

## District 56 Tournament Decorum

- Coin Flip: A coin flip will determine the home team (except 1<sup>st</sup> round games). Coin flip will take place 45 minutes before game time. Coin flip will be with a District representative.
- Dugouts: Home team will take 3<sup>rd</sup> base dugout. Visitors 1<sup>st</sup> base dugout. Players, managers and coaches are to remain in the dugouts unless participating in the game or preparing to enter the game. Buckets should be kept away from the entrance of the dugout. The area of the playing field in front of the dugout is not part of the dugout.
- Warm ups: Warm ups will take place in the outfields while fields are getting prepared, Managers or coaches must not warm up a pitcher at home plate or in the bull pen or anywhere else at any time. They may, however, stand by to observe a pitcher during warm-up in the bull pen.  
Absolutely no batting practice, soft toss, or hitting of any type of balls on the game fields. Warm ups outside of the playing field only in the areas away from spectators. No soft toss into the fences, please!
- Infield Practice: Visiting team will take infield 30 minutes before game time for 10 minutes followed by the home team.
- Lineups: Please give a copy of your lineup to the scorekeeper at least 20 minutes before game time. Please provide the original to the umpire and a copy to the other team when you meet at home plate prior to the game. If any last minute changes are made, please inform the scorekeeper.
- Under Umpires realm: Once the game begins, the game is under the control of the umpires. Players, manager and coaches may not leave the dugout without the umpire's OK. Players, manager and coaches cannot mingle or talk to fans during the game.

- Authorized personnel: Only the players, manager and 2 coaches are allowed on the field.
- Granted Time: Any time you wish to leave the dugout wait until the umpire grants time. If a rule is in question, wait until time is granted and talk to the umpire who made the ruling. If after the umpire has conferred with the other umpire(s) you still believe the ruling is incorrect, the umpires will confer with the Tournament Director. The Tournament Director's decision will be final.
- Equipment: All equipment must be Little League approved. No exceptions! If an umpire removes equipment keep it out of the game. The umpire can remove the manager if he allows equipment back into the game once he is told not to allow its use. The Official Little League patch must be affixed to the upper left sleeve of the uniform blouse. No patch, no play!
- Ejections: Players, coaches or manager ejected are disqualified from next physically played game.
- Post Game: Please clear out of the dugout as soon as possible Please pick up any trash.