

**RULES FOR 2024 PATRIOT LEAGUE TOC
MAY 13-JUNE 8, 2024**

2024 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, manager or coach who is involved in a verbal or physical altercation, or an incident of **unsportsmanlike conduct of any kind** will be subject to disciplinary action 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 who has disciplinary action pending against them will not be allowed to participate in any game until such disciplinary action is resolved. Any player, manager or coach ejected from a game will be suspended for a minimum of one game beginning with the next game. **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.)
2. **Pool Players will be allowed** (to avoid forfeits) per Nancy or Rebecca'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.
2. 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 Saturday, June 8th.)
3. **Continuous batting order** will be used for the entire tournament. Free substitutions will be allowed but **all players must play a minimum of six 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 office scorekeeper in the booth.**
4. Home and away teams will be determined by a coin flip a minimum of 45 minutes before the game. Home team will be in the 1st base dugout and visitors will occupy the 3rd base dugout.
5. **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.
6. All managers must have in their possession a signed medical release, a signed concussion parent/player form and a signed Sudden Cardiac Arrest 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 player's name on it. 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 medication.

7. Protesting Game: Any protest must be made prior to the next pitch, or any play or attempted play. If there is a protest, please call Nancy, 619-607-2735, or Frank Nelson, 619-518-0517, if they are not at the field. The protest committee will rule on the protest before the next play.

~~8. Time Limits: If the gate closure time remains at 7:30 p.m., then a drop dead time of 7:05 p.m. will be in effect, with no exception. If the home team is ahead at 7:00 p.m., then the game ends at that time. If the home team is behind and does not get an at bat, then the score reverts to the previous inning. If the game ends in a tie, then the game will continue the very next day at either Shira or SC. Location and time will be determined at that time.~~

If the gate closure time extends to 8:00 p.m., **no new inning will begin after 7:15 p.m. unless the home team is ahead at that time. If there is still time on the clock, the umpire should allow the inning to begin if the visiting team is behind but with the understanding the game will end no later than the absolute drop-dead time of 7:30 p.m. NO EXCEPTIONS AS THERE WILL NOT BE ENOUGH DAYLIGHT NEEDED TO BREAKDOWN THE FIELD/LOCK UP PROPERLY.** If there is not a clear winner at that time then the score reverts to the previous inning unless it is not a regulation game – if that occurs or if the game ends in a tie, then the game is suspended and will continue the very next day at either Shira or SC. Location and time will be determined at that time.

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 AS THE FIRST WARNING WILL BE GIVEN AT THE PLATE MEETING.

9. Tied Games: At the completion of seven innings (or five innings, which constitutes a regulation game) and the score is tied, the following tie-breaker will be played to determine a winning team. (A). 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, or 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.

10. 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.

11. 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 Sandy by completing the all required trainings, background check and LiveScan. Any replacement coaches must be approved by Nancy, Kristen or Sandy 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 trolling the 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.**

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

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