



**DISTRICT 33
Junior Thomas Tournament Rules
San Diego - 2018**

1. 2018 Regular Season Rules will be used with the following notations.
2. Regular Season Teams Only.
3. All pitching rules will be followed. Days of rest will be observed for any games played in the days prior to the start of the tournament. Pitchers may not pitch on three consecutive days.
4. Continuous batting order will be used for the whole tournament. Free substitutions will be allowed but all players must play two consecutive innings in the field. Properly completed lineups (Last Name, First Initial, Jersey # and starting positions) will be provided to the umpires at the plate meeting prior to the game. All players on team roster **MUST** be listed on the lineup card.
5. The Thomas Tournament will follow all rules stated in the current Little League Rule Book under rule 6.02 – The Batter - (c); relating to batters maintaining at least one foot in the batter’s box at all times.
6. Home and away teams will be determined by a coin flip a minimum of 45 minutes before the game conducted by the Umpire in Chief or Site Director. Home team will be in the first base dugout and visitors will occupy the third base dugout.
7. Home team will provide the official score keeper. Visiting team will provide the official pitch counter. Home team will provide the announcer if there is no volunteer to do it.
8. Both teams are responsible for grooming and preparing the field for play, as well as grooming and breaking down the field after the game. Home team to lead in set up and visitors to lead in break down. Both teams are responsible for the cleanliness of their respective dugouts.
9. Sunflower seeds will be permitted in the dugout only and only with a cup for the shells.
10. All managers must have in their possession a signed medical release for each player on the team roster, a current league safety plan and first aid kit. Umpires or Site Director will be checking for medical releases. Check district website for all items needed to participate.
11. Balls will be provided by each team so bring at least four new balls per g

12. **Regulation XIV- Field Decorum:** The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the Local League Board of Directors and/or by the District.
- Anyone who has disciplinary action pending will not be allowed to play in any game until such disciplinary action is resolved.
 - Any player, manager or coach ejected from a game will be suspended for the next game. The District may dictate further suspension.
 - Players, coaches or whole teams will be sent home if the rules are not followed.
13. **Protesting Game:** Any protest must be made prior to the next pitch, or any play or attempted play. The protest committee will consist of the DA, a district staff umpire not involved in the game and a league umpire of a team not involved in the game.
14. **Time Limits:** There will be no new inning started once the game has passed the 2 hour and 15 minute mark. Game start time will be first pitch delivered. The game needs to be a complete game, 4.5 innings if the home team is ahead and 5 innings if the visitor is ahead and it is a game with a winner and not tied.
15. **Drop Dead Rule:** A 2 ½ hour drop dead rule will also be enforced. After 2 ½ hours from the start time (See Rule 14) the game will continue until one of the following conditions occurs:
- That batter reaches base and all play concludes;
 - That batter is put or called out;
 - The third out is made to complete the half-inning.
- In the event of a tie, at the 2 ½ mark, the tie-breaker (Rule 16) procedure will be used for the next complete inning.
16. **Run Rules:** If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more respectively, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings if the home team is ahead, 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.
17. **Tied Games:** If a game is tied after 7 innings or the 2 ½ drop dead limit the tie-breaker rule will go into effect. The visitors put their last scheduled batter on second base and the batter due up in the line-up comes to bat and the inning is played out. Once there are three outs the home team then does the same thing until it either scores more than the visitors or there are three outs. This happens until the tie is broken and the game is complete.
18. **Umpires:** Umpires will be provided by teams. Home plate umpire by home team and base umpire by visitors. Umpires should bring their plate gear since position will not be determined until after coin flip.

The Championship game will be played to conclusion and the tie breaker will not be used. Championship game will not have a time limit. All other games will have the time limits enforced.

19. Concussion Protocol:

1. (a) California law requires that all coaches and administrators must complete an online concussion training *at least once* before supervising youth athletes; a certificate from a prior season is valid for this season. It takes only about 30 minutes to complete the training. Please save and carry the certificates for all of your coaches in your binder.

The online Concussion Protocol Training is at:

<https://www.cdc.gov/headsup/youthsports/training/>

2. (b) A concussion and head injury information sheet must be signed by both the athlete and a parent/guardian before the athlete initiates practice or competition. An existing form from this spring may be used if it's available. The signed sheet must be carried with the player's medical release and code of conduct form.