



## 2024 AGLL TOURNAMENT OF CHAMPIONS (TOC) ROOKIE RULES

### GUIDELINES

**COIN FLIP:** Be at the field site at least one hour prior to game time. A league official (or the umpire-in-chief for that game) will flip a coin in the presence of the two opposing managers (or their representative) to determine Home Team and dugouts. If the manager is not present and has not designated a representative, a representative will be selected by the league official.

**DUGOUTS:** The winner of the flip will choose Home or Visitors. Home team will have the first base dugout and Visitors will have the third base dugout.

**PLAYER REFRESHMENTS:** Only water/sports drinks will be permitted in the dugout during the game. Seeds, food or soda is not permitted in the dugouts. No gum chewing while on the field of play, which includes batting, running, base coaching or playing any position on the field.

**TEAM ANNOUNCEMENT:** Announcements regarding decorum during the game will be made prior to the start of the game, including:

**“During this game, I’d like to ask the parents and fans to please allow the game to stay on the field. Let’s make it a positive experience for everyone. Anyone making comments about the game in a negative way from the stands, coaching or instructing the players, yelling, or questioning an umpire’s call, will be asked to leave the facility. There is yellow caution tape surrounding the field: please remain at least two feet back from this line. Spectators *may not* communicate (verbally or electronically) with players or coaches during the game. If you need to get a drink to a player, please ask the Tournament Site Director to deliver. Again, let’s make this a positive game and let the kids have fun. Thank You!”**

**PLEDGES:** The **Pledge of Allegiance**, the **Little League Pledge** and the **Parent Pledge** shall be recited prior to each game. Each team will stand on their respective base line during these opening ceremonies.

### SPECIAL TOC RULES

**PREAMBLE:** All regular season rules are in effect unless specified otherwise below. The following rules shall prevail in the event of a conflict.

**INELIGIBLE PLAYERS:** Players cannot be borrowed from another team within the player’s league for any portion of the game, including, but not limited to borrowing the opposing team’s catcher to warm up a pitcher.

**PENALTY:** Any TOC team ruled to have ineligible player(s) will forfeit the game and the ineligible player(s) will be removed from the tournament. All officials—including coaches and managers—shall do everything in their power to prevent protest.

**PROTESTS:** If a manager wishes to file a protest he/she will do so with the Umpire in Chief for that game. The game stops while the protest is resolved. If not resolved to the protesting manager's satisfaction, he/she may take the protest to the Tournament Site Director. **If any protest is not brought before the next pitch.** No game will continue once a protest is lodged, until the protest has been ruled on either to the protesting manager's satisfaction or the Tournament Site Director has issued a final ruling. If the Tournament Site Director feels there is a conflict of interest they can call an AGLL board member to make the final ruling.

**MANDATORY PLAY RULE (MPR):** Continuous Batting Order (CBO) shall be in effect (all divisions) (see LL Rule 4.04). Each player shall play at least twelve defensive outs every regulation game (see LL Rule 4.10 and 4.11) with two innings, (six outs) to be played in the infield.

**NOTES:**

- 1) The twelve defensive outs requirement of the MPR does not need to be consecutive, although we encourage managers to ensure they are consecutive because it is easier to verify.
- 2) MPR violations shall not be grounds for a protest.
- 3) Players failing to meet the defensive MPR shall start the next physically played game and meet the MPR for the previous game *and* that game.
- 4) Managers failing to meet the MPR for any regulation game will be suspended one game for the first offense and two for the second.
- 5) If the MPR is not met in the final game of the tournament, that game will be forfeited.
- 6) A game which ends early due to Ten Run Rule (4.10(e)) is a regulation game and is not grounds for failure to meet the MPR.
- 7) A game ending before a team can play 18 total outs defensive outs is not grounds for failure to meet the MPR.

**DEFENSIVE SUBSTITUTIONS:** All defensive changes must be reported to the plate umpire until all players have played their twelve defensive outs. Pitcher and catcher changes shall be specified; all others will be noted as “in” (i.e., coming in to the playing field) or “out” (i.e., going to the bench). Unreported changes may result in the players' failure to meet MPR, which may result in the suspension of the manager.

**4-RUN RULE (Rookies ONLY):** We will be using a 4-run per inning limit in Rookies. The inning will end when the fourth run is scored, the third out is made, or the team bats through the lineup. If an inning has ended early due to the 4-run rule all defensive players will receive credit for 3 out towards MPR.

**EXCEPTION:** all runs that are driven in by an over-the-fence home run will count. **The sixth inning will not have any run limitations, however three outs or batting once through the entire lineup will end that teams at-bat.**

**TEN RUN RULE 4.10(e):** If after four innings, or three and one-half innings if the home team is ahead, one team has a lead of 10 runs or more, the manager of the team with the least runs

shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

**REGULATION GAME:** If a game ends early due to weather or darkness the score will revert to the last inning of a regulation game (see LL Rule 4.10 and 4.11). There will be a one hour and 45 minute time limit for the Rookies divisions). Tie games are not allowed (all divisions). Additional innings will be played as needed to determine a winner (see LL Rule 4.10(b) and 4.12).

**BATTING ORDER:** All players present shall be listed by last name and first name on the line-up form and in batting order. If the current batter can't continue the previous player in the batting order not on base will assume the count. If a runner needs to be replaced the previous batter not on base will take that runner's place. If a player leaves due to injury or any other reason his/her position in the line-up will be skipped without penalty.

**OVER-THROWS:** When a player over-throws a base the players can advance at his own peril. The Player is only allowed to advance one base. It is a live ball and any runners on base can be thrown out. ie if the shortstop fields a ball and over-throws first he can throw out a runner from 3<sup>rd</sup> going home. No base runner can advance on a pass ball.

**4TH COACH:** You are allowed a 4<sup>th</sup> coach in the dugout. This is because you have a coach putting the pitches in the pitching machine. At all times you have kids in the dugout you have to have a coach/parent in the dugout. If you do not have enough cleared volunteers you may have to have a kid coach a base.

**DUGOUT LINE:** There will be a painted line extending from the edge of the dugout up the foul line. This line is to keep the coaches in the dugout area when they are on defense. If a coach leaves the area he may be ejected from the game.

**CATCHER:** At no time is a coach allowed to help his catcher field his position. On defense all coaches should be in the dugout area during the game. A team must have a catcher at all times

**EJECTIONS:** If a manager/coach is ejected from a game he will not be able to be replaced by anyone.

**PITCHER:** The player playing the pitcher position must be in the immediate area of the pitching machine when the pitched ball reaches the batter. Once the ball is hit the batter the pitcher the pitcher can do anything an infielder can do.

**PITCHING MACHINE:** Each player gets five pitches unless they foul off the fifth pitch or beyond.

**CALL OF GAME:** AGLL Junior Umpire program will be used to the call the game from the bases. A Coach will run the pitching machine. Site Director will oversee

**SITE DIRECTOR:** A Site Director is required to insure that safety code is being followed, making sure little league rules are being followed, crowd control and additional items outlined in "Responsibilities of Tournament Site Director."

**SCOREKEEPER:** Home team provides the Official Scorekeeper. This person should be available 30 minutes before the scheduled start of the game- the Site Director is not responsible

for finding them- remind your manager he is responsible to know who it is for your team for each game.