MICHAEL S INGER
DISTRICT ADMINISTRATOR
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516.448.2203

GAME DAY PROCEDURES

1. **Arrival Time**
   Teams must arrive at the field **60 minutes** prior to the scheduled start of the game. If either team fails to arrive on time, the Tournament Director should attempt to contact the team manager and notify the District Administrator at **516-448-2203**. Tournament Directors will have team contact information provided by the District Administrator.

2. **Late Arrival Protocol**
   If a team has not arrived by **45 minutes** before game time, the Tournament Director must notify the District Administrator at **516-448-2203**. If the team has still not arrived by 30 minutes before game time, call the **Eastern Region Protest Line** at 860-516-8300 and follow their instructions. Only the Tournament Committee has the authority to declare a forfeit.

3. **Coin Toss Procedure**
   The Tournament Director will conduct a coin toss to determine the home team. The team that has traveled the furthest will call the toss and choose to be either home or away. The home team will occupy the **first base dugout**, and the away team will occupy the **third base dugout**. The coin toss may be conducted earlier, once both teams are known, provided a coach from each team is present.

4. **Lineup and Affidavit Submission**
   Managers must provide the Tournament Director/Scorekeeper with their **Affidavit** and **Lineup Card** *(a printout from GameChanger is an acceptable substitution)* at the coin toss. The lineup must include each player's **first and last name** *(this should match the Affidavit)***, jersey number, and starting position**. If not ready at the coin toss, it must be submitted at least **15 minutes** before game time. In baseball, pitch counts will be verified with both teams every half inning, at each pitching change, and at the end of the game.

5. **Ground Rules & Lineup Distribution**
   A copy of the lineup must also be given to the **home plate umpire** and **opposing manager** during the ground rules discussion, at least **10 minutes** before the game. It is the manager's responsibility to inspect and confirm with the umpires that all equipment is proper and legal according to Little League rules.

6. **Dugout Personnel & Players**
   Per Rule 3.17, "Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. **No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout**." The official scorebook must be maintained by either the manager or one of the coaches in the dugout. Injured players may remain in the dugout if wearing their team jersey and appropriate pants or shorts (not necessarily uniform pants).

7. **Player Uniforms**
   All players must be in full uniform. Per Rule 1.11 (b) and (d), uniforms may be "hand-me-down" and "no players shall attach to a uniform tape or other material of a different color than the uniform"

8. **Manager/Coach Dress Code**

   - **Shirts**: Collared shirts or team jerseys (tucked in) of the same style and color.
   - **Pants/Shorts**: Solid-colored Dockers-style pants/slacks or hemmed shorts. **No sweatpants or workout gear**.

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9. **Field Requirements**
   Fields must be enclosed with an outfield fence. The standard distance is **200 feet** from home plate. Fences must be no less than **180 feet** and no more than **225 feet**. Portable fences should not exceed **200 feet**. The Tournament Director or assistant will assess field conditions before the game.

10. **Field Use for Practice**
    Teams may not practice or warm up on a field designated for a Williamsport game that day. If available; starting at 45 minutes before the start of the game both teams may loosen their arms in the outfield only; teams may then practice using both the infield and outfield for **10 minutes each**: the **Home team** starting **35 minutes** before game time, and the **Away team** starting **25 minutes** before. If the field is in use for another game, no practice will be allowed. Batting cages, if available, are on a first come first serve basis.

11. **Pitcher Warm-Up Rules**
    Pitchers must be warmed up by a player in full catcher's gear. Adults may not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may stand by to observe a pitcher during warm-up in the bullpen. Baseball – Tournament Rule 3(f) • Softball – Tournament Rule 3(g).

12. **Catchers Equipment**
    Per the Tournament Organization section of the rulebook, under Playing Equipment "**Catchers must wear a mask with (NOCSAE) approved catchers helmet (skull cap type are not acceptable) and "dangling" type throat guard during practice, infield/outfield, pitcher warm-up, and games. All catchers must wear approved chest protector and shin guards.**"

13. **Batting Order**
    A **universal batting order** is required for Little League Major Division (Baseball and Softball) and below.

14. **On-Deck Batter Rule**
    The **on-deck position is not permitted** in Little League Major Division and below. Fenced-in areas may not be used for this purpose (see Rule 1.08).

15. **Rule Disputes**
    Any rule or procedural questions during the game must first be addressed by the umpire. If unresolved, escalate to the Tournament Director. If still unresolved, the Director must contact the District Administrator and the Eastern Region Protest Line. The Eastern Region staff will contact the Tournament Committee, whose decision is final.

16. **Pitching Records**
    The Tournament Director/Scorekeeper must be notified of all pitching changes and must record pitch counts (baseball) or innings pitched (softball). One pitch constitutes an inning pitched.

17. **Run Rule**
    In Little League Major Division and below, the game may end early under the following conditions:

    - Home team leads by **15+ runs** after 2.5 innings
    - Away team leads by **15+ runs** after 3 innings
    - Home team leads by **10+ runs** after 3.5 innings

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- Away team leads by **10+ runs** after 4 innings
  The **10-run rule** also applies in the **5th inning**.

18. **Spectator Restrictions**
    Spectators are **not permitted behind the backstop or behind the dugout**.

19. **Recording and Livestreaming**
    Recording and livestreaming are allowed for **spectator enjoyment only**. Video footage **cannot be used for protests**. Teams insisting on using such footage will lose the privilege to record or livestream for the remainder of the game and future games.