# The Little League<sup>®</sup> Tournament

#### Conditions of Tournament Play



## Protests

- Replaces rule 4.19
- Considered only when based on:
  - -Violation or misinterpretation of playing rule;
  - -Use of ineligible pitcher;
  - -Use of ineligible player;
  - –Violation of mandatory play
- Note: Umpires, Tournament Directors, and district administrators do not have the authority to declare a forfeiture under any circumstances.



# Protests - Misinterpretation of Playing Rule

- Formal (verbal) protest must be made to Umpirein-Chief before next pitch or play.
- Umpire-in-chief must call conference with all umpires.
- If unresolved, the UIC must consult with Tournament Director or District Administrator.
- If still unresolved, a call must be made to Regional Director.
- If still unresolved, Regional Director must call Tournament Committee for a decision.
- The decision of the Tournament Committee shall be final and binding.

## Protests - Use of Ineligible Pitcher

- If the facts establishing or verifying an ineligible pitcher become known **DURING** a game, and the ineligible pitcher participates in the game, subject to the following conditions:
- (a) Protest may be lodged by the manager or coach with the Umpire-in-Chief who shall consult with the Tournament Director or District Administrator.
- (b) The Tournament Director or District Administrator must contact the Regional Director (or appointed agent) who shall contact the Tournament Committee for a decision. Tournament Committee Decision is final and binding.



### Protests - Use of Ineligible Pitcher

- If the facts establishing or verifying an ineligible pitcher become known **AFTER** a game, and the ineligible pitcher participated in the game, subject to the following conditions:
- (a) Protest may be lodged with the Tournament Director or District Administrator. Such protest must be made before either team affected by the protest begins another game.
- (b) The Tournament Director or District Administrator must contact the Regional Director (or appointed agent) who shall contact the Tournament Committee for a decision. Tournament Committee Decision is final and binding.



# Protests - Use of Ineligible Player (Prior to Game)

- Complainant presents matter to Tournament Director and/or District Administrator.
- Matter shall be resolved with Regional Director and Tournament Committee before the first pitch of the game.
- The decision of the Tournament Committee shall be final and binding.



# Protests - Use of Ineligible Player (During the Game)

- Protest may be lodged by the manager or coach with Umpire-in-Chief who shall consult with Tournament Director or District Administrator.
- Tournament Director or District Administrator shall contact Regional Director, who shall contact the Tournament Committee for a decision.
- The decision of the Tournament Committee shall be final and binding.



# Protests - Use of Ineligible Player (After the Game)

- Protest may be lodged by the manager or coach with the Tournament Director or District Administrator.
- Such protest must be before either team affected begins another game.
- Tournament Director or District Administrator must contact Regional Director, who shall contact the Tournament Committee for a decision.
- The decision of the Tournament Committee shall be final and binding.
- NOTE: Only the Tournament Committee can disqualify a team, players, and/or require the forfeiture of games.



#### Protests

 In addition to the penalties described above, the Tournament Committee may disqualify a player, team, or entire league from tournament play. The Tournament Committee may take action as a result of a protest or on its own initiative.



## Must Play to Advance

- A team shall not advance from one level of Tournament to a higher level of tournament play without first having competed against and defeated a scheduled opponent at the tournament level from which it is seeking to advance.
- Any team advancing without play must do so with the approval of the Regional Director.





LittleLeagueToolkit.org/Tournament

