



LITTLE LEAGUE BASEBALL AND SOFTBALL DISTRICT 2, OHIO

Chet Cooper, District Administrator

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Little League International Mission Statement

*Little League believes in the power of youth baseball and softball
to teach life lessons that build stronger individuals and communities.*

2025 District 2 Baseball Coach Pitch Tournament Guide

Tournament Dates: July 5-10, 2025

Manager's Meeting: 5:00 PM, Sunday June 29th at McCune Field, Canfield Little League

Welcome to the Inaugural 2025 District 2 Ohio State Baseball Coach Pitch Tournament! I am very pleased to help facilitate a competitive environment for our youth, but more importantly my fervent wish is that all persons involved find the tournament to be a positive experience in accord with the values representative of Little League – Community, Fun, Inclusion, Integrity, and Teamwork.

This guide has been compiled to cover various aspects of the tournament, not just how it will be operated, but what players, coaches, and fans should expect from the tournament as well as what is expected of them. The contents contained herein mimic much of what is found in the tournament guides for baseball and softball play at the higher divisions of state, regional, and world series tournaments. As such, this guide provides consistency found across all levels of play.

Also, I want to extend my deepest appreciation to the wonderful folks Canfield Baseball Club for hosting this tournament. They have worked ever so diligently to be sure the games are a positive experience for everyone involved. Please be sure to show them your appreciation. Moreover, please be respectful of all facilities and recognize the inherent restrictions (e.g., no tobacco products, no alcohol, no vaping, etc.).

I wish for all the teams involved in the tournament the best of luck.

Chet Cooper

Tournament Director

District Administrator, Ohio District 2, Little League Baseball and Softball

Director, State of Ohio Little League Baseball and Softball

Tournament Staff and Authority

The District Administrator for Ohio District 2, Chet Cooper (mobile/text: 330.518.3977), is the Tournament Director and ultimate authority overseeing this tournament. Mr. Sean Novotny (mobile/text: 330.233.2727) and Mr. Joe Cattaneo (330.206.0859) are the Assistant Tournament Directors. They are authorized to ensure that the rules, regulations, and other details found within this tournament guide are followed by managers, coaches, players, and fans. Individuals who violate rules/regulations of this tournament, including acts that violate proper decorum, are subject to removal from the premises for the duration of the tournament. There is no appeal of decisions involving removal from the tournament or McCune Park.

In addition, other staff members of the Ohio District 2 Little League shall be involved in various aspects of this tournament and function under the director of the District Administrator.

Tournament Team Eligibility

The Ohio District 2 Baseball Coach Pitch Tournament is intended solely for Coach Pitch teams formed from players registered within a single local league governed by Ohio District 2 Little League. *Non-Little League travel teams are not permitted in this tournament.*

Tournament teams must be sanctioned by their respective local league. The method by which a tournament team is selected from a local league is left to that league's discretion.

Sanctioned Little League teams wishing to enter the tournament should notify Chet Cooper via email at chet.d2oh@gmail.com no later than June 23, 2025.

Tournament Fee and Description

The fee for eligible teams to participate in the Ohio District 2 Baseball Coach Pitch Tournament is \$300 per team. Payment should be made to "Ohio District 2 Little League" and delivered or mailed to Chet Cooper, 254 Moreland Drive, Canfield, OH 44406. Payment is due no later June 30, 2025.

Should a team decide not to participate in the tournament prior to its first game being played, a refund of paid fees shall be processed minus a \$100 administrative fee.

The tournament will be played in a pool play format. Each team will play 3 games in a select pool. Based upon the results, the best teams from all the pools combined will enter a single elimination round to determine the district champion. See details in Pool Play Format below.

IMPORTANT NOTE: All games will be played on the day and time as scheduled and in the order scheduled. Unforeseen circumstances (e.g., weather) may cause a change to the schedule. Teams need to be prepared to play multiple games in a day. All schedule changes are solely at the discretion of the District Administrator/Tournament Director.

Tournament Affidavit and Roster

Tournament affidavits and rosters are available via the Ohio District 2 web page (<https://www.ohiodistrict2LL.com>) as is this document. The affidavit and roster documents are PDFs that are fillable using Adobe Acrobat, but can be completed by hand as well. Affidavits and rosters are due no later than June 30, 2025. These can be given directly to Chet Cooper, placed in the marked box on his home porch located at 254 Moreland Drive, Canfield, Ohio, or presented to an Assistant Tournament Director (Sean Novotny or Joe Cattaneo).

Each tournament affidavit and roster must be completed and approved by the local league president prior to submission to the District Administrator/Tournament Director, Assistant Tournament Director,

or the designated Ohio District 2 staff member. The affidavit and roster become official once approved by the District Administrator/Tournament Director, Assistant Tournament Director, or the designated Ohio District 2 staff member.

The team roster must contain a minimum of twelve (12) eligible players and a maximum of fourteen (14) eligible players of any gender. Players must be league age 6, 7, or 8, that is, players born between September 1, 2016 and August 31, 2019. These players must be current members of the local league which they are representing in the tournament. The age and membership shall be verified by the local league president. Violations of this requirement shall subject the team to immediate removal from the tournament.

Players on the tournament team can be replaced for due cause (e.g., injury) provided the player meets the above qualifications, which must be verified by the local league president.

Player Safety

The safety of all players is of the utmost importance during this tournament. To this end, the following rules must be followed.

- Unless on the field as a defensive player or currently on offense as a batter or baserunner, all players must remain within the dugout behind the screen facing.
- Players playing the position of pitcher must wear a batting helmet with a face mask as well as a chest plate protector.
- Players playing the position of catcher must be appropriately equipped and must wear a traditional catcher face mask or a batting helmet with a face mask, as well as a protective cup (for males).
- All batters and baserunners must wear a batting helmet with a face mask.
- There is no on-deck position.
- Players in the dugout must not have a bat in their possession until the time the player approaches the batter's box.
- Batboys or batgirls are not permitted.
- Players may not be base coaches.
- Players must remain in the confines of the dugout when not participating on offense or defense.
- The Ohio concussion protocol for youth sports shall be followed. Any player suspected of sustaining a concussion must be immediately removed from play and may not return to play that day. (see Playing Rules below)

Coaches

Appointment of Coaches and Removal/Suspension. Little League regulations grant local league presidents the authority to appoint tournament team coaches as well as the authority to remove such appointments. Both authorities are subject to approval the local league's board of directors. Beyond this authority, the District Administrator reserves the right to remove any coach for any period of time, including the entire tournament, for inappropriate behavior on or off the field of play and prior to, during, or after any game. This removal/suspension is not subject to appeal.

Coaching Requirements. Tournament team coaches must be adults of age 18 or older. The tournament team shall have at least two coaches (one manager and one coach) on the team affidavit, but no more than five (5) adult coaches (one manager and four coaches) on the tournament team

affidavit. [NOTE: Allowing five adults is an exception to Little League rules and should be taken as a privilege, not an entitlement. Adults are subject to removal by the Tournament Director as a coach or manager for inappropriate behavior.]. All managers/coaches must have successfully completed the following trainings:

- Abuse Awareness (see <https://www.littleleague.org/player-safety/child-protection-program/safesport-resources-parents/>)
- Diamond Leader (see <https://www.littleleague.org/DiamondLeader/>)
- Concussion Awareness (see <https://odh.ohio.gov/know-our-programs/child-injury-prevention/resources/onlineconcussiontraining>)

Documented proof that these trainings have been completed must be provided to the local league president who shall affirm on the tournament affidavit that this proof has been received. Coaches must be able to provide this proof to Ohio District 2 staff upon request. **NO ADULT MAY INTERACT WITH PLAYERS WITHOUT DOCUMENTED PROOF THESE TRAININGS HAVE BEEN COMPLETED.**

In addition, all managers/coaches must have had a Little League approved background check conducted by their respective local league and affirmed by the league president.

Temporary coach substitutions (no more than 2 consecutive game days) or permanent replacement shall be permitted upon recommendation by the local league president and receipt of the appropriate training documentation. The substitution must be recorded on the team's tournament affidavit and only becomes official upon approval by the District Administrator, Assistant Tournament Director, or designated Ohio District 2 staff member.

During tournament games and pre-game activities within the confines of the playing field (including dugouts), no adult other than those listed on the approved affidavit may interact with the players. During the game, at least one coach must remain within the dugout to supervise the activities and safety of the players.

Defensive Field Coaches. When on defense, each team is only permitted to have three (3) coaches on the field of play. One coach is to be positioned in the outfield, another behind home plate to assist the catcher in order to speed up gameplay, and the third may roam the area in front of their dugout.

Offensive Coaches. When on offense, each team is only permitted to have three (3) coaches on the field of play. These coaches are to be positioned at first base, third base, and pitcher.

Bench Coach(es). During the game, any coaches not taking a defensive or offensive position **MUST BE INSIDE OR ALONGSIDE THE DUGOUT** supervising the activities and safety of the players. If there are less than three (3) coaches at a game, at least one (1) of them **MUST REMAIN INSIDE OR ALONGSIDE THE DUGOUT** supervising the activities and safety of the players.

Coach Pitcher.

- The pitching distance is to be 35' from the back point of home plate to the front of the rubber. The adult Coach Pitcher must maintain contact with the rubber at all times, including the delivery of the pitch. **PENALTY:** The ball is immediately dead and the number of pitches a batter receives is reduced by one.
- If a batted ball hits the adult Coach Pitcher, the ball is considered "dead" and does not count in the pitch count. No baserunners advance.
- Each team may make one (1) Coach Pitcher change per game.

Players at Game

At the scheduled game time, a count of those players participating in the game shall be taken.

Teams are expected to play with a minimum of twelve (12) players and use a continuous batting order. Games cannot be played with eight (8) or fewer players and the game(s) shall be considered a forfeit.

Players arriving within fifteen (15) minutes after the start of a game are to be added to the bottom of the lineup. Players arriving after the 15-minute grace period may or may not be added to the lineup at the discretion of the team manager. If added, such players are placed at the bottom of the lineup.

The batting position of an injured or incapacitated player shall be skipped without penalty. If the injured/incapacitated player results in a team having 9 or 10 players in the batting order, no penalty shall be applied. However, if the injured/incapacitated player results in a team having 8 players in the batting order, the game will end immediately as a forfeit. An injured/incapacitated player may return to play but must bat in the same position as in the original lineup. EXCEPTION: Players suspected of incurring a concussion may not return to play in the same or subsequent game without the explicit written approval of a physician who has examined the player. The determination if a player may have sustained a concussion remains with the umpire(s), District Administrator/Tournament Director, or Assistant Tournament Director. This determination is not subject to further discussion and is irrevocable.

Documentation from a physician approving the return of a player must be submitted and accepted by the District Administrator/Tournament Director or Assistant Tournament Director prior to the participation of the player in a game.

Umpire

A single umpire shall be appointed to officiate each game by the Tournament Director, Assistant Tournament Director, or designated Ohio District 2 staff. Two umpires shall be assigned to the championship game.

The umpire(s) have sole authority over the conduct of each game. The umpire(s) may also remove managers, coaches, players, and fans who exhibit un-sportsman-like behavior.

Tournament Playing Rules

Except for those modifications contained within this document, the Ohio District 2 Baseball Coach Pitch Tournament shall be played in strict accordance with all applicable Little League Rules and Regulations. The Little League rule book is freely available as an app via the following URL: <https://www.littleleague.org/playing-rules/>. Regarding this tournament, the ultimate authority pertaining to all tournament regulations and rules is solely that of the District Administrator/Tournament Director or the Assistant Tournament Director.

Managers, coaches, and umpires are expected to know Little League rules and regulations, including those modified rules established for this tournament. Not knowing the rules is not an excuse for the abeyance of penalties due to violations. Moreover, what may have been practiced during the regular season that was not in keeping with the official Little League rules and regulations certainly will not be acceptable during tournament play.

General

- For each game, both teams shall supply their own official Little League baseballs (see Rule 1.09). Used baseballs may be employed but the umpire shall inspect and approve all baseballs to be used in a game.
- Players, managers and coaches of participating teams shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged.
- No other adult or non-team youth is permitted in the dugout or on the field at any time prior to or during a game.
- No walk-up music is permitted. (Please be sure to inform your fans of this restriction.)
- No artificial noise makers are permitted. (Please be sure to inform your fans of this restriction.)

Player Positions

- A defensive player must occupy one of the four traditional infield positions (first base, second base, short stop, and third base) within the confines of the infield and within a reasonable distance considered the location of that position.
- Youth pitchers must play in a position within 5' to the side or behind (but never in front of) the adult Coach Pitcher prior to the pitch being delivered.
- Outfielders must be positioned a minimum of 12' (4 adult steps) away from the infield dirt.
 - When a team has 10 or more players available, the game will be played with four (4) outfielders. A player must be positioned in the outfield positions as follows and within a reasonable distance traditionally considered to be the location of that position: left field, left center, right center, and right field.
 - When a team has only 9 players available, that team will play the game with three (3) outfielders. A player must be positioned in the outfield positions as follows and within a reasonable distance traditionally considered to be the location of that position: left field, center field, and right field.

PENALTY: The umpire will direct the team manager to comply with the above player position rules. Continued violation of these rules may result in the ejection of the manager.

Baserunners

- Baserunners may not leadoff or leave an occupied base prior a pitch making contact with the bat. PENALTY: Official Little League Rule 7.13 shall be enforced.
- Overthrows on force plays to first base, third base, or home plate will allow runners to advance at their own risk only one base beyond the one they were running to or had already obtained. Should a play be made upon a player advancing on an overthrown ball, the play remains alive and the runner may advance beyond one base.
- When advancing the bases, baserunners must have at least one foot past the halfway hash mark before a timeout is called by a fielder in order to secure the base to which they were running. If the lead runner is not past the hash mark, the baserunner and those behind the lead runner must go back to the previous base(s). Such determinations are at the discretion of the umpire.

Playing Rules

- Play Stoppage – For timeout/dead ball to be called to stop the current play, one of the infielders (NOT an outfielder) must possess a PROPERLY DISPLAYED BALL (his/her fully extended arm overhead with the ball in bare hand or glove in the infield in fair territory) and yell TIME or DEAD

BALL. A timeout/dead ball will be called by an umpire and play will stop. Outfielders cannot run into the infield to stop a play. An infielder must possess the ball to cause a timeout/dead ball. Timeout/dead ball determinations are solely at the discretion of the umpire.

- Fielders may attempt a play on a runner rather than putting their hands in the air, but runners will be able to advance on any attempt that results in an overthrow. Once a timeout/dead ball is called by the umpire, no more plays may be made on a runner.
- The starting time of a game may not be delayed for late arriving players. If nine (9) players are present for a given team, then the game is to commence at the scheduled time. The starting time of a game may only be changed at the discretion of the Tournament Director or Assistant Tournament Director.
- A game must be played with a minimum of nine (9) players. A game may not start with less than 9 players. Should the 9th player not arrive within 10 minutes of the scheduled game time, unless changed at the discretion of the Tournament Director or Assistant Tournament Director, the game shall be considered a forfeit.
- Each batter will get 6 pitches to put the ball in play and will continue getting pitches if the last pitch is hit foul.
- Each player must play a defensive position for two or more innings. These positions can differ each inning. **PENALTY:** The team shall lose one adult coach for the next game for each occurrence. The player in question must play defense for four (4) innings at the next scheduled game. If a violation of this rule is determined by the District Administrator/Tournament Director or Assistant Tournament Director to be a travesty of the game, the manager shall be removed for the remainder of the tournament.
- Teams must use a continuous batting lineup. Except for players arriving more than 15 minutes after that start of the game, all players who are present must be placed in the batting order. The manager has the discretion of whether to add the 15-minute late player into the game.
- Each game will consist of six (6) innings unless shortened by rule.
- Teams are limited to five (5) runs in the first five innings. Teams may score unlimited runs in the sixth inning.
- A team losing by 15 or more runs after 4 completed innings shall concede the game.
- Should a game be suspended due to weather or other occurrence, a regulation game is considered 4 completed innings or 3 and one-half innings if the home team is ahead. For example, if the home team is leading 5-3 after the visitors bat in the top of the fourth inning, then rain ends the game while the home team is batting in the bottom of the fourth, the home team wins the game 5-3.
- There will be no infield fly rule.
- Only one offensive or defensive time-out per inning is allowed except in the case of an injury or equipment adjustment.
- There is no option for using a courtesy runner.
- A batted ball that travels less than five (5) feet in fair territory shall be considered a foul ball. Such determinations are at the discretion of the umpire.
- Bunting is not permitted.
- No fake bunt/swinging the bat is permitted. **PENALTY:** The batter is declared out.

Protests

Valid protests must follow Rule 4.19 (a). All protests must be lodged and resolved immediately before a subsequent pitch or play (Rule 4.19(g)). The procedure for submitting a protest shall generally follow Rule 4.19 (a), (b), (c), and (g). Pursuant to Rule 4.19(c) and (g), if the manager does not accept the ruling of the umpire, the final decision shall be determined by the District Administrator/Tournament Director or the Assistant Tournament Director. The decision of the District Administrator/Tournament Director or the Assistant Tournament Director is not appealable and must be accepted.

Decorum – Managers, Coaches, Players, and Fans

The following policy has been approved and adopted by the State of Ohio Little League District Administrators. THIS IS A ZERO TOLERANCE POLICY and shall be strictly enforced. Please share this information with all parents and fans.

It is expected that the behavior of all participants, as well as fans, must be above reproach. Each individual is representing their leagues, their communities, and the Little League program. *Exemplary behavior of all participants and fans is expected.* Profanity and unsportsmanlike conduct will NOT be tolerated from participants and fans.

In particular, Little League Regulation XIV: Field Decorum states the following:

“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.”

In this tournament, the District Administrator/Tournament Director serves as the ultimate Board of Directors. Proper behavior is expected of ALL persons in attendance, including fans. Inappropriate behavior shall subject an individual to removal from the game and the tournament premises, possibly for the entire tournament. In addition, other sanctions are possible.

Please take note of the following points of emphasis:

- Caution should be employed regarding the use of social media by persons associated with a team. The improper use of social media (e.g., demeaning opponents) has been, and will continue to be, penalized by Little League up to and including removal from the tournament.

Please be sure to inform your players and fans to restrain from making any derogatory remarks via social media.

In addition, for privacy and safety concerns, caution should be exerted when posting information on social media regarding a player.

- Managers and coaches need to inform their fans that inappropriate behavior (e.g., taunting or verbal abuse of opposing teams, umpires, etc.) shall not be tolerated whatsoever. *Such behavior shall subject an individual to removal from the facility, possibly for the entire tournament, in addition to possible future sanctions.*

Encourage fans to cheer positively not just for their team, but also for good play and sportsmanship of opposing players.

- Noise makers (horns, whistles, vuvuzelas, and any like item) are prohibited. The removal of the items, and possibly the fan(s) from the premises, is at the discretion of the District Administrator/Tournament Director and the Assistant Tournament Directors.
- No one except the players, manager, coach(es), tournament officials, or umpires shall enter/occupy the bench or dugout prior to or during a game. This includes parents and fans.
- Smoking or vaping is not permitted by any person on the premises of McCune Field. Those who do so shall be removed from the park premises.

Streaming of Games

Tournament games may be live streamed by team personnel or fans, but no video capture equipment will be permitted on the backstops or on the dugout fences of each field. Please inform parents and other fans of this restriction.

Video may not be used to inform an umpire of any play before, during, or after a game. This includes any fan approaching an umpire. **PENALTY:** If this rule is violated by team personnel, the team manager shall be ejected and subject to appropriate suspension. If this rule is violated by a team fan, the individual(s) involved will be removed from the tournament grounds for the remainder of the tournament.

Verification of Legal Playing Equipment

At the pre-game plate meeting between managers and the umpire(s), managers must verbally confirm that all equipment is proper and legal within the playing rules. Umpires are no longer required to inspect equipment prior to play.

TAKE NOTE OF THE FOLLOWING NEW LITTLE LEAGUE INTERNATIONAL TOURNAMENT RULE: If illegal equipment is used during the game, the manager of the team will be removed for the remainder of the International Tournament and the player who used the illegal equipment will be ejected from the game. However, the use of an illegal bat has penalties separate from illegal equipment.

In addition to other equipment requirements, particularly take note of the following :

- All batting helmets must meet the criteria established in Rule 1.16. No helmet shall be altered in a manner that is in conflict with this rule.
- All catchers must wear equipment that meets the criteria established in Rule 1.17.
- All bats must meet the criteria set forth in Rule 1.10.

Managers are responsible for assuring that illegal bats are not used for play or are present in the dugout during a game. **IF THERE IS ANY QUESTION REGARDING THE LEGALITY OF A BAT, IT IS THE RESPONSIBILITY OF THE MANAGER TO PROVIDE EVIDENCE THAT THE BAT IS APPROVED FOR USE BY LITTLE LEAGUE.** However, the final arbiter of the legality of a bat resides with the umpires.

Penalty for Illegal bats: The penalty for use of an illegal bat shall follow Rule 6.06d.

Dugouts

To the extent possible, the home team (previously determined by a coin toss) shall occupy the first base dugout. The visiting team shall occupy the third base dugout.

- Only the first batter of each inning is permitted to be outside the dugout prior to entering the batter's box and must be stationed near the entrance to their team's dugout. This player must be wearing a helmet. No other player is permitted outside the dugout between innings.
- No fans are permitted to interact with players in the dugout during a game other than to provide drinks, ice, towels, etc., but they are NOT permitted to enter the dugout.
- Should a member of the team (adult or player) need to use the restroom facilities, first seek the permission of the umpire to leave the dugout. Except in an emergency, team personnel shall not leave the dugout without the umpire's permission.

Pre-Game Activities

- Only the team manager, eligible coaches, and players in uniform, collectively whose names are listed on the eligibility affidavit, are allowed in the dugout during a game or on the playing field during a warm-up. No practice coaches or helpers are permitted on the field or in the dugout, or in the bullpen area regardless if the latter is inside the fence or outside the field of play.
- Players who are catching for a coach during infield/outfield practice before a game must wear the approved helmet/face mask with dangling-style throat protector. Violations of this rule during the pre-game period or during a game may subject the manager to ejection.
- Managers are required to attend the plate meeting with the umpire(s). Team captains may attend the plate meeting. No players are to be out of their dugouts during the plate meeting.
- Lineup cards/sheets shall be provided for all games. For uncommon names, please provide a phonic pronunciation.
- Line ups for the day's games must be handed in to the assigned score keeper in the scorer's booth at least 30 minutes before the game is scheduled to start. Line ups do not become official until verified to the umpire at the plate meeting.

In-Game Activities

- *Sportsmanship.* Good sportsmanship is always expected and that if there is a question regarding a rule application or interpretation, then ONLY the manager may approach an umpire after receiving "time out" to come onto the field of play; all calls involving judgment will not be permitted to be questioned. There shall be **ZERO TOLERANCE** for **ANY** un-sportsman like conduct. Managers are ultimately responsible for the behavior of their coaches and players.
NOTE: Coaches and players may ask casual questions of an umpire, but neither is permitted to approach or openly criticize an umpire regarding his/her decision.
- *Appeal.* Rule 2.00: "An appeal is an act of a fielder in claiming a violation of the rules by the offensive team." It is the responsibility of the manager (not coaches), or a player, to request and appeal on a violation (or misinterpretation) of a rule AND to do so using the proper procedure. Judgement calls are NOT subject to an appeal.
- *Between Innings.* The "one minute between innings" rule **will be enforced**.
- *Ejections.* A manager or coach ejected from the game MUST leave the complex. Players MUST leave the complex only if parents/guardians are present to take charge of them. If none are present, the player MUST sit quietly on the bench with their team.
- *Retrieving Bats.* A player retrieving bats between batters **must** wear a helmet. Such players must not interfere with any play in progress.

- **Manager and Coaches Hats/Visors.** Managers and coaches must be properly attired. Shabbily dressed persons shall not be permitted on the field. No substitutes will be allowed for an inappropriately attired manager or coach. Khaki style pants or shorts preferred – NO GYM SHORTS OR WARM-UP PANTS. Also preferred is a polo style shirt or tasteful T-shirt that is team specific. Shoes must be worn; sandals are not permitted. If a hat is worn, it must be a conventional baseball hat. An appropriate visor may be worn. The hat/visor may not be worn backwards. Coaches and players shirts must be tucked in at all times when on the field.
- **Walk-up Music.** Walk-up music is not permitted.
- **Eye Black.** Eye black may be worn by players. However, it should be worn in a conservative manner, i.e., a single streak beneath the eye. Eye black that is worn in excess is not acceptable. No images/patterns within or drawn in eye black shall be permitted. Additionally, no names or branding of any nature may be printed on the eye black. Players wearing unacceptable eye black shall be required to remove it.



In the above composite picture, the left image depicts acceptable wearing of eye black, whereas the center and right image depict unacceptable wearing of eye black.

Other important items include the following:

- Any complaints regarding a tournament official or umpire needs to be reported to the District Administrator/Tournament Director or Assistant Tournament Director by the team manager or league president.
- NEVER criticize an umpire or another manager/coach/player in public. If you have an issue, contact Chet Cooper (District Administrator/Tournament Director) or Sean Novotny (Assistant Tournament Director).

Pool Play Format

IMPORTANT NOTE: As of the time this document is distributed, the tournament will be played in a pool play format. The format and its details are subject to change prior to the start of the tournament due to changing factors.

In addition, all games will be played at the day and time as scheduled and in the order scheduled. Unforeseen circumstances (e.g., weather) may cause a change to the schedule. However, participation in a non-Little League event shall never be considered a reason to alter the tournament schedule. All schedule changes are solely at the discretion of the District Administrator. In addition,

teams need to be aware of the possibility of playing double headers, though reasonable efforts will be made to avoid such events.

At the tournament managers meeting (5:00 PM, Sunday June 29th at McCune Field, Canfield Little League), the selection of pool play competitors shall be chosen by draw. There will be three pools consisting of 4 teams. Each team will play three games within their pool. Teams that have 0 or 1 loss following pool play will move on to a single-elimination bracket of no more than six (6) teams. In case of identical win/loss records, the tie-breaker procedures defined in the Little League Rule Book shall be used to determine teams qualifying for the single elimination round and draw position.

The draw for the single elimination bracket will be conducted immediately following the last game on the third day of the tournament. Teams with a 3-0 record will draw pills first and select their slot on the bracket. Teams with a 2-1 record will draw pills second and select their slot on the bracket.

- 1) *Home and Visitor Teams - Opening Round:* For the opening round of games, the determination of the HOME team shall take place by a coin toss conducted by the Tournament Director, or an individual designated by the Tournament Director. The manager from the two competing teams whose team is from the league furthest from McCune Field has the option to declare “heads” or “tails” prior to the coin flip. The manager could defer this declaration to the opposing manager. If the coin flip results in the calling manager’s choice, then he/she can choose to be either the HOME team or the VISITING team. If the coin flip does not result in the calling manager’s choice, then the opposing manager can choose to be either the HOME team or the VISITING team.
- 2) *Home and Visitor Teams - Subsequent Rounds:* For games following the opening round, including any initial bye games, the HOME and VISITOR team designation shall be determined by a coin toss conducted by the Tournament Director, or an individual designated by the Tournament Director, in the presence of both team managers or his/her designee. Coin flips will be conducted no later than 15 minutes after the two competing teams have completed their game. Should this be impractical, the Tournament Director, or an individual designated by the Tournament Director, shall conduct the coin flip in the presence or absence of either manager. This decision is not appealable.

The manager whose team is from the league furthest from McCune Field has the option to declare “heads” or “tails” prior to the coin flip. The manager could defer this declaration to the opposing manager. If the coin flip results in the calling manager’s choice, then he/she can choose to be either the HOME team or the VISITING team. If the coin flip does not result in the calling manager’s choice, then the opposing manager can choose to be either the HOME team or the VISITING team.

IMPORTANT NOTE: If for any reason, a team decides not to participate in the tournament after the draw, but prior to the first game of the tournament being played, the Tournament Director, available Assistant Tournament Directors, and/or others designated by the Tournament Director, shall meet at the earliest opportunity and re-draw the pools in their entirety. Only this group of individuals shall be involved in the actual re-draw. No team personnel shall be permitted to participate. Should this occur, all managers of teams remaining in the tournament shall be notified as soon as practical. Managers should be aware that opponents, times, and dates of games are likely to be changed in the re-draw. There shall be no appeal to the re-draw should the above situation occur.

Should a team remaining in the tournament after the first game is played then decide not to continue participating, the game or games that team was to play shall be declared a forfeit. Should this occur, no portion of the tournament fee paid by the team shall be refunded.

The following is the general pool and game schedule format for the tournament. Specific game fields will be announced at the manager's meeting.

Pool Assignments (determined by draw)

Pool A	Pool B	Pool C
Team A: _____	Team E: _____	Team I: _____
Team B: _____	Team F: _____	Team J: _____
Team C: _____	Team G: _____	Team K: _____
Team D: _____	Team H: _____	Team L: _____

The following schedule of games is subject to change due to unanticipated factors (e.g., weather).

Pool Play Game Schedule (fields to be assigned)

Time	Day 1 (7/5)	Time	Day 2 (7/6)	Time	Day 3 (7/7)
12:00 PM	Teams A vs. B	2:00 PM	Teams A vs. C	5:30 PM	Teams A vs. D
12:00 PM	Teams C vs. D	2:00 PM	Teams B vs. D	5:30 PM	Teams B vs. C
12:00 PM	Teams E vs. F	2:00 PM	Teams E vs. G	5:30 PM	Teams E vs. H
12:00 PM	Teams G vs. H	2:00 PM	Teams F vs. H	5:30 PM	Teams F vs. G
12:00 PM	Teams I vs. J	2:00 PM	Teams I vs. K	5:30 PM	Teams I vs. L
12:00 PM	Teams K vs. L	2:00 PM	Teams J vs. L	5:30 PM	Teams J vs. K

Single Elimination Game Schedule (brackets and field assignments to be determined)

Tuesday, July 8 – 2 games at 5:30 PM

Wednesday, July 9 – 2 games at 5:30 PM

Thursday, July 10 – 1 or 2 games at 5:30 PM (championship and possible consolation game)