

GENERAL AND LOCAL GROUND RULES

STATE OF FLORIDA CHAMPIONSHIP



8 9 & 10 SBASEBALL

July 17, 2026 through July 19, 2026

**Hosted by District # 11
St. Augustine Little League
1470 Osceola Elementary Road
St. Augustine, FL 32084**

GENERAL AND LOCAL GROUND RULES



LITTLE LEAGUE **8, 9, & 10 BASEBALL STATE TOURNAMENT – 2026** **HOST: ST. AUGUSTINE LITTLE LEAGUE** **STATE OF FLORIDA TOURNAMENT** **July 17, 2026 through July 19, 2026**

FIELDS: BAKER and McDONALD'S

GENERAL AND LOCAL GROUND RULES

Managers will meet with the Tournament Director at **12:00 PM** (at least 3 hours prior to the scheduled start time of their respective first game) to review the rules and other administrative tasks. The meeting will be held in the room above the concession stand in between the Ashlar Lodge Field and the Richard L Waler Jr Family Field.

POOL PLAY: This tournament is being played under the Pool Play rules of the 2026 Little League Rule Book. As such, each team will play every other team in their respective pool in the tournament one time. The team with the most wins will win the tournament. In the case of a tie, the Tiebreaker Procedures specified in the 2026 Rule Book (pages 196, 197, 198, and 199) will apply:

- the first tie-breaker is head-to-head results for the teams that are involved in the tie
- the second tie-breaker is the runs-allowed ratio (taken to the fourth percentage place, ie, **0.0000**) where the total number of runs given up in all pool play games is divided by six (6) **innings** for 8-9-10 Division (or more for extra innings) multiplied by the number of games played. The lowest percentage wins the tie-breaker.
- the third tie-breaker is the runs-allowed ratio (taken to the fourth percentage place, ie, **0.0000**) for **only** those games played between the teams involved in the tie thereby dividing the runs allowed by six (6) innings (or more for extra innings) in this tournament. The lowest percentage wins the tie-breaker.

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- **Pregame Equipment Inspection:** Pursuant to Rule 3.01(a) and Tournament Rules 3(b) and (h), umpires are no longer responsible for inspecting equipment, including bats, prior to the start of games. This responsibility is placed directly on the manager of each team. At each plate meeting, the umpire must confirm with the managers of both teams that all equipment is proper and legal for play according to Little League rules. If illegal equipment is used during the game, the manager of the offending team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities. The manager is removed for the remainder of the International Tournament. The penalties noted in Rule 3.01(a) above have been updated in Rule 6.06(d) as well, whereby a manager and player are ejected for the use of illegal equipment as well as the batter/player being out.

Bats for 8-9-10 Baseball: Non-wood and laminated bats used in Little League (major division and below), shall bear the **USA Baseball logo** signifying that the bat meets the USA Baseball Performance Standard. **All BPF – 1.15 bats are prohibited.** Additionally, **the bat diameter shall not exceed 2 5/8 inches** for these divisions of play (Rule 1.10 pages 94, 95, and 96, 2026 Rule Book). **Please note that this means big-barrel bats are allowed at all levels of play as long as they have the “USA Baseball” logo on them.** **Bats for 8-9-10 Division: cannot be more than 33 inches in length nor more than 2 and 5/8 inches in diameter and non-wood or laminated bats shall be printed with a USA Baseball mark (Rule 1.10, page 94, 2026 Rule Book).**

BAT MODIFICATIONS: Pursuant to Rule 1.10, APPROVED RULING 2, page 96, 2026 Rule Book, no bat, in any level of Little League Baseball or Softball play, is permitted to be altered. Products such as, but not limited to, choke-knobs and choke-up assists are considered alterations or modifications to the bat and are not permitted. **Thumb protectors are now allowed.**

Penalties for use of illegal bats: an illegal bat must be removed from the game. Additionally, if the batter enters the batter's box with one or both feet **entirely** on the ground with an illegal bat or is discovered having used an illegal bat during his turn at bat and prior to the next player entering the batter's box **and** the infraction is discovered before the next player enters the batter's box: (Rule T-3(b) and (g), pages 194 and 196, 2026 Rule Book).

- 1) the manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play (as long as this election is made at the end of the play),
- 2) both the manager and the batter who violated the rule will be **ejected** from the game and the offensive team will lose one eligible adult base coach for the duration of the game. The manager will also be removed for the remainder of the International Tournament.

An illegal bat **must** be removed from the game once discovered (Rule 6.06(d) Approved Ruling, page 140, 2026 Rule Book).

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Pine Tar On Bats: The use of pine tar or any other similar adhesive substance may be applied to the handle or grip of the bat at all levels of play but shall **not** be added to the surface of the barrel or taper of the bat and **shall not** cover the BPF specifications mark or other key identifying information or logos on the bat which, in this case, would render the bat improper and (1) the bat must be removed from the game, (2) the player is warned, and (3) if the infraction is repeated, both the offending player and the manager shall be ejected from the game (Rule 1.10, NOTE 2, pages 95 and 96, 2026 Rule Book).

BATTER TO REMAIN IN BATTER'S BOX: During tournament play, after entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. **Exceptions:**

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "slap" or "slap bunt".
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. When the pitcher leaves the eight-foot circle or the catcher leaves the catcher box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

PENALTY: If the batter leaves the batter box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance.

NOTE: The batter may return to their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike. (Rule T-3.a, pages 193 and 194, 2026 Rule Book).

MANAGERS/COACHES IN THE DUGOUT: A maximum of three (3) adults who are named on the affidavit will be permitted to act as manager/coaches for that game and in the team dugout (Tournament Rules, page 180, 2026 Rule Book). **NOTE:** Pursuant to Regulation XIV(d), page 80, Rule 3.17, page 119, and Rule 4.05(b), page 122, of the 2026 Rule Book, base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout.

LEAVING DUGOUT WITHOUT PERMISSION: A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule (Tournament Rule 7, VISITS, page 203, and Regulation XIV(d), Field Decorum, page 88, 2026 Rule Book).

Electronic Equipment in Dugouts: the use of electronic devices in the dugout is allowed for players, coaches, or managers **as long as** the devices are **not used for communication**; the penalty for violation of this rule is **ejection from the game** (Rule 3.17, page 119, 2026 Rule Book). The exception is for manager/coach to catcher while on defense.

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Electronic Devices Allowed for Catchers Only: Pursuant to Rule 3.17, EXCEPTION, a manager or coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense for the purpose of calling pitches. A manager or coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a manager or coach) while on offense, and a manager or coach shall not use the device outside the dugout/bench area.

Dropped Third Strike – Will NOT Apply in 8/9/10 Division of Play: For the **8/9/10 Tournament**, on a dropped third strike by the catcher, the batter will be out (Tournament Rule 3.c, page 194, 2026 Rule Book).

Dangling Throat Guards on Catcher's Masks: Catchers must wear a mask with (NOSCAE) approved catcher helmet and “dangling” type throat guard during pitcher warm-up and games (Rule 1.17, page 100, 2026 Rule Book).

BATTING DONUTS: The traditional batting donut is not permissible (Rule 1.10, **NOTE 1**, page 95, 2026 Rule Book).

Stickers and Decals on Helmets: Pursuant to Rule 1.16, pages 99 and 100, 2026 Rule Book, the use of helmet stickers or decals is permitted, provided that such usage is not excessive, is not offensive, and does not make inappropriate references, such as that to drugs or alcohol. (<https://www.littleleague.org/downloads/2025-rulebook-significant-changes/>)

Jewelry Permitted: Pursuant to Rule 1.11(j), page 98, 2026 Rule Book, any jewelry worn by a player that poses harm to injury will be subject to removal. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted.

Mandatory Play – (Minor Division through Junior Division): Tournament teams will adopt a continuous batting order during tournament play to include **all players** on the team affidavit who are present at the start of the game. This will allow defensive players to play when and how much a manager decides. If a player arrives late to a game and the manager chooses to enter him in the lineup, that player would be placed at the bottom of the lineup. Managers are solely responsible for ensuring that all players fulfill this mandatory play requirement (Rule T-9, pages 203 and 204, 2026 Rule Book).

COURTESY RUNNER (Minor Division through JR Division): A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing a continuous batting order, the courtesy runner may be in the team’s batting order and **must be** the player in the batting order who made the last out (Rule T-3(d), pages 194 and 195, 2026 Rule Book). This rule does not limit the number of times a catcher and/or pitcher can utilize a courtesy runner during a tournament game.

Any part of the pitcher’s undershirt or T-shirt exposed to view shall be of a solid color. The pitcher’s undershirt sleeves, if exposed, shall not be white or gray. **NOTE:** a pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, except that play-calling bands may be worn on a pitcher’s non-pitching wrist or forearm (Rule 1.11(a)(3), page 97, 2026 Rule Book).

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Play-calling bands are permitted as long as **(1)** the equipment is worn on the wrist or forearm as the manufacturer intended, **(2)** the band is not attached to the belt or any other location on the person, and **(3)** for pitchers, the band may be worn on their non-pitching arm provided the band is a solid color that is **NOT** white, gray, or optic yellow. If the umpire considers the band distracting to the batter, the umpire may have the band removed (Rule 1.11(a)(3), page 97, 2026 Rule Book).

Pitchers Removed From The Mound: Pursuant to Tournament Rule 4(c), page 196, 2026 Rule Book, pitchers once removed from the mound may not return as a pitcher.

PITCHING IN MORE THAN ONE GAME IN A DAY: A player may not pitch in two games in a day for the 8/9/10 division (Tournament Rule 4(f), page 198, 2026 Rule Book).

RULE 8.02(a)(1), PITCHER BRINGING HANDS TO MOUTH: the pitcher may bring the hand in contact with the mouth or the lips provided he distinctly wipes off the pitching hand before contacting the ball (Rule 8.02(a)(1), page 164, 2026 Rule Book)

PITCHER VISIT LIMITS: For **8- to 10-Year-Old Division**, a manager or coach may come out twice in one inning to visit the pitcher but the third time out, the player must be removed as a pitcher. A manager or coach may come out three times in one game to visit the pitcher, but the fourth time out, the player must be removed as a pitcher. (Rule T-7, page 203, 2026 Rule Book). A manager or coach who is granted time out to talk to any defensive player will be charged with a visit to the pitcher. When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player (Rule 8.06(c), APPROVED RULING 1, page 169, and Rule T-7, page 203, 2026 Rule Book). When a manager requests time out to bring water to a pitcher and/or catcher, the team will **not** be charged for a visit **unless** the manager discusses strategy with that pitcher and/or catcher.

NO SLIDE TO AVOID RULE: Any runner is out when the runner does not slide or attempt to avoid contact with a fielder who has the ball and is waiting to make the tag (in other words, the runner “trucks” the fielder as in football or rugby) (Rule 7.08(a)(3), page 150, 2026 Rule Book). **There is no “must slide rule”, only the “no slide to avoid contact” rule** (Rule 7.08(a)(3), Approved Ruling, page 150, 2026 Rule Book).

If a defensive player blocks the base, **home plate**, or baseline **clearly without possession of the ball**, a delayed “dead ball” obstruction call shall be made and the runner is safe (Rule 7.06(b), **NOTE 2**, page 150, 2026 Rule Book).

INTENTIONAL WALKS: a defensive team may intentionally walk a batter at any time during a player’s at-bat **but only once per game per batter without throwing four pitches**. In that case, after calling for and receiving “time” from the plate umpire, the defensive manager will make the intentional walk request, the ball will be dead and no runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count (Rule 6.08(a)(2), pages 143 and 144, 2026 Rule Book). Otherwise, pitches will be required to be thrown.

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When the batter is being given an intentional base on balls (Intentional Walk), the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand. The penalty for this infraction is illegal pitch resulting in a ball to the batter and a pitch added to the pitcher's pitch count (Rule 2.00, DEFINITIONS, PITCH, page 110, Rule 4.03(a), pages 120 and 121, and Rule 8.05(k), page 166, 2026 Rule Book).

REMOVAL OF PITCHERS: Pitchers must be removed, based on the pitcher's age, from that position (but may remain in the game at another position) once the pitcher has reached a certain number of pitches for any particular game as follows (Rule 4(d), pages 196 and 197, 2026 Rule Book):

Age 9 to 10	:	75 pitches allowed per day
Age 8	:	50 pitches allowed per day

If the pitcher reaches the limit imposed above on his/her last pitch to a particular batter, the pitcher **must be removed** prior to delivering a pitch to the next batter.

Managers are responsible for the removal of pitchers once the pitcher has reached his/her maximum pitch count for the day. The manager should establish an official pitch count recorder for the team who may or may not also be the official scorekeeper. The failure of the pitch-count recorder or the umpire-in-chief to notify the manager of a pitcher reaching the pitching maximum for the day does not relieve the manager of his responsibility to remove that ineligible pitcher (Regulation VI(g), PITCHERS, page 67, and Rule T-4(i), page 199, 2026 Rule Book).

CATCHER TO PITCHER: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game, or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. (Regulation VI(a), page 65, and Rule T-4(a), page 196, 2026 Rule Book).

PITCHER TO CATCHER: If a player delivers 41 or more pitches, and is not covered under the threshold exceptions, the player may not play the position of catcher for the remainder of that day. **THRESHOLD EXCEPTION:** If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter (Regulation VI(c), **NOTE**, pages 65 and 66, and Rule T-4(d), **NOTE**, page 197, 2026 Rule Book).

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MANAGERS/COACHES NOT PERMITTED TO WARM UP PITCHERS:

managers or coaches are not permitted to 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 (Rule T-3(f), pages 195 and 196, 2026 Rule Book).

HEADFIRST SLIDING: When a runner is advancing or stealing a base, there is no head-first sliding. If a runner does slide head-first while advancing, that runner shall be called “Out” (Rule 7.08(a)(4), page 150, 2026 Rule Book).

15-RUN AND 10-RUN RULE: If after three (3) innings, two 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 after four (4) innings, three 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 victory to the opponent. (Rule T-12, page 206, 2026 Rule Book).

Tie Games in Tournaments: Pursuant to Tournament Rule 14, page 207, 2026 Rule Book, in tournament games that ended in ties at the end of regulation time, there will begin immediately the placement of the player who is scheduled to bat last in that respective half inning on second base to begin each extra inning.

APPEALS: Any appeal under Rule 7.10 (tag-ups on fly balls, runners advancing or returning to a base and failing to touch each base, or a runner failing to touch home plate and making no attempt to return to touch home plate, and home plate is tagged) must be made before the next pitch, or any play or attempted play. **No appeal can be made if the ball is dead.** If the violation occurs during a play which ends a half inning, the appeal must be made before all the defensive players have left fair territory.

In making an appeal, the pitcher shall not throw to a base while the foot is in contact with the pitcher’s plate. In putting the ball back into play, after taking the pitching position, the pitcher shall step backwards off the pitcher’s plate (with the pivot foot first) to begin the appeal. **Successive appeals may not be made on a runner at the same base.** If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire (Rule 7.10, pages 154, 155, and 156, 2026 Rule Book).

ENDING GAME: When the winning run is scored in the last half-inning of a regulation game, the umpire shall not declare the game ended until the runner forced to advance from third has touched home plate and the batter-runner has touched first base (Rule 4.09(b), pages 123, and 124, 2026 Rule Book).

Tie game in the bottom of the sixth inning, two outs. Batter receives ball four and all runners begin to advance. The runner from third base touches home plate. The batter rushes to join in the endgame celebration without having first touched first base. The batter then enters the dugout with the rest of the team. **RULING:** Umpire will call the batter out for abandoning his/her effort to advance. In this instance, the third out is a result of the batter being called out before touching first base, therefore it is a force out. No run scores and the game continues with the score still tied. (**NOTE:** the player must enter dead ball territory before he/she can be called out for abandonment.) (Rule 4.09(b) Situation, page 19, 2025 Make The Right Call Manual).

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UNSPORTSMANLIKE CONDUCT: The actions, **on or off the field**, 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 **including through online or social media**, is subject to disciplinary action by the local league Board of Directors (Regulation XIV(a), page 80, 2026 Rule Book).

USE OF A DOUBLE FIRST BASE – RULE 7.15

The double base may be used for first base only. Half of the base shall be white (entirely in fair territory) and the other half shall be orange or green (entirely in foul territory). When using the double first base, the following rules must be observed:

- (a) A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section without first touching or bounding over the white section shall be declared foul.
- (b) Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.

NOTE 1: A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base.

NOTE 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base.

PENALTY: Batter-runner is out.

- (c) Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base.

NOTE: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base.

PENALTY: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.

- (d) When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base.

PENALTY: If properly appealed, runner is out.

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- (e) When leaving base on a pitched ball in **Little League (Major) and below in BASEBALL and Minors (8-9-10 division) in SOFTBALL** the runner must maintain contact with the white section of the base until the ball has reached the batter and in **Majors, Junior, and Senior League in SOFTBALL**, the runner must maintain contact with the white section of the base until the ball has been released by the pitcher on the delivery. Runners may extend a foot behind the white portion of the base, but must maintain contact with the white section until the ball has reached the batter (as noted above) or released by the pitcher (as noted above), depending upon the level of play and whether it is baseball or softball.

PENALTY: BASEBALL penalties will be pursuant to Rule 7.13 in the Little League Baseball Rule Book and SOFTBALL penalties will be pursuant to Rule 7.08(a)(5) in the Little League Softball Rule Book.

- (f) On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher, or any other player, in an attempt to retire the runner at the double first base.
- (g) **DROPPED THIRD STRIKE PLAY:** in Majors, Intermediate (50/70), Junior, and Senior divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or white base. NOTE: When the batter becomes a runner on a third strike not caught by the catcher, the batter-runner may run in fair territory when the throw is coming from the foul side of the base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.
- (h) Use of the double first base does not change any other rule concerning interference or obstruction at first base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.)

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ST. AUGUSTINE LITTLE LEAGUE LOCAL RULES

- In the event of potential lightning, you will be warned by the Thor Guard lightning system. The system will sound one 15 second blast of the horn, which will suspend all games. A strobe light will begin flashing and remain flashing until safe conditions return. Players should be directed to leave equipment on the benches in the dugouts and proceed to their automobiles for safety. Managers are instructed to proceed to the pavilion by the concession stand by Rotary Field for further instructions once players are safe. You may return only after three 5 second blasts of the horn are sounded and the strobe light stops flashing. If you remain outdoors after the warning, you do so at your own risk.
- Teams should occupy their respective dugout for visitor and home teams according to the scoreboard placement of VISITOR and HOME. For these fields, the HOME team would occupy the third-base dugout since the scoreboard placement of “HOME” is on the left-hand side of the scoreboard.
- Pre-game practice and warm up may be held on game field **ONLY IN THE OUTFIELD. NO INFIELD** PRACTICE MAY BE HELD ON THE GAME FIELD. Infield practice may be held on adjacent fields other than game fields (**GAME FIELDS**: Rotary and Kiwanis Fields). We ask that you be considerate of field space and allow other teams to warm up also.
- Batting cages are located behind the McDonald’s Field, by the A D Davis Field, and beside the Herbie Wiles Field. These cages are for your use prior to games; however, we ask that you be considerate of batting cage space and allow other teams to take batting practice also.
- **NOTE**: all infield bases except for home plate are break-away bases pursuant to Little League requirements and 2026 Little League Baseball Rule Book, Rule 1.06, pages 92 and 93. The “double first base” is not used at this site.
- **Teams must be in their dugouts at least 20 minutes prior to game start times.** The teams will be announced, including managers and coaches, for each team’s first game during the tournament. Team announcements will not occur prior to subsequent games, except for the championship game. During all games, players will be announced as they come to the plate.
- Plate meeting with the manager and umpires will be at home plate **5 minutes prior to scheduled game start time.** Official line-ups, **as provided to each team by the Tournament Director,** will be given **in their entirety** to the plate umpire at this time. Any line up given to PA announcer or other team prior to the plate meeting is not considered official and is not required to be on the lineup cards provided by the Tournament Director.
- Lead-off batters **will** be allowed out of the dugout between innings; all others (players and coaches) **will not** be allowed out of the dugout area between innings. Batter as well as manager/coach will be instructed by the umpire when to come to the plate (usually after the catcher throws down to 2nd Base after pitcher warm-ups).

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- There is absolutely NO hitting of balls into the field fences during pre-game preparations.
- No parents or other outside parties will be allowed inside the dugouts at any time during the game nor will any player or coach leave the dugout areas without umpire permission during the game. No bats will be allowed to be swung in the dugouts.
- **All pitching and catching position changes** should be made with the plate umpire when the team is on defense.
- During games, pitchers may warm up in the bullpens located beside each respective game field and dugout. Catchers must be properly equipped. In all cases, coaches must notify umpires that their pitchers are going to warm up in the designated areas.
- Dugout area is defined as fenced-in area including concrete floor and up to fence poles exiting onto field. Any balls entering the dugout area through the fence opening (past the two dugout entry fence poles) will be declared dead, and bases awarded accordingly.
- There will be **NO** “walk-up” music allowed to be played as batters come to the plate.
- The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches, dugouts, and stands. Alcohol is prohibited at the game site (see Regulation XIV(e), Field Decorum, page 80, 2026 Rule Book).
- Please help keep the games moving. Hydrate players and keep them hustling in and out of dugouts during half-innings.