



**District 32
Post Season Umpire Meeting
5/31/22**

Post Season Blue:

District UICs:

Dave Gillingham (619)-992-5318 dave@coronado-realty.com
Mark Smith (858) 735-0796 emarksmi@san.rr.com

Important Safety Rules that Must be Enforced

- 1) Shaggers all need catcher's helmets on
- 2) Catcher's helmets MUST have the dangle properly positioned and secured
- 3) Any player swinging a bat MUST have a batting helmet on
- 4) ONE on deck batter ONLY
- 5) Players must stay in the dugout with gates closed as much as possible
- 6) No Jewelry
- 7) No adult warm-ups for any player.

Post Season Considerations:

- 1) There are no "Local" Rules
- 2) There are Ground Rules for each field – review before the game
- 3) Please review Tournament rules - attached
- 4) Please ensure your contact info is available in Assignr.
- 5) The Tournament Coordinator (TC) is an experienced staff member who will assist the scorekeeper, managers and umpires with efficiently running the game. The TC is also the conduit to the District Administrator who is the initial authority for protests. The next step is Western Region and then Williamsport.

Prior to game day:

- 1) Please ensure you have at least a Navy shirt and greyish trousers.
- 2) Know the field locations – see the D32 Facebook page
- 3) Ensure you have a functioning indicator.
- 4) Let Dave know if you don't have a D32 hat.
- 5) Plate umpire advise field umpire(s) of jersey and undershirt color a day or two in advance. Default is Navy over red.
- 6) PLEASE ALERT DAVE ASAP IF A CONFLICT ARISES

Game Day:

- 1) Please arrive at the field at least 40 min before the game
- 2) Check in right away with the Tournament Coordinator at the field
- 3) Check bats, helmets and catcher's gear
 - a. USA bats or BBCOR (for IM and up)
 - i. Smooth, no significant dents and no cracks
 - b. NO STICKERS ON HELMETS that were not factory applied
 - c. Catcher mask has all screws and a properly secured dangle.

- 4) Check the field for gopher holes or other possible hazards
- 5) Check the fence for gaps
- 6) Review the Ground Rules for that field
- 7) Review mechanics/coverage with your crew
 - a. Fair/foul coverage
 - b. Catch/no catch responsibility
 - c. Tag-ups/touches
 - d. Fly balls to the outfield
 - e. Coverage at 1st and 3rd bases
 - f. BALL IN PLAY!
 - g. Infield Fly signal
 - h. NO Catch and carry
- 8) Be prepared for introductions 15 minutes prior to game time.

Plate conference - Managers meet at plate as soon as introductions are done but about 5 min prior to gametime:

- 1) Introductions
- 2) Managers provide line ups to the plate umpire – reviewed for completeness and ineligible pitchers. Distribute as required.
- 3) Confirm all players are properly equipped and ready to play baseball
 - a. No jewelry
 - b. No food
 - c. Shirts tucked in (Dave's pet peeve)
- 4) Review Ground Rules for that field
- 5) REQUEST time out to chat with an umpire that made a call
- 6) Review Appeal procedures
- 7) Review Protest procedures (ball/strike, fair/foul, safe/out)
- 8) Affirm no courtesy Runners
 - a. Provide a warm up player for the pitcher if the catcher is not ready.
- 9) Expedite between innings – 1 minute or 8 pitches maximum!
 - a. Make line-up changes early in the between innings time
- 10) Watch Mandatory play – married players
- 11) Have a great game!

2022 Little League Baseball Tournament Rule Summary

Updated 16-May-2022

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

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



District UICs:

Dave Gillingham 619-992-5318

Mark Smith 858-735-0796

All umpires should collaborate before game day on jersey color; typically plate umpire chooses the color. The umpire's shirt colors should all match. Exception might be all have a different color; looking planned.

Plate meeting will be held after pledges and should include the following rule reminders.

Safety Rules to be enforced by the Umpires

1. All equipment must be safe to use, and Little League approved.
2. All male players **must** wear an athletic supporter. Male catchers must wear the metal, fiber or plastic cup type. Any player occupying the position of catcher must wear a mask with approved catchers' helmet (skull cap type not acceptable) and **throat guard** during practice, infield, pitcher warm-up (including pre-game) and games. Catchers must wear an approved chest protector with neck collar and shin guards.
3. All players shagging, either infield or outfield, **MUST** wear a catcher's helmet. Adults cannot wear gloves unless they are hitting infield and do not have a player shagging.
4. **MANAGERS AND COACHES SHALL NOT WARM-UP THE PITCHER AT ANY TIME.** See Rule 3.09.
5. One adult **MUST** remain in the dugout at all times; or at the end watching the dugout/players.
6. Food and/or soft drinks are **NOT** permitted in the dugouts or on the playing fields. This includes gum of all types and sunflower seeds. Water and/or Gatorade type sport drinks are permitted in the dugouts.
7. The umpire without warning may remove anyone throwing equipment or showing behavior detrimental to Little League Baseball. **Unsportsmanlike conduct will not be tolerated. No warning necessary!**
8. Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. (See Rule 3.09) Spectators must avoid approaching the dugout area, since it puts the players and coaching staff in a position to inadvertently violate the rule.

Members of the coaching staff and players are subject to **ejection**, and spectators are subject to being removed from the field if this rule is violated.

Chain of Command

If protests or disputes occur which the Umpires cannot settle or District Administrator Tournament Director through immediate and concise application of the rules, an appeal must be made through proper channels promptly to prevent a major blockage or loss of momentum.

All Stars: Revocation of tournament privileges or forfeiture of a tournament game may be decided only by the Tournament Committee in Williamsport.

Protests

PROTESTS shall be considered only when based on:

1. The violation or interpretation of a playing rule
2. The use of an ineligible pitcher
3. The use of an ineligible player

All Stars: If not resolved, it must be referred to the Regional Director. If still not resolved, it will be referred to the Tournament Committee in Williamsport. The Tournament Committee in Williamsport has the final answer.

BENCH/DUGOUT: No one except the players, manager and coach(es) shall occupy the bench or dugout during a game. Base coaches may be players, or adults. Two (2) adult base coaches are permitted at all levels. Players are required to wear a batting helmet. One adult is always required to be in the dugout . (See rule 4.05 (b))

Injury / Illness

If a player is injured or becomes ill during a game, the decision of a doctor (if present) or medical personnel will be final as to whether the player may continue in the game.

Suspended Games

Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played. **EXCEPTION:** *In the event that the first inning is not completed, the game shall be re-played from the beginning and all records, including pitching, disregarded. Incomplete (not regulation) or tie games are considered suspended games.*

Mercy Rule

RUN RULE: If at the end of three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four (4) innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of fifteen (15) or ten (10) or more runs respectively, the home team must bat in its half of the inning.

Regulation Game

Each tournament game must be played to the point of being an official game:

1. Regulation games are of four or more innings (five or more innings in **Intermediate/Junior/ Senior League**) in which one team has scored more runs than the other (three and one-half (3 1/2) if the home team is ahead or four and one-half (4 1/2) if the home team is ahead in **Intermediate/Junior/Senior League**).
2. If two games are scheduled for the same site, no "time limit" may be imposed on the first game.

Altercations / Ejections

ALTERCATIONS: Any player, manager, coach or official who is involved in a physical or verbal altercation at the game site could be suspended or removed from tournament play by the Tournament Committee.

EJECTIONS - Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). Ejections shall be noted in the tournament team's affidavit on the Team Note page. Entry should include member's name and date ejected and signed by the Tournament Director or District Administrator.

Official Little League Baseball All Star Rules

The Official Little League, Intermediate League, Junior League, and Senior League Baseball Playing Rules shall govern tournament play.

TIE GAME

When the completion of six innings [Intermediate (50-70 Division/Junior/Senior League: seven innings] and the score is tied, the following tiebreaker will be played to determine a winning team:

a. - The seventh inning [Intermediate (50-70) Division/Junior/Senior League: eighth inning] will be played as normal.

b. - Starting in the top of the eighth inning [Intermediate (50-70) Division/Junior/Senior League: ninth inning], and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

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. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.

MANDATORY PLAY

Prior to the start of play in the top of the fourth inning (Intermediate (50-70) Division/Junior League: fifth inning):

The umpire-in-chief or other individual designated by the game Tournament Director in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirement into the lineup as outlined below. A manager's failure/refusal to insert players into the line-up as outlined below shall result in immediate ejection of the manager and removal for the remainder of the International Tournament.

- **If a team has 12 or fewer players in uniform at the start of a game, and is:**

Visiting Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be **inserted prior to the first pitch or play in the bottom half of the fourth inning (Intermediate (50-70) Division/Junior League: fifth inning)** into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.

Home Team: Any player(s) who has yet to enter the game to meet the defensive requirement of mandatory play must be **inserted prior to the first pitch or play in the top half of the fifth inning (Intermediate/Junior: sixth inning)** into a position in the line-up that will ensure all requirements of mandatory play will be satisfied, absent a shortened game, including one at-bat.

- **If a team has 13 or more players in uniform at the start of a game,** players must be inserted into the line-up to bat offensively during the:

Visiting Team: fourth or fifth inning, or as one of the first three batters in the sixth inning (Intermediate/Junior: fifth or sixth inning, or as one of the first three batters in the seventh inning), that will allow their one at-bat to be satisfied.

Home Team: fourth inning or as one of the first three batters in the fifth inning (Intermediate (50-70) Division/Junior League: fifth inning or as one of the first three batters in sixth inning), that will allow their one at-bat to be satisfied.

Mandatory Play definition of an at bat: A player assumes the position of a batter with no count and one of the following occurs: he/she is retired as a batter; or he/she is retired as a batter-runner; or he/she reaches base and scores; or after he/she reaches base safely, the inning or game ends.

VISITS

9- to 11-Year-Old Division, Little League, Intermediate (50-70) Division, Junior League, and Senior League: A manager or coach may come out **once in one inning** to visit with the pitcher, but the second time out, the player must be removed as a pitcher. The manager or coach may come out twice in a game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

8- to 10-Year-Old Division: A manager or coach may come out **twice in one inning** to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

NOTE: Only one offensive time-out will be permitted each inning.

PITCHER / CATCHER

Majors and below: Pitchers once removed from the mound may not return as pitchers.

Intermediate and above: A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game.

Pitcher to Catcher: A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day.

Catcher to Pitcher: A player who has played catcher in four or more innings in a game may not then pitch on that calendar day. Play catcher for < 4 innings then throw 21 or more pitches cannot catch again that day. (31 pitches for 15/16 year-olds.)

INTENTIONAL WALKS

Majors and below: At any time a team may request an “unpitched” intentional walk. Remaining pitches are added to pitch count

Intermediate and above: Pitches must be thrown.

ON DECK BATTERS

Majors and below: Are not allowed

BATTER’S BOX

All batters must keep one foot in the batter’s box except for certain specified conditions. Penalty: Warning, then strike.

2022 District 32 All Star Tournament Locations

District Administrator: Lisa LaPage 858-945-0450
Asst. District Administrator: Ken Cicalo 619-889-9216
Asst. District Administrator: George Kalamaras 619-980-4700
Asst. District Administrator: Rich Wasilewski 858-349-2071
Asst. District Administrator: Roger Otterson 858-224-2687

8-10 year olds Tournament

Clairemont Hilltoppers Little League www.eteamz.com/hilltoppers
President: Bill Salonius 619-208-9522
District Rep: Lisa LaPage 858-945-0450
District Rep: Ken Cicalo 619-889-9216

Fields are located at: 4280 Avati Dr, San Diego, CA 92117

9-11 year olds Tournament

Point Loma Little League www.pointlomalittleleague.com
President: Allison Leitz 619-241-3184
District Rep: Roger Otterson 858-224-2687

Fields are located at 1049 Catalina Blvd, San Diego, CA 92107

Little League (Major) Tournament

Scripps Ranch Little League www.scrippsranchl.org
President: Avi Barat 619-227-6579
District Rep: George Kalamaras 619-980-4700

Fields are located at Spring Canyon Park: 11011 Scripps Poway Parkway, San Diego, CA 92131

Intermediate Tournament

Mira Mesa Little League www.miramesalittleleague.org
President: Jason Williams 775-771-1836
District Rep: Lisa LaPage 858-945-0450

Fields are located at: 8575 New Salem St, San Diego, CA 92126. Parking is on Westmore Rd

Junior League Tournament

Peninsula Little League www.peninsulall.com
President: Kathy Youngberg 858-531-3631
District Rep: Rich Wasilewski 858-349-2071

Fields are located at Bill Cleator Park: I-163 South to I-8 West to Sunset Cliffs Blvd, Go left on Sunset Cliffs Blvd, Nimitz Blvd. Take the Famosa exit, turn left. The fields are on the left right over the bridge. Bill Cleator Community Park

Senior League Tournament

Peninsula Little League www.peninsulall.com
President: Kathy Youngberg 858-531-3631
District Rep: Rich Wasilewski 858-349-2071

Fields are located at Bill Cleator Park: I-163 South to I-8 West to Sunset Cliffs Blvd, Go left on Sunset Cliffs Blvd, Nimitz Blvd. Take the Famosa exit, turn left. The fields are on the left right over the bridge. Bill Cleator Community Park

2022 District 32 Tournament of Champion Locations

District Administrator: Lisa LaPage 858-945-0450
Asst. District Administrator: Ken Cicalo 619-889-9216
Asst. District Administrator: George Kalamaras 619-980-4700
Asst. District Administrator: Rich Wasilewski 858-349-2071
Asst. District Administrator: Roger Otterson 858-224-2687

All TOC games will be played at one location

Mira Mesa Little League		www.miramesalittleleague.org
President:	Jason Williams	775-771-1836
District Rep:	Lisa LaPage	858-945-0450

8575 New Salem St (Parking is on Westmore Rd):
From I-15 – Mira Mesa Blvd West to Westonhill Dr, turn Right. First Stop sign, go left onto Westmore Rd. Fields will be on your left.

From I-805 – Mira Mesa Blvd East to Camino Ruiz, turn Left. Then right onto Westmore Rd (second light.) Fields will be on your right.