



**2018 Land Park Pacific Little League
Dooley Championship Series
Official Rules**

The Land Park Pacific Little League Dooley Championship Series determines the Champion for the AAA and Major divisions. The DCS is a double elimination tournament that is based on all regular season teams, seeded by their regular season records. The DCS follows all the regular season rules established in the “Little League Rule Book” and our Policies and Procedures except as follows.

1. Regular season records will determine seeding for the tournament.
2. Tiebreaker rules for seeding.
 - a. Head to Head Tiebreaker rules, in order of implementation
 - i. Better Head to Head record
 - ii. Runs allowed in games versus each other
 - iii. Total runs scored in games versus each other
 - iv. Random draw of two cards, highest card wins – Aces are low
 - b. Multiple Team Tie Breaker
 - i. Total runs allowed in games versus teams tied
 - ii. Total runs scored in games versus the teams tied
 - iii. Random draw of three cards, highest card wins – Aces are low
3. Batting
 - a. The continuous batting order will NOT be used in Majors division.
 - b. AAA will play their games with the continuous batting order.
 - c. Every rostered player present at the start of a game will participate in each game for a minimum of one (1) at bat

- d. In the event a player shows up late or needs to leave early no penalty shall occur to that team. Player(s) arriving after the start of the game must be listed as the last batter. The manager must report this to the manager of the other team and official scorekeeper prior to the game starting. No penalty shall occur if the player is not present for their at bat. Their spot in the order will be skipped and the team shall not be penalized with an out. The team will also not be penalized if, by arriving late, that player is not able to bat at least once.
- e. If a coach is made aware that a player is going to leave early, the team will not be penalized if they are not present to bat. Managers must inform the manager of other team and the official scorekeeper prior to the start of the game.

4. Mandatory Fielding Play

- a. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs. They do not have to be consecutive.
- b. AAA Note – The suggested one inning in the infield rule is NOT in effect for the Tournament.

5. Home vs. Visitor – For their first game, the higher seeded team will be home. All other games the team managers will need to locate the BOD or Tournament Director to perform the coin flip prior to taking the field to determine who will be the Home Team. The higher seeded team calls the coin in the air.

6. Length of Games

- a. All Major's games will play six innings. In the event of a tie after six innings a seventh inning will be played as an open inning. Innings played after the seventh will follow international rules with the last batted out starting at second base for each team.
- b. AAA Note — At the start of the game a timer will be set for 1 hour and 45 minutes. When the timer goes off, if the visitor is at bat with no outs, it is the final inning. Under any other circumstances, the next inning will be the final one. Umpire shall announce the start time and the home team (official scorekeeper) shall record it. The final inning will be the open inning (no five run limit). There is no 2 hour time limit for the DCS tournament. In the event of a tie, we will follow international rules with the last batted out starting at second base for each team.
 - i. * Majors and AAA will have a mercy rule in place for tournament. A 12 run or more lead after 4 innings and 10 run lead or more after 5 innings ends the game.

7. Field preparation will be the responsibility of both teams. It is advised that representatives from each team be there to assist each other prior to warming up their squads.
8. Manager responsibilities
 - a. Home team is the official book and must have a dedicated scorekeeper
 - b. Home team must have a pitch count representative separate from their scorekeeper
 - i. Pitch counts must be kept on official pitch count sheets and a separate sheet must be used for both teams.
 - c. Home team manager along with the manager of the visiting team must fill out the official pitchers log, located in the snack shack, immediately following the game. Both managers must initial or sign the official log prior to leaving that night.
 - d. Managers are responsible for tracking eligible pitchers and mandatory play time. If an ineligible pitcher is used or a manager is found to not meet mandatory play time, the tournament director will be informed. Failure to meet the mandatory play requirements in is a basis for protest. If one or more players on a roster do not meet the requirement, and if protested or brought to the Tournament Director's attention, it shall result (by action of the Tournament Director) in the removal of the team's manager, without replacement, for the remainder of Tournament play. Additional penalties (including but not limited to forfeiture of a game, additional mandatory play requirements for players who failed to meet mandatory play, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Board of Directors.
 - e. Managers are responsible for ensuring all the equipment used is legal. Bats must be on the Little League approved bat list and mechanically unaltered. If any team is found to be using illegal equipment the infraction will be reported to the Tournament director and the issue referred to the board for a final decision.
 - f. Pre and post-game field maintenance will be the responsibility of BOTH teams playing. Please allow for enough time prior to taking the field to ensure the fields are prepped properly.
9. All official protests for misapplication of rules must be made prior to the next pitch being thrown. If the issue is not resolved by the two managers and the umpires, the tournament director will confer with the umpires to obtain a resolution.
10. DCS Pool Player Rules:

- For known absentees, please give the Tournament director at least 24 hour notice and an email stating which players are missing and their reason(s) as such.
 - All requests for pool players will be decided by the Tournament Director. The list of pool players will continue from the point it left off in regular season.
 - Pool player will bat last and play right field.
 - Pool players that show up to play must play 9 consecutive outs and bat at least once, per 2018 Little League Rule Book page 176.*
11. The LPPLL President will serve as Tournament Director for the DCS and will attempt to be in attendance at every game. If the President is unable to attend a game in person, he will appoint another Board Member to stand in so that decisions and appeals can be decided as the games are being played.