



DREW HENDERSON TOURNAMENT RULES - 2022

ENTRANCE FEE:

\$450 ENTRY FEE- paid in advance online or mailed in to WLL + one dozen baseballs to be labeled and turned in to the concession building upon arrival for the first game.

ALL LITTLE LEAGUE TOURNAMENT PLAYING RULES APPLY EXCEPT OR AS WELL AS THE FOLLOWING:

PLAYER ELIGIBILITY:

The purpose of this tournament is to offer post-season developmental play to 11-year-old All-Star players from all districts. Teams should consist of only 11-year-old players. Exceptions to this rule, to fill out a roster, may be approved by the tournament director in advance.

Players must reside within the boundaries of the Little League they are representing. (Special circumstances for combined teams may be considered, but requests for such consideration must be submitted up front and will be decided prior to acceptance of the team into the Tournament.)

ROSTERS:

Team rosters must be submitted in writing prior to the Tournament. There is no maximum number of players. All players on the submitted Tournament roster do not have to be on each game roster but, if there are more than 12 on the Tournament roster then at least 12 must be on the game roster for each game. The use of players age other than 11, or inability to have 12 players at every game, must have approval of the tournament director one month prior to tournament start.

HOME/VISITORS:

In the round robin and playoff portion of the Tournament, home/away will be determined by coin toss unless predetermined by the scheduler for that year's tournament.

WARM UP:

If the Major Diamond is not available, the lower field north of diamond 2 and beside the parking lot (Rookie 8's leftfield) can be used by both teams for pregame warm-up. A Diamond warm up can be held on LL Diamond 4, on the NW corner of the Diamond 5 fence.

INFIELDS AND PREGAME:

Home Team first: 30 minutes prior to game time for 10 minutes - infield and outfield
Visitors second: 20 minutes prior to game time for 10 minutes - infield and outfield
Umpire meeting 10 minutes prior to game time - rosters to the announcer. Players will be announced in batter order one at a time to line up at the plate for the pregame pledge

TIES and RAINOUTS:

During the Round Robin all tied games will end as a tie. During Round Robin all rain outs will count as a tie. Tournament directors and/or umpires will determine rainouts.

TIME LIMIT:

For Weekend Round Robin Games with a game immediately following - no inning to start after 2 hours from the official start time of the game without prior arrangement with the tournament director. (an inning starts at the last out of the previous inning) Last weekend game of the day and weeknight games - no inning to start after 2 hours 20 minutes. Play-off and Final Games - no time limit

TIE BREAKERS:

1 - Per all steps in LL Tournament rules but using total Defensive Runs Allowed per Defensive Innings played not the 6 innings as in the rule book.
2 - Coin toss

COACHING STAFF:

A maximum of 3 coaches and/or manager (head coach) are allowed in the dug-out.. except that a 4th adult may be used in the bull pen if there are not enough players for that purpose. Only 2 coaches on the field at any time. Defensive coaches must be no closer to the catcher than the closest post of the dugout.

Shorts are **NOT** permitted on the playing field (during games). Out of respect for the game and the very hot players, Whalley has always insisted on **Rule 1.11 (j)** which states that "Manager and coaches ... may wear cap, slacks and shirt." We have for many years interpreted this to mean the wearing of shorts on the field of play by managers and coaches is not permitted. This rule is strictly adhered to throughout our league.

COURTESY RUNNER FOR CATCHER

A courtesy runner can be substituted for the catcher with 2 outs. It must be the last out before the catcher. The catcher removed from the bases must catch in the next inning.

PITCHING RULES:

Pitchers are limited to 3 consecutive innings in any game and Little League Tournament pitch count rules apply. See Little League Tournament Rules and Guidelines #4(e).

In part:

20 pitches	= 0 calendar day rest
21 - 35 pitches	= 1 calendar day rest
36 - 50 pitches	= 2 calendar days rest same day
51 - 65 pitches	= 3 calendar days rest
66+ pitches	= 4 days rest

Max 85+ finishes the batter

At 41 pitches; player can't play catcher in the same day

4 innings as catcher; player can't pitch in the same day

Pitchers can't pitch in 2 games in the same day

Pitchers can't pitch in 3 consecutive days

If a team advances to the playoff round, the rules and regulation regarding the required rest periods for pitchers still apply and continue from the round robin.

SCORES AND PITCH COUNT SUBMISSION:

The official pitch count and scorekeeper will be provided by Drew Henderson Tournament officials. Pitch count sheets with the score and number of innings played will be returned to the concession building after each game. They will be placed in the tournament pitch count binder available for Managers to check eligibility. They may be available online by google sheet.

MANDATORY PLAY:

Batting order will include all players on the game roster whether they are in the defensive line up or not. Players cannot sub from the defensive line up for more than 6 consecutive outs and must play 3 consecutive defensive outs before subbing again. Substitutions are unlimited (meaning, that they can be made at any time in an inning- pitchers included). Failing to meet minimum play has the same penalty as LL rules. (ejection)

UMPIRE RESPECT AND DECORUM:

There is zero tolerance for disrespectful actions directed toward the umpires. Proper field decorum shall be observed when communicating with the umpires. Incidences of disrespect to an umpire will result in loss of the 4th coach, coach confinement to the dugout, suspension, and or ejection from the Tournament by the Tournament host. Managers are responsible for the actions of their team parents and visitors in this regard and are subject to the same discipline for the actions of parents (per LL rules).

RUN LIMIT:

5 run limit per Inning while taking or holding the lead. More than 5 can be scored to catch up and tie. The last inning is open. In the last inning the game ends as soon as the visitor team has 3 outs and the home team holds a lead, or the home team has 3 outs. The home team will not complete the inning and continue to score after the game is won.

TEN RUN RULE:

If after 4 innings, one team has a lead of 10 runs or more, the manager whose team has fewer runs, shall concede the victory to the opponent. Note: that if the home team has fewer runs, they must bat in their half of the inning before conceding.

BATS:

[Bat Rules - Little League](#)

PLAYER OF THE GAME:

Coaches will select a player of the game from the other team to be awarded a medal after handshakes and before pin exchange. This does not have to be an "MVP" but could be an extraordinary play or effort. The same player cannot be selected twice in the tournament.

ANY QUESTIONS? CALL tournament Director: Ryan Harmer 604-603-0525

Last updated- June 16, 2022