circle, and batter can't swing for this to be called

Third Strike Not Caught:

Majors and Above in Both Softball and Baseball

The batter becomes a runner if the third strike is not caught in flight with 1B open or two outs.

TOC Courtesy Runner and Special Pinch Runner



Courtesy Runner:

All Baseball and Softball Divisions EXCEPT Minor Softball

Courtesy runner IS allowed

Special Pinch Runner:

Senior Softball ONLY

Not more than once per inning.

Stealing of Signs:

Intermediate and Junior Baseball, and Major and Senior Softball

The stealing of signs is considered unsportsmanlike behavior. If an umpire suspects the stealing of signs by a manager, coach, or player, that person will be warned. If it happens again, that person shall be ejected.

TOC Batting Order

Batting Order:

Baseball:

Continuous Batting Order

Softball:

Minors and Majors: Continuous Batting Order

Seniors: Bat-Nine.

Mandatory Play ALL Levels:

For the purpose of satisfying the requirements of Mandatory Play, a player must bat once and play six defensive outs

Minor Baseball and All Levels of Softball

Half-innings limited to five runs (except unlimited 6th and subsequent innings, or 7th and subsequent innings for Senior Softball). A five-run inning is the equivalent of three defensive outs.

Senior Softball and Intermediate and Junior Baseball

A team with a roster of fifteen or more players, with at least 15 eligible to play in that game, may have a mandatory play of one at-bat and three defensive outs

Mandatory Play:

All Divisions of Baseball and Softball EXCEPT Senior Softball:

A player who reaches base for the first time at bat may be replaced by a courtesy runner.

Senior Softball:

When batting for the first time, a player reaching base may not have a pinch runner, special pinch runner, or courtesy runner used for him/her

TOC Substitutions – Continuous Batting Order

Substitutions:

Continuous Batting Order:

Defensive substitutions may be made freely

Players still must play six defensive outs at some point in the game

This will be tracked by manager and scorekeeper and is NOT an umpire responsibility

Substitutions: Senior Softball Only

Any player who has been removed for a substitute may re-enter the game, but only in the SAME position in the batting order

A substitute entering the game for the first time may not be removed until meeting mandatory play.

Once starter and substitute(s) meet mandatory play, there are free substitutions between those players

TOC Ending the Game - Run Rules

Run Rules:

Minor and Major Baseball and Softball Divisions:

Game ends when team is ahead by:

15 runs after 3 innings (2.5 innings if home leading), or
10 runs after 4 innings (3.5 innings if home team leading), or
8 runs after 5 innings (4.5 innings if home team is leading)

TOC Ending the Game - Run Rules

Run Rules:

Intermediate and Junior Baseball and Senior Softball Divisions

Game ends when team is ahead by:

15 runs after 4 innings (3.5 innings if home team leading), or
10 runs after 5 innings (4.5 innings if home team leading), or
8 runs after 6 innings (5.5 innings if home team leading)

TOC Ending the Game – Time Limits

Time Limits:

All Softball and Baseball Divisions:

NO time limits

This is different from District 4 Interleague Rules

TOC Ending the Game – Suspended Games

Ending the Game:

Any game in which a winner cannot be determined shall be resumed at the point of suspension.

NOTE: A regulation Minor Softball game is 2 innings.

Regulation games called for darkness, weather, or curfew are complete if a winner can be determined.

If a regulation game is ended in an incomplete inning, the score will revert back to the last completed inning, PROVIDED the visiting team scores one or more runs to tie or go ahead AND the home team does not tie the score or take the lead during the incomplete inning

TOC Protests:

Protestable situations:

- Awarding of bases
- Rules interpretation
- Mandatory Play violation
- Ineligible pitcher or player

Non-protestable situations:

- Umpire's judgement
- Equipment
- Ejection
- Protest occurs AFTER next pitch or play

These non-protestable situations may NOT be protested

TOC Protest Procedure:

Must be made in accordance with rule 4.19.

Made before pitch, play, or attempted play.

Play stops until protest resolved. No play under protest.

All umpires confer, make ruling. If manager does not agree, may continue protest. Even if it is non-protestable, umpires must allow the protest

Umpire crew chief will report conditions of protest to TD.

TOC Protest Procedure:

TD will then contact Grayson Lawrence (925-260-6050) to render a decision.

If he does not answer, the TD shall call Don Waddell (925-788-6346).

Their decision is final and no further appeals may be made.

Grounds for Forfeit in TOC:

Violation of any one of the following:

- Mandatory Play after a completed game
- Substitution
- Pitch count (baseball)
- Ineligible pitcher
- Illegal player

Forfeits: ONLY District 4 DA Ted Boet may forfeit a TOC game.

TOC Baseball – Specific Rules



The following rules apply ONLY to baseball

Baseballs:

RS baseballs

For 60' diamond, baseballs should be marked "Little League"

For 70' and 90' diamonds, baseballs should be marked "Senior Little League"

If these baseballs are not available, use the baseballs provided

The following TOC rules are the same as regular season rule book rules:

Maximum number of pitches in a day

Days of rest required

Catcher-to-pitcher, pitcher-to-catcher, and catcher-to-pitcher-to-catcher limitations

Pitching thresholds

Consecutive days pitching

Re-entry of Pitchers

TOC Baseball – Pitching

If a team cannot produce an up-to-date pitching record with signatures (this is Tournament Director's responsibility to check and discover), then:

Each pitcher on that team is limited to 20 pitches. There is no threshold. 20 means 20.

TOC Softball – Specific Rules

The following rules apply ONLY to softball

Disengaging from Base:

When the pitcher has the ball in the pitching circle and a runner is on a base, that runner may not legally disengage from the base until:

Minor Division: the ball reaches the batter or is struck

Major and Senior Division: The pitcher releases the ball during the pitch

Softballs and pitching distance:

Minors	11'	35'
Majors	12'	40'
Seniors	12'	43'

Minor Division:

Maximum three innings pitched per game
No rest required between games

Major Division:

Maximum of twelve innings pitched per game and day
One day rest required if more than six innings pitched in a day
No limit of innings pitched per week
If fewer than five innings pitched in a game, may pitch up to
twelve innings in next game (limit twelve total in a day)
If five or more innings pitched in a game, may only pitch up to
four innings in next game, no matter the number of days
between games

Senior Division:

Maximum of twelve innings pitched per game

No days or rest required

No limit of innings pitched per week

If fewer than six innings pitched in a game, may pitch up to
twelve innings in next game

If six or more innings pitched in a game, may only pitch up to
five innings in next game, no matter the number of days
between games

If a team cannot produce an up-to-date pitching record with signatures (this is Tournament Director's responsibility to check and discover), then:

Each pitcher on that team is limited to one inning pitching. A single pitch is considered equivalent to an inning.

This is different than Interleague Rules, which allowed for three innings per pitcher.

Questions



?? Questions ??

Ask Don Waddell in the Chat



All Star Tournament Rules

All Star Tournaments

All Star Tournaments, except when noted in the Tournament Rules and Guidelines, are played under Little League Official Playing Rules and Regulations

No local or interleague rules, or manager agreements, are allowed in the All Star Tournaments

Ground rules for fields do apply, and must be reviewed in the plate meeting

Rules for ALL of the All Star Tournaments

The following rules, UNLESS noted by an exception, apply to all of the All Star Tournaments, both baseball and softball, and all divisions of play.

For details on these rules refer to the Tournament Playing Rules, which is in the back of the Rule Book.

All Star Baseball Tournaments

Baseball Tournaments Include:

8-to-10-Year-Old Division

9- to-11-Year-Old Division

Little League Baseball (10-to-12-Year-Old Division)

Intermediate (50/70) Division

Junior League

Senior League

All Star Softball Tournaments



Softball Tournaments Include:

8-to-10-Year-Old Division

9-to-11-Year-Old Division

Little League Softball (10-to-12-Year-Old Division)

Junior League

Senior League

AS Number of Coaches and Players

Number of Coaches:

A team may have a manager and up to two coaches, no matter the number of players on the team

Number of Players:

A game may not begin or continue with a team of fewer than nine players

AS Baseballs and Softballs

Baseball:

RS-T baseballs only – this is a requirement

For 60' diamond, baseballs should be marked “Little League”

For 70' and 90' diamonds, baseballs should be marked “Senior Little League”

Play with what baseballs are provided

Softball:

8-to-10-Year-Old Division: 11”

All Other Divisions: 12”

Use of an Illegal Bat: Refer to Rule 1.10 for bat standards

If a player steps into the batter's box with an illegal bat, AND it is discovered before the following batter steps into the batter's box, then:

- The player is out, unless the defensive manager elects to accept the outcome of the play

- The player AND manager are both ejected

- The team loses one adult base coach position for the remainder of game

- The illegal bat is always removed from the game

AS Batting Order for Junior Division and Below



ALL Divisions EXCEPT Seniors
Continuous Batting Order

AS Mandatory Play with Continuous Batting Order



Mandatory Play with Continuous Batting Order: Juniors and Below

All rostered players in uniform at the start of the game will be in the batting order

There are NO defensive mandatory play requirements

Players may be entered or re-entered defensively anytime during the game

Umpires do NOT track defensive substitutions

An improper batter will be considered as batting out of turn

AS Mandatory Play with Continuous Batting Order

Mandatory Play with Continuous Batting Order: Juniors and Below

A late-arriving player, if the manager chooses, will be added to the end of the batting order

A player who must leave the game will have place in batting order skipped over with no out recorded. The player may return and will go back into original batting order spot

A player unable to complete a plate appearance due to ejection, injury, or illness will have next player in batting order take his/her spot and assume the existing count

AS Mandatory Play with Continuous Batting Order

Mandatory Play with Continuous Batting Order: Juniors and Below

A batter who reaches base and is unable to run the bases due to injury, illness, or ejection will be replaced by the player who made the last out or, if eligible, a courtesy runner

A batter reaching base for the first time in the game is NOT required to run the bases. A courtesy runner can be used in this instance if eligible

Senior Division:

NO mandatory play

Bat nine

Designated Hitter position is allowed in Baseball

DP/Flex is allowed in Softball

AS Senior Divisions Substitutions

Substitutions (Seniors Only):

A starter removed for a substitute may re-enter the game ONCE, but ONLY in the same batting order spot

A substitute (non-starter) removed from the game may not re-enter the game

AS Ending the Game - Run Rules

Run Rules:

Little League Baseball and Softball (10-to-12 Year Olds) and Below:

Game ends when team is ahead by:

15 runs after 3 innings (2.5 innings if home leading), or
10 runs after 4 innings (3.5 innings if home team is leading)

Intermediate, Junior, and Senior Baseball, and Junior and Senior Softball

Game ends when team is ahead by:

15 runs after 4 innings (3.5 innings if home leading), or
10 runs after 5 innings (4.5 innings if home team is leading)

The regular season 8-run rule is NOT used in All Stars

AS Ending the Game – Time Limits and Curfews

Time Limits:

There are NO time limits

Curfews:

Little League Division and Below: No new inning after 12:00am

Intermediate and Juniors: No new inning after 12:30am

Seniors: No new inning after 1:00am

AS Ending the Game – Suspended Games

Ending the Game:

Any game in which a winner cannot be determined shall be resumed at the point of suspension.

Regulation games called for darkness, weather, or curfew are complete if a winner can be determined.

If, in a regulation game, the visiting team ties or takes the lead in the top half of the inning and the home team cannot complete its half of the inning or take the lead, the game is suspended and resumed at the point of suspension. The game does NOT revert back to the previous inning

AS Ending the Game – Tie Games

Tie Games:

If a game is tied, at the start of the 7th inning in Little League (10-to-12-Year Olds) and below (8th inning in Intermediate, Juniors, and Seniors), and any subsequent innings, the batter scheduled to bat last that inning will be placed on second base to start the inning

Eligible substitutes and Special Pinch Runners are allowed for Senior Division

AS Foot in Box and Third Strike Not Caught

Foot in Batter's Box:

ALL Divisions

Batter must keep at least one foot partially in the batter's box during the at-bat, unless one of several exceptions in TR 3(a) are met. All penalties will be enforced

Third Strike Not Caught:

ALL Divisions Except 8-to-10-Year Olds

The batter becomes a runner if the third strike is not caught in flight with 1B open or two outs.

AS Courtesy Runner and Special Pinch Runner

Courtesy Runner:

Junior Divisions and Below ONLY

A courtesy runner is allowed for the pitcher and/or catcher of record when there are two outs. The Courtesy Runner must be the player who made the last out.

Special Pinch Runner:

Senior Divisions ONLY

Allowed twice in a game.

Stealing of Signs:

The stealing of signs is considered unsportsmanlike behavior. If an umpire suspects the stealing of signs by a manager, coach, or player, that person will be warned. If it happens again, that person shall be ejected.

Protests:

Protestable situations:

- Awarding of bases
- Rules interpretation
- MPR violation
- Ineligible pitcher or player

Non-protestable situations:

- Umpire's judgement
- Equipment
- Ejection
- Protest occurs AFTER next pitch or play

Protests:

All play stops during a protest, and play only resumes when protest is resolved. Games CANNOT be played under protest

Even if the protest is over an umpire's judgement, the protest MUST be allowed to continue. The UIC does NOT decide what is or is not protestable

Protests:

When a formal, verbal protest is made by a manager to the UIC:

Umpires conference and render decision. UIC announces decision to manager

If unresolved, UIC consults with TD to contact DA

If unresolved, the TD or DA will call West Region Headquarters

If unresolved, the protest goes to the Tournament Committee in Williamsport for a final decision

Baseball – Specific Pitching Rules

The following rules apply ONLY to baseball

Baseball – Specific Pitching Rules

The following All Star rules are the same as regular season rules:

Maximum number of pitches in a day

Days of rest required

Catcher-to-pitcher, pitcher-to-catcher, and catcher-to-pitcher-to-catcher limitations

Pitching thresholds

Consecutive days pitching

Pitcher re-entry rules (Senior Baseball: the pitcher must not be substituted for in order to remain eligible to pitch again that game)

Softball – Specific Pitching Rules

The following rules apply ONLY to softball

Softball – Pitching Distances

Pitching Distances:

8-to-10-Year Olds:	35'
9- to-11-Year Olds:	40'
11- to-12-Year Olds:	40
Juniors and Seniors:	43'

Little League Softball (10-to-12-Year Olds) and Below:

Calendar Days of Rest

1-6 innings: 0

7 innings or more: 1

Maximum Innings Pitched Per Day: 12

A player removed as pitcher, and either remaining in the game defensively or sitting on the bench on defense, may return as a pitcher anytime in the game, but only once in the same inning as was removed

Junior and Senior Softball: **There are NO pitching restrictions**

Juniors:

A player removed as pitcher, and either remaining in the game defensively or sitting on the bench on defense, may return as a pitcher anytime in the game, but only once in the same inning as was removed

Seniors:

A pitcher withdrawn from the game, defensively OR offensively, may return as pitcher once per inning, providing it does not violate visits, mandatory play, or substitution rules

Softball – Circle Violation with Pitch

When the pitcher has the ball in the pitching circle and a runner is on a base, that runner may not legally disengage from the base until:

8-to-10-Year-Old Division: the ball reaches the batter or is struck

All Other Divisions: The pitcher releases the ball during the pitch

Future Stars Tournament Rules



Future Stars is an extension of the All Stars



Future Stars Tournament games are played using the All Star Tournament rules

- 9U Future Stars played using 8-10 Baseball All Star rules
- 11U Future Stars played using 9-11 Baseball All Star rules

Exceptions:

- Coaches and Managers are allowed to warm up pitchers before and during the game.
- Protests will be the same as in TOC.

Questions



?? Questions ??

Ask Don Waddell in the Chat

Points of Emphasis for TOC and All Star Umpires



Points of emphasis that are expected to be enforced

Points of Emphasis for TOC and All Star Umpires



The following are points of emphasis for umpires in TOC and All Stars. They apply to both TOC and All Stars, baseball and softball, and ALL divisions of play unless otherwise noted

Breakaway Bases

It is mandatory that all Little League games be played with breakaway bases.

Prior to the game, check to make sure bases are breakaways.

If bases are NOT breakaways, they must be replaced. If they are not replaced DO NOT UMPIRE THE GAME UNDER ANY CIRCUMSTANCES.

Managers, Coaches, and Players - Pregame

Prior to the game:

Only the manager and up to two coaches are allowed on the field. Have TD remove extra coaches immediately

Coaches may warm up pitchers anytime, anywhere; no protective equipment required. (TOC Only and Future Stars)

Coaches may NOT warm up pitchers and may NOT catch (All Stars Only)

Managers, Coaches, and Players - Pregame



Prior to the game:

Players with, or near, bats **MUST** wear batting helmets in warm-ups

A catcher fielding infield/outfield practice near a coach with a bat **MUST** wear a catcher's helmet with dangling throat guard

Player warming up a pitcher **Must** have catcher's helmet with dangling throat guard

Managers, Coaches and Players – During the Game



During the game:

Only manager and up to two coaches are allowed

One Adult **MUST** be in dugout at all times there are players in the dugout (including when the manager comes out to substitute players or question a call while on offense)

TOC and Future Stars: Coaches may warm up a pitcher

All Stars: Coaches may NOT warm up a pitcher NOR catch

Defensive coaches and managers must be inside the dugout (no standing or sitting on buckets outside the dugout) during play

During the game:

Coaches must remain in dugout between innings and may only take base coaching positions after catcher throws down after final pitch of warm ups

If field has gates on dugouts, they must remain closed during play

Players cannot handle bats in the dugout

Managers, Coaches and Players – During the Game



During the Game:

Managers, coaches, and players shall NOT converse with fans or parents

Parents, fans, or extra coaches not in dugout may not relay information to managers and coaches

If a team has a scorebook kept outside the dugout, there may be NO communication between that scorekeeper and the dugout. Umpires will NOT relay any information to that scorekeeper

If teams are violating these rules on communication with those outside the dugout, remind the manager; if it continues, notify the TD

Managers, Coaches and Players – During the Game



During the Game:

Have pitcher and catcher ready for warm-up pitches between innings.

If catcher is putting on gear, have another player with a catcher's mask warm up the pitcher (or a coach in TOC and Future Stars). Both plate and base umpire MUST encourage this.

When the third out is made, the goal is to begin the next half of the inning (pitching to a batter) in one minute; Rule 8.03 stipulates pitcher allowed no more than 8 pitches, taking no longer than 1 minute. Returning pitchers allow no more than 5.

Remember: it is the pitcher who deserves warm-up pitches; NOT the catcher

Managers, Coaches and Players – During the Game



Between Innings:

10-12s and Below: First batter only out of the dugout between innings.

Intermediate, Juniors and Seniors: First two batters allowed out of dugout between innings.

During Game:

Do not let the base coach pick up discarded bats to return to the dugout. Tell the Manager to have a player with helmet retrieve bats.

If a ball returns to the field, call time while it is being returned.

Electronic Communication

Cell Phones:

No cell phones or electronic devices are allowed on the field, even for scorekeeping purposes

Scorekeeping applications on phones or tablets are allowed in the dugout

Accessing the Little League Rule Book app on a phone is allowed

No manager, coach, or player may use a phone to communicate.

EXCEPTION: first responder related to work

Penalty: Ejection (Please, first warn. Make a distinction between checking time on phone, etc. and communicating)

Equipment

Prior to game, umpires do NOT inspect equipment.

STILL, keep an eye out for possible illegal or improper equipment.

Remember that improper equipment (thumb guard, bat choke-up assist, no dangling throat guard on catcher's helmet, generic C-flap, etc.) is NOT ILLEGAL equipment. They should be removed from the game, but there will be NO ejections for using them.

Ejections are reserved for illegal bats only. If an illegal bat is used, YOU MUST EJECT THE PLAYER AND MANAGER; no exceptions.

Remove any equipment that is defective, improper, or illegal and give to the Tournament Director

During the game, keep an eye out for improper and illegal equipment:

Bats:

- Defective bats (cracks, dents, etc.)

- Improper bats: choke-up assists, thumb guards

- Illegal bats (sticky substances (includes dried pine tar), length and diameter, proper logo)

Batting Helmets:

- NOCSAE logo

- Cracks, missing or torn padding, and loose or missing screws on faceguards

- C-flap cheek guards are same manufacturer as helmet and no new holes drilled in helmet

Catcher's Helmets:

NOCSAE logo

Cracks

Missing or torn padding

All screws are in place and secure for faceguard

Dangling throat guard

Other protective equipment: no missing straps/buckles

Bat Length and Logo:

Baseball:

Little League Division and Below: USABat and up to 2 5/8" and 33"

Intermediate and Juniors: USABat or BBCOR and up to 2 5/8" and 34"

Seniors: BBCOR (drop -3) and up to 2 5/8" and 36"

Softball:

All bats must be softball bat, BPF 1.20, and 2 1/4"

Little League Division and Below: up to 33"

Juniors and Seniors: up to 34"

Substitutions and Lineup Changes

Lineup Changes:

CBO Juniors and Below:

Only track pitching and catching changes for baseball,
and pitching changes for softball.

Substitutions and Lineup Changes

Lineup Changes:

Bat-9 Senior Baseball and Softball Only:

Track pitching and catching changes for baseball, and pitcher changes for softball.

Offensive changes can only be made when player is coming up to bat or entering as a runner

Defensive changes made when player is entering the field on defense

Unannounced substitutes are legal; they can occur if manager does not inform plate umpire of changes

Keep Accurate Records on Lineup Card

Umpires **MUST** be good record keepers!

- ✓ *Keep track of all pitching changes*
- ✓ *Keep track of all catcher changes in baseball*
- ✓ *Keep track of all substitutions in Senior Baseball and Softball*
- ✓ *Keep track of all Special Pinch Runners in Senior Baseball and Softball, and all courtesy runners in other divisions*
- ✓ *Keep track of all offensive time outs and defensive visits*

Keep Accurate Records on Lineup Cards

Keep track of pitchers removed from mound or circle and whether they sit on the bench in Intermediate and Junior Baseball.

In those divisions, pitchers leaving the mound may return as pitchers, but NOT if they have been removed defensively and have sat on the bench

Umpires and Mandatory Play

TOC Only (Continuous Batting Order divisions only):

Defensive mandatory play will be recorded by the scorekeeper on a special tracking sheet.

Managers are instructed to bring to scorekeeper all players who sit defensively each half-inning until all defensive mandatory play requirements have been met.

Umpires do NOT manage MPR.

California District 4 Tournament of Champions Continuous Batting Order Mandatory Play Tracking

Mandatory Play Requirements:

1. Each player must complete one time at bat. This is met by entering the batter's box with no count, and completing the at bat by being retired; or if becomes a runner, by being put out on the bases, scores, or the inning ends. During the first plate appearance, the player may not be removed until they complete the at bat.
2. Each player must play 6 defensive outs. A defensive out consists of being on the field on defense when 6 outs are made, or the inning ends after 5 runs are scored.

Mandatory Play Tracking: Each inning the scorekeeper will note which players are not on the field on defense by marking in the table below. This will serve as the basis for determining who has played on defense that inning.

Game Location (Field):

Date/Time:

☐ VISITING TEAM:

HOME TEAM:

		Innings "Sat Out"									
	Player	#	1	2	3	4	5	6	7	8	9
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

			Innings "Sat Out"								
	Player	#	1	2	3	4	5	6	7	8	9
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											

Revised for 2024 Tournaments

Working with Managers and Coaches

Managers, coaches and umpires have equal roles but different duties during a game. Respect their role but expect respect for your role in return.

Address the manager by their first name and let them know your name. Don't shout at managers and coaches, and don't let them shout at you. *Respect each other.*

Be approachable and responsive to Managers if they have a question. If they want to talk, ask them politely *"What is your question?"* Except for pleasantries, we only speak to managers, not coaches.

Don't look for problems! Deal with only those that impact the game, are direct violations of the rules, or are safety issues.

Working with Managers and Coaches

Don't coach players during the game. Quietly tell the manager about significant issues between innings.

Ejecting a game participant should be the exception and a last resort, not a tool you use to manage the game. *A team missing a player or an adult has lost a chance at learning.*

Remember, its just a game between two teams of children! *Have fun!*

What to do if the game is disrupted by unruly or unsafe spectators?

- yelling at umpires or teams
- threatening violence against umpires
- language used that is inconsistent with Little League standards
- alcohol, tobacco or drug use

The Umpire's job is to handle what goes on "inside the fence"; the Tournament Director (TD) deals with activities "outside the fence."

- if during the game, let scorekeeper know you need the TD
- keep game moving so players have flow of the game
- NEVER engage spectators and NEVER tell manager to control his/her spectators

If events escalate, and you feel that game should not continue for the safety of game participants, use Rule 9.01(g)

- suspend the game; you may NOT forfeit a game
- order both teams to their dugouts
- advise both managers why game is being suspended
- let the TD handle the spectator issue
- do not re-start the game until situation is under control

Questions



?? Questions ??

Ask Don Waddell in the Chat

Final thoughts



Have fun!

**Thank you for all you do for Little League and for
our youth and communities!
You are greatly appreciated!**