

RULES FOR 2026 PATRIOT LEAGUE TOC
MAY 11 - JUNE 6, 2026

2026 Regular Season Patriot League Rules will be used with the following notations:

1. The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, parent, manager, coach, board member or fans in the stands who is involved in a verbal or physical altercation, or an incident of **unsportsmanlike conduct of any kind** and does not heed the warning of the umpire or board member will be subject to disciplinary action (included in Little League rules or beyond) by the Board of Directors. Unsportsmanlike conduct includes, but is not limited to the use of foul language, derogatory remarks, excessive celebrating, taunting, throwing of helmets/equipment, etc., Anyone disregarding good sportsmanship will be ejected. Any player, manager or coach ejected from a game will be suspended for a minimum of one game effective immediately, and for the next physically played game. Additional games may be added determined by the offense. **Please note that if anyone is suspended during the very last game of TOC the suspension removes them from their first All-Star game, if applicable, at the very minimum.** (Please discuss with players and coaches the possible reasons for ejections as listed above and beyond.)
2. **Pool Players will be allowed** (to avoid forfeits) per the president or player agent's approval. Player(s) with comparable skills to the player(s) lost for any given game will be found. Managers may not select their own Pool Players. Pool players are not allowed to play the position of pitcher, catcher or an infield position – they are relegated to the outfield only. Pool Players will wear their own team's Regular Season uniform and bat last in the line-up. Pool players will only be used to get a team to nine players. Additional pool players will not be used as "insurance." If a pool player is secured and shows up to a game but a regular player shows up who previously stated they would not be there, then the pool player is to play the entire game, while the other player is the sub.
3. All Little League 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 within a seven-day time period.** (Please review Regulation VI – Pitchers, for a refresher on the pitching rules, which would also include pitching in two games in one day as two teams may have that situation on June 6.)
4. **Continuous batting order** will be used for the entire tournament. Free substitutions will be allowed but **all players must play a minimum of six consecutive outs in the field.** Any manager not meeting minimum play for all players on his team will be automatically suspended for a minimum of one game. Hint: make substitutions early to avoid any penalties! **And, report all changes to the official scorekeeper in the booth.**
5. Home and Visitors teams will be determined by a coin flip a minimum of 45 minutes before the game. The Home team will occupy the 1st base dugout and Visitors will occupy the 3rd base dugout.
6. Since Home and Visitors will be determined by a coin toss, **both teams are responsible for grooming and preparing the field for play, as well as grooming and breaking down the field after the game.** Both teams are responsible for the cleanliness of their respective dugouts and stands after each game, which means emptying the trash and sweeping.
7. All managers must have in their possession a signed Medical Release, Concussion Form (signed by both parent and player) and Sudden Cardiac Arrest Form (signed by both parent and player) and a Parent Code of Conduct Form for each player on the team roster. **All players MUST have current medications in their possession** as listed on Medical Release. Medications must be in the original prescription box with the player's name on it. Expiration dates must be able to be seen clearly. Borrowed medications are not allowed, no exceptions. Expired prescriptions or not having medication with them will cause players to be removed from the dugout and they will remain in the stands until a parent presents the proper medication.
8. **Scorekeeping:** Every game will require the score to be kept via GameChanger or in the official score book inside the score booth. This means every team is required to have an Official Scorekeeper as well as an Official Pitch Counter. Official Scorekeepers and Pitch Counters MAY NOT sit in the stands and MUST be in the score booth until the game ends. (For games at the San Carlos Recreation Center, the Scorekeeper and Pitch Counter may sit in the stands; however, they MUST sit near the umpire and identify themselves as such to the Plate Umpire before the game notating their location.) The Pitch Counter is responsible for entering the pitch counts on the Pitching Affidavits and the Scorekeeper is responsible for validating with his/her signature.
9. **Protesting Game: Any protest must be made prior to the next pitch,** or any play or attempted play within the last pitch. If there is a protest, please call Kristen Frelke 619-607-0253, or Tony Gonzalez, 619-518-0517, if they are not at the field. An appointed Protest Committee will rule on the protest before the next play.

10. ***Time Limits:** THE FOLLOWING APPLIES AT BOTH SHIRA FIELD AND SAN CARLOS REC CENTER

WEEKNIGHT GAMES – The drop-dead time will be 7:30 p.m. with no exceptions, including but not limited to letting the next batter bat. No new innings will start after 7:15 p.m.

WEEKEND GAMES: Game clock starts when Plate Meeting is finished. From that moment “no new inning” applies at two hours and 15 minutes from start. Drop dead time is two hours and 30 minutes from start.

If no winner has been determined by completion of those times, the following will apply:

- 1) If (a) five innings have been completed, (b) score is NOT a tie, (c) Home Team is not winning AND (d) current inning was not finished due to running out of time, then the game will revert to the previous inning and the score at that time will determine the winner.
- 2) If the game was tied in the previous inning, and the previous inning was determined a regulation game of five innings or more, then the game will be completed according to Rule 9 (Tied Games) by playing an additional inning(s) at a later time, or next day, until a winner has been declared.
- 3) If the game has not completed five innings, it will be continued at a later time/date **determined by the Scheduler and/or President.**

Please note: In a continuation tie-breaker game:

- a) each new inning starts with a runner (last out made) on 2nd base.
- b) Once the game reaches five-full complete innings and a winner has been declared in any inning thereafter, the game stops at that point. Continuation games are not automatically played to the full seven innings or longer unless it takes that long for a winner to be declared.

AT NO TIME WILL EITHER TEAM STALL FOR TIME TO ENSURE THE CLOCK RUNS OUT FOR THE SCORE TO REVERT. IF THIS OCCURS, THIS IS GROUNDS FOR AN IMMEDIATE EJECTION OF THE OFFENDING MANAGER(S) OR COACH(ES) AS THE FIRST WARNING WILL BE GIVEN AT THE PLATE MEETING. ALSO, DUE TO TIME CONSTRAINTS, IF GAMES END AT THE DROP-DEAD TIME(S), PLEASE MAKE BREAKING DOWN THE FIELD THE PRIORITY AND DO NOT USE WHAT LITTLE TIME IS LEFT TO HOLD AFTER-GAME MEETINGS.

11. **Tied Games:** At the completion of a regulation game when the score is tied, the following tie-breaker will be played to determine a winning team:

- Starting in the top of the next inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who batted last in the previous 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. This will continue until either team scores more than their opponent, the tie is broken and the game is complete prior to the drop-dead time limit. If no winner is determined, then the game resumes the very next day with time and location to be determined by the Tournament Director.

12. **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.

13. **Coaches:**

- Only the manager and two rostered coaches are allowed on the field during warm-ups and during the game. This means all coaches must have been cleared by the Safety Officer by having completed all required training, background check and LiveScan.
- Coaches, both rostered and extra team coaches, may not rotate in and out of the game.
- All requests to replace a rostered coach for any given game must be approved by the president prior to each game.
- Managers and coaches must remain in the dugout at all times with the exception of the first and third base coaches while on offense. Managers/Coaches standing outside the dugout, leaning against the fence, or wandering outside dugout areas will not be tolerated. Individuals will be given one warning. A second warning will be an automatic ejection. Under no circumstances are players to be left in the dugout alone.

14. **Umpire Coverage:** If by any chance there is no umpire coverage for any game, then the same regular season rules will apply with one manager/coach calling the entire game from behind the mound. No sharing of that role is allowed. A board member will be there to ensure rules are followed and fair play is the top priority.

15. **Championship Game:** The Championship and possible "IF" games will be played to conclusion, run rules will apply and the tie breaker rules will apply. Championship game(s) will not have a time or inning limit.

Patriot League Ground Rules will remain in effect at all times.