





2019 LITTLE LEAGUE® SOFTBALL WORLD SERIES

---

Congratulations and welcome to the 2019 Little League® Softball World Series at Alpenrose Dairy. The LLSBWS Committee members are very excited to welcome you and your team to Portland, the City of Roses.

This packet contains all of the information you should need to have a successful tournament experience. If at any time, you are in doubt about any of the procedures, please see any one of our staff members for assistance. If they are not able to answer your questions, they will direct you to someone who can.

Many dedicated volunteers have spent countless hours to be sure your teams have an enjoyable experience while here for the Little League® Softball World Series. There are many sights to see in and around the Portland area. Mt. Hood, Mt. St. Helens, and the Oregon coast are all a short distance away and are very worthwhile to visit. You may also choose to visit the End of the Oregon Trail center in Oregon City, or the Portland Zoo. Whatever you choose to do while not on the field, please just ask any of our staff members or your hotel staff and they can help you with directions, or suggestions. You can also visit [www.oregonlive.com](http://www.oregonlive.com) for the best sights in the area, and get lots of ideas for recreation.

We wish all our teams the best of luck throughout the tournament, and though only one team can take home the title of "World Champion", you are all Champions just by getting here.

Sincerely,

A handwritten signature in black ink, appearing to read "Bob Hudlow", with a long horizontal line extending to the right.

Bob Hudlow,  
Little League® Softball World Series  
Tournament Director



To better serve the regional winning team, we encourage you to scan your team's documents and have them ready to add to a dropbox for Little League ® Inc. to access directly. If you have not yet used a dropbox account we have provided instructions below to enable you to set up and send documents in a convenient, easy manner. Please read through these directions

**Upon your winning final Regional game please do the following.**

1. Take a photo of your Regional Team

**Only include Rostered Team Players, the coach(s) and the manager with their regional banner.** Other members in the photo will prevent us from using their regional team photo on our website or other members will be cropped from photo potentially cropping members of the team.

Scan a copy for the following documents; copies are included in this packet under documents & forms

2. Regional winning teams affidavit (please bring the original to the World Series)
3. All Medical Releases, one for each player, coach and manager
4. All Model Releases one for each player, coach and manager
5. Completed concussion documents, one from each coach and manager
6. Abuse Awareness, one from each coach and manager
7. Team Roster

Go to dropbox.com and set up an account by doing the following

1. Click on pricing
2. Click on basic and set up your free account
3. Scan the above documents and do the following
4. Create a new folder titled as such- (Name of your Region) and (Year) such as Central 2019
5. Grant access to Sara Thompson – Director of Softball, Little League ®, Inc.

Add team affidavit, Medical releases and Model releases, concussion certificate and abuse awareness certificate to the folder, send to:

Sara Thompson [sthompson@littleleague.org](mailto:sthompson@littleleague.org)

Email a copy of your Regional photo and team Roster to:

Hudlow – Tournament Director [rpnahud@comcast.net](mailto:rpnahud@comcast.net)

Cathy Workman – Media Relations [workmac1@gmail.com](mailto:workmac1@gmail.com)



You will be greeted at Portland International Airport by members of the Little League Softball World Series Staff. They will help you gather your luggage and get your transportation to the stadium or hotel for you, your team, your luggage and equipment.

Parents will need to provide their own transportation to the field or the hotel. Maps are enclosed for their convenience to the field and hotel.

Arrival day is both exciting and exhausting; many things need to be done prior to the tournament actually beginning. In this packet is a list of items you will need to bring.

This packet has been divided into four sections for your convenience and ease of use. They are:

**Just the Facts** – Tournament Guidelines/ Rules and Regulations

**Instant Replay**

**Documents and Forms**

**All The Other Stuff** – What to expect on arrival day and events

**Things to do and see in Portland, Oregon**

# Just

Tournament Guidelines

# The

Rules and Regulations

# Facts



**Welcome and Congratulations!**  
**2019 Little League® Softball World Series**  
**Portland, Oregon USA**

In this Manager/Coach packet you will find important information regarding all the events throughout the tournament.

Please go over this packet, a copy will be provided to you at the Little League® Softball World Series you will need to bring it with you to your meetings.

We will answer any questions you may have. If any of our staff can be of assistance throughout the tournament, please let us know.

**Team Meeting – Mandatory for all Team Members**

**Tuesday August 6<sup>th</sup>, 4:00pm**  
**Alpenrose Dairy, Opera House**  
**(Meeting is not open to family or friends)**

Managers, Coaches, all team players, one team parent and your interrupter (if needed) will attend this meeting to learn a brief overview of the policies and procedures of the Little League® Softball World Series and our expectations. Your team parent is there as a liaison between the team, the coaching staff and your team parents, they have no authority to make any team decisions. We expect your team members to be respectful of the speakers and be attentive, not talking amongst themselves. After the meeting everyone will be dismissed to return to the hotel.

**Manager, Coach/Umpire/Staff Meeting – BE ON TIME**

**Tuesday August 6<sup>th</sup>, 7:30pm**  
**University Place**  
**(Meeting is not open to players, family or friends)**

As a manager, you are allowed to have your interrupter (if needed) with you during this meeting. At this meeting you will learn important information regarding the tournament and directly after the meeting we will have a coin flip for the pool play games. Umpires will be dismissed prior to the coin flips.

Important emails and phone numbers:

Bob Hudlow  
Tournament Director  
503-312-3272  
[rpnahud@comcast.net](mailto:rpnahud@comcast.net)

Doug Perret  
Umpire-in-Chief  
503-881-3684  
[douperr@comcast.net](mailto:douperr@comcast.net)

Mindy Cooper  
Concessions Manager  
360-606-9437  
[thecrazycoopers@hotmail.com](mailto:thecrazycoopers@hotmail.com)

Kristine Wise  
Head Scorekeeper  
503-449-3481  
[wisek@pdx.edu](mailto:wisek@pdx.edu)

Cathy Workman  
Media Relations  
503-750-7142  
[workmac1@gmail.com](mailto:workmac1@gmail.com)



The following is a list of important addresses, phone numbers and websites you may find useful. Use in your laptop, phone or cars gps for directions and information.

**Alpenrose Dairy**

6149 SW Shattuck Rd  
Portland, Oregon 97221  
alpenrose.com

Please, drive through the lower gates between the white fences to get to the ballfields; do not use the main driveway into the dairy plant or the parking lot near the upper restrooms. This parking area is for clients of the dairy; remember Alpenrose Dairy is still in full production during the World Series.

**University Place Hotel & Conference Center**

310 SW Lincoln Street  
Portland, Oregon 97201  
503-221-0140  
866-845-4647  
uplacehotel.com

**The Lodge**

7424 SW Beaverton Hillsdale Hwy  
Portland, Oregon 97223  
11:30 am – 11:00 pm  
503-296-0110  
lodgeatcascade.com

**Portland International Airport**

7000 NE Airport Way  
Portland, Oregon 97218  
503-460-4234  
877-739-4636  
portofportland.com

**Providence St Vincent Medical Center**

9205 SW Barnes Rd  
Portland, Oregon 97225  
503-216-1234  
oregon.providence.org

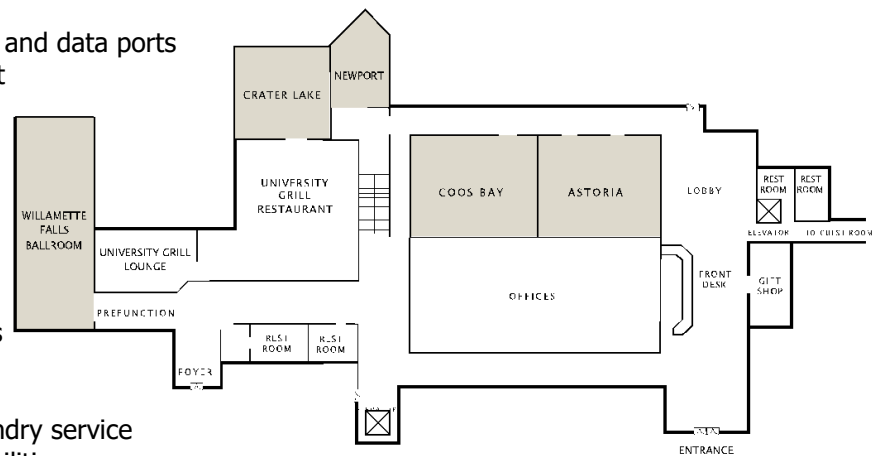


## University Place Hotel and Conference Center



For those seeking an affordable downtown hotel experience, our guest rooms provide quality comfort to travelers. We have ADA accessible rooms, and all rooms are non-smoking and come equipped with the necessary amenities, and the following

- Two telephones with voice mail and data ports
- Hard-wired High-Speed Internet
- AM/FM alarm clock-radio
- 25" television
- Electronic door locks
- Individual climate control
- Hair dryers
- Seasonal heated pool
- 24 hour fitness room
- Wireless internet in public areas
- ATM
- Gift and Coffee Shop
- Same-day dry cleaning and laundry service
- Coin-operated guest laundry facilities
- Vending machines



**Please remember that you are ambassadors of your hometowns and of the Little League® Softball World Series. Remember that your behavior is a reflection on you, your team, your family, and the community you represent.**



## University Place Hotel FAQ's

### Curfew

A curfew of 10:00 PM has been established for all players. This "in room/quiet time" is to ensure the health and safety of all the young ladies on the World Series teams.

### Quiet Time is 10:00 PM to 7:00 AM

- Players should be in their rooms by 10:00 PM and ready for room check
- After the room check no player will be allowed to leave their room unless accompanied by World Series Staff for health reasons
- Room cleanliness should be maintained at all times. Your room will be checked nightly
- Music, television, or any noise loud enough to be a disturbance will not be permitted.
- All doors will be taped from the outside and will be monitored throughout the night to insure players remain in their rooms from 10:00pm to 7:00am
- Do not open the room doors after room check
- If assistance is needed call your Manager, Team Parent or the Floor Chaperone
- If the tape is disturbed your Manager and your Team Parent will be called and a security room check will be performed

"In room/quiet time" means phones should be off as well. No calling from room to room and no cell phone use during this time.

### General Hotel Rules

- Under no circumstances should any player go anywhere alone, *EVER!*
- Running, shouting, rough housing, or horseplay are never acceptable behavior while on the hotel property. This includes hallways, lobby areas, stairways, elevators, the pool area; food services area and guest rooms. Remember this is a place of business and other guests will be staying in the hotel
- Please be careful with any sports equipment that is brought into the hotel. Bats and softballs can be a serious safety hazard inside the building for all hotel guests
- If at all possible do not wear your softball cleats inside the hotel; wear slides, flip flops or other shoes when in the hotel
- Laundry service is available for your uniforms, specifically your jersey (shirt), pants and socks. These will be collected nightly, please have your uniform in your team bag before curfew at 10:00 PM. This will insure you have a fresh, clean uniform for your next game
- Housekeeping is Fridays and Tuesday – put these days in your phone as a reminder
  - Nothing on the beds – remove all items
  - Place all towels in the bathtubs
  - If you need more towels or garbage emptied before your scheduled time you can always call Floor Chaperones, if they do not answer their phone leave a message
- You must stay in your assigned rooms; if you have a personal reason for not wanting to room with someone, please talk to your Team Manager. No room swaps unless authorized by your Team Manager *and* the Floor Chaperone.
- Pool closes at 10:00 PM, no exceptions – All pool rules will be strictly enforced
- Towels for the pool are located poolside on a cart; Do not use your room towels for the pool
- No rocks or other foreign objects in the pool – This will cause a pool closure for the duration of your stay

Free Continental Breakfast served every day in the restaurant from 7:00 AM to 9:30 AM

\*\* Please be aware that the Max train runs directly in front of the hotel – Do not stand or play on the tracks.\*\*

**Floor Chaperones are: 2<sup>nd</sup> floor - Kristine - cell 503-449-3481**

**3<sup>rd</sup> floor – Samantha - cell 408-427-4162**



## **Alpenrose FAQ's**

### **Please share this information with your player's parents**

Alpenrose Dairy is a private business owned by the Cadonau's family. This facility is actually located in the Cadonau's backyard. They graciously donated the use of this beautiful facility to the community including the three ballfields exclusively for Little League®. These fields are maintained by the staff of Alpenrose Dairy, and we have been asked to enforce some very basic rules.

- The top of the dugouts on the Main field will be clear of ALL items, including people, bags, equipment, and signs are not allowed to be hung on the railings. At times credential members of the press will briefly use this area for photographing and ESPN will use this area for the live broadcast. That is the only authorized use of this area; parents and spectators are not allowed on the top of the dugouts at any time
- The platform area next to the scoreboard is also a credential media area and is off limit to the general public
- Do not climb over the backrests of the bleachers, always use the aisles
- Both the right and left field lines must remain clear of spectators; Please remain at least 2 feet behind the fences
- Parents must take responsibility for watching their non-player children. Both younger and older sibling must remain within your line of sight throughout the game and not wander away from the field. Parents of children found unsupervised on the lower fields, quarter midget track, Velodrome or Dairyville will be warned only ONCE and then asked to leave, and not return during the World Series
- Bikes, skateboards, roller skates and roller blades are not allowed at Alpenrose; the only exception to this rule are the members of OBRA bicycle association and they are the only ones allowed to use the Velodrome
- No smoking near the ball fields. If you are a smoker please do so next to the railing near the quarter midget track
- No alcohol is allowed on the Alpenrose property at any time



## Alpenrose FAQ's continued

- Sunflower seeds are not allowed in the dugouts – these clog the drainage system and will flood the dugouts. Additionally if you do eat sunflower seeds in the grandstands please spit your seeds into a plastic bag or cup then deposit your garbage in garbage receptacles
- Cars parked near or in the fire lanes will be towed without warning. If you are unsure of parking areas please ask a staff member
- Parking at Alpenrose is at your own risk – Do not leave valuables in your car. Foul balls do happen, be aware of where you are parking. If your car is hit by a foul ball that is your responsibility, not Little League® or Alpenrose Dairy.
- Spectators parking in the fields directly behind the Main and East fields due so at their own risk. Fly balls do happen; neither Alpenrose nor Little League® will pay for or be responsible to damage incurred to your vehicle. Take valuables with you or lock them in the trunk.
- Cars used by the umpires and teams, you have a designed parking area behind the quarter midget track. You can drop off equipment near the field but please park in the designated area to ensure your car is not hit by foul balls. Damage to your cars from foul balls will be your responsibility to pay
- No umbrellas, pop-up, or tents are permitted anywhere in the grandstands, this includes the back rows.
- Be responsible for your own garbage, PICK UP AFTER YOURSELF. Leave your seating area the way you would like to see it when you arrive
- Be a role model for your children. If you can't say something nice – DON'T SAY IT!
- Coaching from the stands is strictly prohibited and will not be tolerated. You will receive only one warning, and then asked to leave for the duration of the tournament.

## **Player, Manager, Coach and Umpire FAQ**

### **Bad Behavior**

Teams and umpires come from all over the world; use this opportunity to get to know other players. Bullying, harassment either to other teams or your own teammates will not be tolerated either on or off the field. Be an ambassador for your league, region and country.

### **Housing**

Players will be housed at the University Place Hotel, limited to four player per room. Friends, siblings, and parents are not allowed to stay in the player's rooms. Curfew for players will be in effect the entire duration of the World Series

Coaching Staff will be provided with up to three single rooms for the entire stay, room and tax included. A credit card is necessary for incidentals. Any additional rooms requested will be paid by the individual

Umpire Staff will be provided one room per umpire for the entire stay, room and tax included. A credit card is necessary for incidentals. Arrangements can be made if bringing family members for individual rooms

### **Transportation**

Teams and umpires will be provided daily transportation to and from the ball fields

Be aware in Oregon you may not pump your own gas – We have gas attendants

### **Uniforms**

Player's uniforms consist of jersey, warmup shirt, pants, hats, shoes, and socks. Uniforms will be personally fitted to each player with pants resting at the player's natural waist – not the hips or below. Uniforms will be worn with no modifications allowed at any time. Jerseys must be tucked in during games, exposed under jerseys must be uniform in style & color. Sliding shorts & pads need not be uniform in color. Wearing the hat while on defense is optional. No metal cleats.

Coaching Staff will wear the shirt and hat provided. Shorts may be worn if appropriate. NO cutoffs, denim, holes, rips, spandex or other tight fitting attire. Shorts must be of walking length, no more than 4" above the knee. No metal cleats. Shirts and hats are yours to keep.

Umpires uniforms are provided, these are yours to keep.



## **LLSBWS TOURNAMENT REQUIREMENTS**

The Little League® Softball World Series Tournament operates under the Little League® Softball published rules. Tournament rules can be found in the back of your regular season rule book. There will not be any additional rules or guidelines issued or used.

Please carefully read all tournament rules before your first game. Pay close attention to substitutions, pitching eligibility, and minimum play rules.

If you have questions please ask them at the Coaching Staff & Umpire meeting on Tuesday August 6<sup>th</sup> at the University Hotel. If questions arise after that meeting please contact Bob Hudlow.

A maximum of 14 players, 1 officially rostered manager and up to 2 officially rostered coaches may occupy the pre-game field and the dugout at any time. Non English speaking team will be allowed one interpreter in the dugout.

AFFIDAVITS will be turned in to the tournament director on arrival day and will be held with the team document until all the teams have been completed. Teams may come to the director's office at the end of their final game to collect them, if not collected by the team staff, they will be shredded.

Any unsafe or unapproved equipment removed from your teams equipment will be held in the director's office until after your team's last game. Equipment will be returned and can be picked up after your last game.



## EQUIPMENT AND SAFETY

- Each team must have a first aid kit at all times
- Managers must have Medical Release forms for each player with them at all times
- Only eligible rostered players may warm up a pitcher at any time on the Alpenrose property
- All teams must have at least 6 approved batting helmets in the dugout. Batting helmets painted over a large area of the helmet will not be approved
- It is recommended that each team have 2 sets of approved catchers gear in the dugout
- Catchers must wear a mask with approved catchers helmet (skullcap is not acceptable) and a dangling type throat guard during practice, infield, pitching warm up and games
- If you are hitting infield or outfield, a player shagging balls near a coach with a bat is considered the catcher regardless of the position played during the game and must wear a catcher's mask
- All equipment will be checked for safety to insure Little League® requirements have been met. The Umpire-in-Chief, umpire staff or field umpires will remove any unsafe or unapproved equipment
- No Jewelry! Cloth/rubber bracelets, watches, rings, earrings chains etc., must be removed before the game. New piercing are no exceptions. Only medical ID tags may be worn and these must be covered with flesh colored tape
- No banners, signs, balloons, etc. may be placed on the fences but may not block the view of the spectators. Any of the above must be placed on the outside of the fence so not to interfere with the field of play
- No banners or signs are allowed on the railing around the top of the dugouts on the main field
- Go-pros, video cameras, streaming or any other recording device are strictly prohibited



## **Little League® Softball World Series Tournament Format**

This method gives every team the opportunity to play four qualifying games and at least one additional game. Under this format, there are four distinct segments to the Little League® Softball World Series.

### **Segment One**

Pool Play – the ten teams have been divided into two, five-team pools: Pool A and Pool B. Each team in pool A will play the other four teams within pool A. Each team in pool B will play the other four teams within pool B. The four teams with the best win/loss records in each of the two pools will advance to segment two. If the four teams cannot be determined using the win/loss record in pool play, a tie-breaker system has been established. This system rewards defensive play. The tie-breaker system will also be used as needed to determine the correct seed of each team moving to segment two.

### **Segment Two**

Single elimination – Once the four top seeded teams have been determined in each pool, the eight teams will go head to head to determine the top four teams to move onto to the next segment. Teams will be matched in the following manner:

1<sup>st</sup> place pool A will play the 4<sup>th</sup> place in pool B; 2<sup>nd</sup> place in pool A vs 3<sup>rd</sup> place in pool B; 3<sup>rd</sup> place in pool A vs 2<sup>nd</sup> place in pool B and 4<sup>th</sup> place in pool A vs 1<sup>st</sup> place in pool B.

Teams not advancing to segment two and beyond will play in consultation games from the teams in the opposing pool with the same ranking.

### **Semi-Finals**

This segment will consist of two single elimination games. The top four teams from segment two will complete in this segment in a head to head competition to determine the top two teams.

### **Championship Game**

Championship Game – the two winning teams from segment three will advance to the championship game with the winner being crowned the 2019 Little League® Softball World Series Champion.



## The Tie-Breaker System

Excerpt from 2019 rule book

- A.** In all cases, the team(s) advancing past segment 1 must be the team(s) with the best win-loss record(s) during pool play. The tournament director will determine the top four teams from pool play will advance to Segment 2.
- B.** When records are tied, however, the following procedures must be applied in order, so that the tie can be broken. These procedures also apply to determining the seeding for Segment 2 (the playoff round).
  - 1.** The first tiebreaker is the result of the head-to-head match-ups(s) during pool play (Segment 1) of the teams involved in the tie.
    - a.** If one of the teams involved in the tie has accomplished EVERY ONE of the following, then that team will advance:
      - i.** Defeated all of the other teams involved in the tie at least once; AND,
      - ii.** Played each of the other teams involved in the ties an equal number of times.
    - b.** Each time a tie is broke to advance one team, leaving a tie between two or more teams, the situation reverts to "B. (1)" (head to head results) in this section. Example: Three teams are tied with identical records for first place at the end of pool play, and two teams are to advance to Segment 2. Teams A, B and C played against each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broke by reverting to "B. (1) (a)" in this section.
  - 2.** If the results of the head-to-head match-up(s) during pool play of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in every one of the pool play games played between those teams, then the tie is broken using the Runs-Allowed Ration (see section below).
- C.** In all cases, if the tie-breaking principles herein are correctly applied and fail to break the tie, or if these guidelines are not applied correctly (in the judgement of the tournament Committee in Williamsport), then the matter will be referred to the Tournament Committee, which will be the final arbiter in deciding the issue. If a tie cannot be broke through the proper application of these guideline (in the opinion of the Tournament Committee), then a playoff, blind draw or coin flip will determine which team(s) will advance. This is a decision of the Tournament Committee.





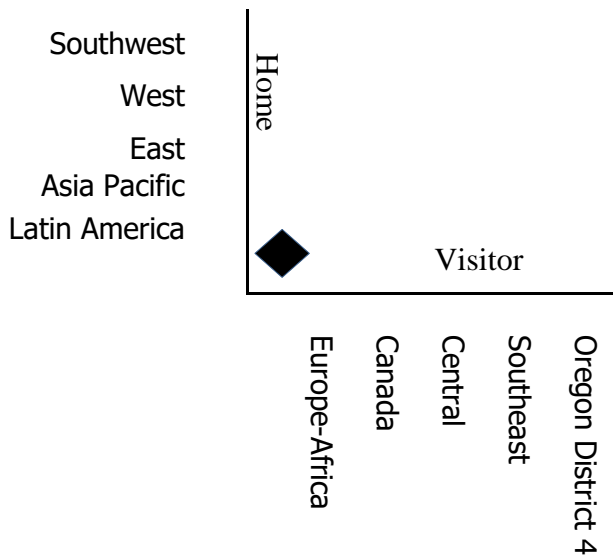
### Runs-Allowed Ratio

- A.** For each team involved in a tie in which head-to-head results cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in every one of the pool play games between those teams or because the teams involved in the tie did not play one another an equal number of times during pool play), the tournament director will calculate: The total number of runs given up in all pool play games by that team, divided by the number of half-innings play on the defense in pool play games by that team. This provides the number of runs given up per half-inning by that team: The Runs-Allowed Ratio.
1. Example: The Hometown Little League® team has given up eight (8) runs in all the four (4) of its pool play games, and has played 23 innings on defense in those four games. 8 divided by 23 equals .3478
  2. The Runs-Allowed Ratio for Hometown Little League® (.3478 in the example above) is compared to the same calculation for each of the teams involved in the tie.
- B.** The Runs-Allowed Ratio is used to advance ONLY ONE team
- C.** If, after computing the Runs-Allowed Ratios using results of all pool play games played by the teams involved in the tie:
1. One team has the lowest Runs-Allowed Ratio that team advances.  
After one team has advanced using the Runs-Allowed, the breaking of any other ties must revert to the methods detailed in the Tie-Breaker System above – Tiebreaker Procedures, before the Runs-Allowed Ratio is used to break the tie.
  2. Two or more teams remain tied, and the methods detailed in the Tie-Breaker System above cannot be used (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie in every one of the pool play games played between those teams,), then the Runs-Allowed Ratio must be recomputed using the statistics only from the pool play games played between the teams involved in the tie. The results are used to advance ONE team, and any other ties must revert to the methods detailed in the Tie-Breaker System above, before the Runs-Allowed Ratio is used to break the tie.
- D.** Any part of a half inning played on defense will count as a complete half-inning on defense for the purposes of computing the Runs-Allowed Ratio.
- E.** If a game is forfeited, the score of the game will be recorded as 6-0 (If a game is forfeited, in most cases each team involved in the forfeit will be deemed to have played six defensive half-innings for Little League® divisions and below).



## Opening Ceremonies

- Please have your team ready to line up **30 minutes prior to Opening Ceremonies**. Your team make may restroom visits or visit with other teams while waiting for the ceremonies to begin
- Teams will line up outside the fence lines in the order shown at the bottom of the page
- Umpires your line up assignments will be given to you by the umpiring staff
- Please be sure to have your team and coaching staff in full uniform
- If you have visiting league dignitaries planning on joining you for the ceremony, please be sure they are ready to go on the field as well. Make sure the announcer has their name for them to be introduced onto the field
- Your flags and banner will be attached to flagpoles and ready for your volunteer flag bearers to carry out onto the field
- Your flag bearer will lead you onto the field to your appropriate spot
- Please remind your players to stand almost shoulder to shoulder in a straight line. With knee slightly bent to ensure you players do not pass out. There will be staff on the field to assist you.
- Once all the teams have been announced the Tournament Umpires will be announced and joining the teams on the field





2019 LITTLE LEAGUE® SOFTBALL WORLD SERIES



Team/Mgr: \_\_\_\_\_

Opponent: \_\_\_\_\_

Game #: \_\_\_\_\_ Date: \_\_\_\_\_ Time: \_\_\_\_\_ Home:  Visitor:

ORDER	#	STARTER	POS	SUBSTITUTE	POS	INN
1						
2						
3						
4						
5						
6						
7						
8						
9						
#	PLAYER AVAILABLE		#	PLAYER AVAILABLE		



## Game Preliminaries

### Coin Toss (home/visitor)

Teams will do the coin toss at the end of the Manager/Umpire meeting for the pool play segment of the tournament only. Thereafter, both Managers must meet at the tournament staff trailer or nightly at the hotel the night before their scheduled game time to do the coin flip for the next day. If one team is not present to do the toss, the manager present will be given the choice of home or visitor.

### Line Up Sheets

- A four-part line up sheet will be provided and must be used by all teams.
- Line ups are due the day before the scheduled game in the tournament staff trailer
- You will receive a copy of your own line-up and the opposing team's line-up at home plate prior to the game during your conference at home plate with the umpires

### Infield Warm Ups

At this briefing you will be advised about when and how long warm ups will last. Bearing in mind warm ups may be shortened if the prior game ran long.



## **Game Time Introductions: Please Read Carefully!**

### **Team Introductions**

The teams by positions will be introduced; visitor then home teams will meet at home plate, greet and shake hands, exchange pins or other team mementos and proceed to the pitching plate and line up from the pitching plate toward 1<sup>st</sup> base for the visiting team; pitching plate toward 3<sup>rd</sup> base for home team; all players on the line ups followed by substitutes, coaches and the manager.

### **League Officials**

If you have visiting League or District etc. officials (two per game) that you wish to have announced at the start of your game please write their name and affiliation on your line up sheet. Following the teams being announced the officials will be announced.

### **Umpire Introductions**

The umpires will be introduced after the managers, entering in from the first base side the Plate umpire will be introduced followed by the 1<sup>st</sup> base umpire, then 2<sup>nd</sup> and lastly the 3<sup>rd</sup> base umpire; lining up from 1<sup>st</sup> base toward the visitors' dugout.

### **Pre-Game Ceremonies**

The manager will pre-select two players (noted on their line up sheet) to recite the Little League® Pledge. The players will proceed to home plate; cheat sheet will be available for the players. International teams are highly encouraged to recite the pledge in their native language. Players will then return to the lineup with their teams.

At this time the announcer will ask the audience to stand and remove their hats for the singing of the team's national anthems. Each game we will have live (preferred) or recorded version of the anthems. Preference will be given to players who wish to sing their national anthems. If your team has a parent or fan that would like to sing the National Anthem, please come to the Tournament Staff Office.

After the national anthems have been sung, players will return to their dugouts; Managers, coaches will meet at home plate for a short pre-game conference with the umpires.



## Media Section

Your Little League® Softball World Series staff is here to assist you with this exciting and sometimes overwhelming time, when dealing with members of the media.

Please help us help you and your players by following these basic rules.

- All members of the media will be credentialed with name tags similar to your own. **No name tag, means no interview**; if asked for an interview by a member of the media who does not have a name tag, kindly refuse and have them go to the Tournament Staff Office for credentials
- **NO Player** is to be interviewed by the media without an adult present – this means the adult will be attentive and listening to the full interview. You owe it to your players to listen and help them with the interview should they need it. **There is no exception to this rule – ever**
- LLSBWS prohibits members of the media from interviewing you or your team directly before or during games
- You as the manager, coach, or umpire have the right to refuse to be interviewed at any time
- If you wish to have a member of the media staff or an interpreter present for an interview, please contact Cathy Workman
- All interviews will be conducted at the Alpenrose complex
- No interviews with the exception of the Championship game will be conducted on the field
- **NO Player** is allowed to wear a microphone at any time
- With the exception of ESPN, no member of the media is allowed to ask you wear a microphone during any game without the expressed permission of the Tournament Director. If permission is granted a member of the media staff will escort the media personality to you, express the permission has been granted and give you some basic information
- If you are asked to wear a microphone by any member of the media including ESPN, you as the manager, coach or umpire have the right to refuse without explanation
- All microphones will be equipped with a shut off switch, so you may turn off the microphone at any time you see fit
- Media staff will not give out your contact information to the media without your expressed permission
- If you have a home town radio personality coming to the World Series for the expressed reason of broadcasting the game, be aware LLSBWS and Little League® Inc. do charge to broadcast the games. Send these media people to the Tournament Staff Office
- Anyone found live broadcasting any game will be asked to cist and desist immediately and may be asked to leave
- International teams wishing to live broadcast during with ESPN+ games must get prior approval from the Tournament Director



## **ESPN Briefing**

ESPN+ will be live streaming games 1 through 20, for teams playing their regional in the US you will be aware of the timing of ESPN+ as it pertains to the games.

The single elimination games, semi-final games, as well as the Championship game, will be televised live on ESPN; games 25, 28, 29 and 30 will not be streamed on the internet nor broadcasted on television.

The timing of the games, meaning when you take the field, when you come off the field, and all nuances of the game will be dictated by the timing of the live streaming and the televised games.

Line-ups for all streamed and televised games will need to be submitted the day before your game and be held in confidence with the exception of the ESPN+ and ESPN graphics and announcing crew. ESPN+ and ESPN need the added time to ensure they have the proper graphics and names in place for your games. The Line-ups will not be shared with any other media personnel, LLSWS Staff or members of the opposing team until game time. These lines can be changed up to one hour prior to game time. Please submit all copies to the LLSWS office or to Bob Hudlow at the hotel.

Please be aware it is our hope that we will have time to play National Anthems, introduce players and exchange gifts at the plate for all games. However there may be times when the game played prior to your game has run longer than intended. Should this happen, it may be necessary to eliminate some or all of the pre-game festivities.

Teams playing in the semi-championship and Championship please be aware that the crew from ESPN may want to meet with your teams for alternate introduction videos as well as interviews with their play-by-play and color commentary. Your team will be given a schedule of your meeting time.

Immediately following the final Semi-Final game, winning team Managers will report to the Tournament Office for the coin toss for the Championship game and asked for the line-up sheet to be turned in at that time.

If, you have questions regarding this process please feel free to discuss with Bob Hudlow, Tournament Director for clarification.

Best of luck to all of our teams along the way!



## Closing Ceremonies

### Championship Game

- Teams not participating in the Championship game must come early to secure seating in the stands in the area behind and around the main field
- Teams ***must*** wear their uniforms shirts to the Championship game and closing ceremonies
- Teams are encouraged to bring signs to the game, which ESPN will try to highlight throughout the game along with featuring players and teams
- Once the winner is crowned ESPN will do a live on the field interview with the winning team and the championship banner will be presented
- The runner up will return to their dug out

### After the Championship Game

- While the winning team is being interviewed, all teams with the exception of the two teams in the championship game will line up along the fence line in the same order they did for opening ceremonies
- The two teams in the championship game will line up on the foul line in front of their dugouts and remain there for the awards presentations
- Teams will enter the field for Closing Ceremonies as they are announced and will line up on the grass at the edge of the infield. As they did for opening ceremonies only closer
- Once all the teams are on the field, the Tournament Umpires will enter the field

Closing ceremonies will commence, beginning with the Tournament Umpires, all umpires, and teams will receive their awards.

Following the awards ceremonies all teams and umpires will be asked to go to the scoreboard for the final 2019 Little League® World Series photo. Please take your awards with – You will not want to lose these.

After the media has taken their final photos we will open the field and parents and spectators can join in and take photos.





**Video Replay:** At the Little League Softball World Series level, Video Replay may be used to reverse the decision made on the field by the Umpires under the conditions herein.

**I.** The game must be televised or recorded for televised replay.

**II.** The Game Operations Replay Official must be at the replay facility, and must be able to review replays of the call in question from camera angles available, through voice contact with the television producer.

**III.** Video Replay shall be used only under the following circumstances:

A. After the call in question, and after the ball is dead or “time” is called, the Umpire who made the call may invoke his/her traditional ability to call a conference of other Umpires (“Umpire Conference”) if he/she believes for any reason that another Umpire might have been in a better position to make the call. Such Umpire Conference will involve all infield Umpires. The Umpire-in-Chief also may, at his/her discretion, call in one or both of the foul-line Umpires for the Umpire Conference. However, the Umpire Conference must include the foul-line Umpire if the original call was made by that Umpire. If the call is made by the Umpire-in-Chief and he/she wishes to utilize video replay, no Umpire Conference is necessary and the decision would then rest with the Game Operations Replay Official.

1. If, during that Umpire Conference, an Umpire (other than the Umpire who made the original call) is convinced that his/her view of the play would result in making the correct call, and if all other Umpires on the field agree, the Umpire that made the original call will announce that call.

2. If, during that Umpire Conference, an Umpire (other than the Umpire who made the original call) is convinced that his/her view of the play would result in making the correct call, but any other Umpire disagrees, the Umpire-in-Chief will announce that video replay will be used. The decision then rests with the Game Operations Replay Official.

3. If, during that Umpire Conference, no Umpire is convinced that his/her view of the play would result in making the correct call, the Umpire-in-Chief will announce that video replay will be used. The decision then rests with the Game Operations Replay Official.

B. At any time, including after a decision is rendered during an Umpire Conference as noted in III-A-1 above, the Manager of either team may call for a Video Replay Challenge, subject to the following conditions.

1. To make a challenge, the Manager must first request “time” from any Umpire and receive permission to enter the field of play. The Manager must then inform the Official Scorekeeper and the Umpire-in-Chief that he/she is calling for a Video Replay Challenge. The Official Scorekeeper and/or Little League Time Out Coordinator will refer the matter to the Game Operations Replay Official, who will render the decision, provided the Video Replay Challenge is in accordance with these rules.

2. Each team is limited to two unsuccessful Video Replay Challenge during the first six full innings of a game, and one unsuccessful Video Replay Challenge after six innings are complete (extra innings).

3. If two of a Manager’s Video Replay Challenges during the first six innings are unsuccessful (i.e., if the calls on the field are not reversed by the Video Replay Official), that team will lose the ability to call for a Video Replay Challenge unless and until the game extends into the seventh inning.

4. If a Manager's Video Replay Challenge during extra innings is unsuccessful (i.e., if the call on the field is not reversed by the Video Replay Official), that team will lose the ability to call for a Video Replay Challenge for the remainder of that game.
5. A team will not be charged with an unsuccessful challenge when a batted ball, originally ruled as foul on the field, is found to have been fair after review by the Game Operations Replay Coordinator, but when the final ruling is declared "No Pitch" because, in the opinion of the Game Operations Replay Coordinator, the batter-runner would not have advanced at least one base, or if the defense would have had a reasonable chance to put out another runner before such runner advanced one base, if the ball had been ruled "fair" in the original call on the field. (See VI-D, herein.)
6. Even if a Manager does not call for a Video Replay Challenge (or is prevented from calling for a Video Replay by these rules), the Manager still may – as always – respectfully request that an Umpire who made a call, consult with other Umpires as noted in III-A of this rule. The Manager must first request and receive "time," along with permission to enter the field of play, before making such a request. (See Rule 9.02 – Official Regulations and Playing Rules.)
7. Once a Manager calls for a Video Replay Challenge as noted in III-B-1 of these rules, provided the play is reviewable herein, and provided the Manager has not exhausted his/her challenges for that period of the game, that Video Replay Challenge cannot be rescinded.
8. In calling for the Video Replay Challenge, the Manager must specify the singular "call" by an Umpire for which he/she is making the challenge.

**Example 1:** The Manager, if able to call for a Video Replay Challenge, could call for a Video Replay Challenge regarding whether or not a runner missed a base (as described in VI-H-Examples 2, 3, and 4). But the Manager could not use that same Video Replay Challenge if he/she believes that runner missed another base on the same play.

**Example 2:** On a call resulting in a double play, if the Manager is able to call for a Video Replay Challenge, the Manager may use a Video Replay Challenge on only ONE of the two "out" calls. If that Video Replay Challenge is not successful and the manager still had one challenge remaining he/she could call for a challenge on another part of the play. Otherwise, without any remaining challenges available, the Manager cannot then call for a Video Replay Challenge on any other part of the play. However, if the first Video Replay Challenge is successful, the Manager may then call for a Video Replay Challenge on the other "out" call.

9. The Official Scorekeeper will maintain the status of each team's Video Replay Challenges.

C. The situation that results in the end of any game will automatically be reviewed by the Game Operations Replay Official, provided such play or plays is reviewable within the scope of these rules, regardless of any available remaining challenges from either team.

The Umpire-in-Chief will not declare the game completed until receiving confirmation from the Little League Time Out Coordinator that the final play has been reviewed by the Game Operations Replay Official, and that the call(s) on the field have been confirmed. (Note: Upon Video Review, if a call on the field in the apparent final play is reversed and the game continues, this rule will again be in effect on a subsequent "final play.")

**IV.** If, after the play in question, another pitch or play takes place, or the half-inning ends, the call will stand as it was originally made by the Umpire, and video replay cannot be used.

A. If the Manager attempts to call for a Video Replay Challenge after another pitch or play, he/she will not be “charged” with having made the challenge.

B. If the Manager attempts to call for a Video Replay Challenge on a call that does not qualify for the use of Video Replay as noted herein, he/she will not be “charged” with having made the challenge.

C. A half-inning will be considered to have ended, for the purposes of this rule, when the Plate Umpire signals “Play,” or otherwise makes the ball live, to begin the next half-inning.

**V.** To reverse the decision on the field, the Game Operations Replay Official must determine that there is clear and convincing evidence to overturn the original call that was made on the field of play. In the absence of clear and convincing evidence, the original decision of the Umpire on the field stands.

**VI.** The only calls for which Video Replay review may be used as noted in Rule III are the following:

A. Those plays in which a **batted ball** leaves the field of play over the outfield fence; or when there is a possibility that the ball should have been ruled that it left the field of play over the outfield fence, but is ruled otherwise in the original call on the field. (Note: The outfield fence at both stadiums is defined as the fence or wall, including padding and signage, extending in an arc from the end of the stadium in foul territory on one side of the field, into fair territory, then to the other side of the field in foul territory at the end of the stadium.)

**Example 1:** A fly ball near the foul pole is nearly caught by the right fielder, and the ball falls to the ground in the field of play. The Umpire erroneously rules that the ball is in play. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Upon reviewing the video replay(s), the Game Operations Replay Official determines that there is clear and convincing video evidence that the ball struck the foul pole before touching the ground, and before it returned to the field of play. **Ruling** – The Game Operations Replay Official, through the Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then awards a home run to the batter.

**Example 2:** A fair fly ball near the left field fence at Alpenrose Stadium appears to have been caught by the outfielder, who reaches over the fence and returns with the ball in his/her possession. The Umpire erroneously rules the batter is out. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the outfielder trapped the ball against the ground just beyond the outfield fence, and the batter should have been awarded a home run. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then awards a home run to the batter.

**Example 3:** A fly ball near the right field foul pole clearly travels over the fence, and is erroneously ruled a foul ball by the Umpire. After the play ends, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the ball should have been called fair, and the batter should have been awarded a home run. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then awards a home run to the batter.

**Example 4:** A fly ball near the right field foul pole clearly travels over the fence, and is erroneously ruled “fair” by the Umpire. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the ball should have been called foul. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the play a foul ball and instructs the batter to return to the batter’s box. Runners, if any, return.

B. Those plays for which there is a possibility that a **batted, pitched, or thrown ball** should have been ruled that it entered a dead ball area, or should have been ruled dead, but is ruled otherwise in the original call on the field.

**Example 1:** A ball is overthrown or pitched and is ruled “in play” by the Umpire. After calling “time” if necessary, the Umpire who made the decision calls for an Umpire Conference. The proper procedure in calling for a Video Replay is followed. Video evidence shows that the ball entered a dead-ball area and should have been ruled “dead.” **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then rules the ball was “dead” on the overthrow or pitch, and places the runner(s) on base(s) accordingly.

C. Those plays for which there is a possibility that a **batted ball** should have been ruled “foul,” but is ruled “fair,” “in play,” or otherwise “dead,” in the original call on the field.

**Example 1:** A fly ball near the foul line is nearly caught by the right fielder, and the ball falls to the ground in the field of play. The Umpire erroneously rules that the ball is fair, and in play. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the ball was actually foul. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then declares a foul ball.

**Example 2:** A fly ball near the backstop is erroneously ruled by the Umpire as a catch by the catcher. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the ball hit a part of the backstop before being caught by the catcher, and it is clear that it should have been ruled a foul ball. **Ruling** – The Game Operations

Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the play a foul ball and instructs the batter to return to the batter’s box.

**Example 3:** A pitch, swung at by the batter, is erroneously ruled as a “foul tip, strike, and live ball” by the Umpire. After the play ends and “time” is called, the proper procedure in calling for Video Replay is followed. Video evidence shows that the pitch was struck by the bat, but that it was not legally caught by the catcher, and did not meet the criteria for a foul tip. In reviewing this play, the Game Operations Replay Official shall judge whether or not the ball touched the bat, as well as whether or not the ball was caught by the catcher in accordance with a foul tip. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the play a foul ball and instructs the batter to return to the batter’s box, negating any play that may have ensued because of the erroneous call.

**Example 4:** A pitch, erroneously ruled a live ball **by the Umpire due to it being** untouched by the bat and is then first touched by the defense in foul territory. After the play ends and “time” is called, the proper procedure in calling for Video Replay is followed. Video evidence shows that the pitch was struck by the bat, but that it was not legally caught by the catcher, and did not meet the criteria for a foul tip. In reviewing this play, the Game Operations Replay Official shall judge whether or not the ball touched the bat, as well as whether or not the ball was caught by the catcher in accordance with a foul tip. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the play a foul ball and instructs the batter to return to the batter’s box, negating any play that may have ensued because of the erroneous call.

D. Those plays for which there is a possibility that a batted ball should have been ruled “fair,” but is ruled “foul” by any Umpire.

In reviewing the play, and in order to reverse the original call on the field, the Game Operations Replay Official must be convinced that the batter-runner would have advanced at least to first base safely, AND that there was no reasonable chance for the defense to put out any other runner that was on base at the time of the pitch before such runner(s) advanced one base, if the ball had been ruled fair originally. If the Game Operations Replay Official is convinced that -- if the batted ball had been called “fair” in the original call on the field -- the defense would have been able to put out any runner, including the batter-runner, before such runner advanced one base, then the play shall be declared “no pitch.”

The Game Operations Replay Official must take into account that the defense, reacting to the “foul” call by the umpire, may have reacted differently if the ball had been called fair. The Game Operations Replay Official also must take into account whether or not a runner was likely to have tried to advance on the play, or if he/she would have been forced to advance, for the purpose of deciding whether or not the defense might have been able to put the runner out.

If the “foul” call is reversed and called “fair” the Game Operations Replay Official shall place the base runners on the bases he believes they would have reached had the reviewed call been made correctly. Any doubt regarding the placement of runners should be resolved in favor of the last base legally touched at the time of the challenged call. More than one base should not be awarded unless it is clear to the Game Operations Replay Official that a runner would have safely advanced beyond one base had the call been made correctly

**Example 1.** A batted ball in the infield or outfield is ruled “foul” by an Umpire. With “time” on the field, the proper procedure in calling for Video Replay is followed. Video evidence shows that the ball was fair. The Game Operations Replay Official is convinced that the batter-runner would have reached at least one base safely if the ball had been ruled fair, and that there was no reasonable chance for the defense to put out any runner, including the batter-runner, before such runners reached the base beyond the base they occupied at the time of the pitch – even if the defense had reacted to the batted ball as if it was fair. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Game Operations Replay Official shall place the base runners on the bases he believes they would have reached had the reviewed call been made correctly.

**Example 2.** A batted ball into the infield or outfield is ruled “foul” by an Umpire. With “time” on the field, the proper procedure in calling for Video Replay is followed. Video evidence shows that the ball was fair. The Game Operations Replay Official believes that the defense might have been able to put out any runner, including the batter-runner, before such runner(s) reached the base beyond the base they occupied at the time of the pitch, and if such runners were likely to advance, and/or if they would have been forced to advance, if the ball had been ruled “fair.” **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the original call on the field (“foul ball”) is changed to “no pitch,” regardless of any play that ensued, and the pitcher will not be charged with having delivered that pitch. The team that made the challenge will not, in this case, be charged with an unsuccessful challenge. (See III-B-5 herein.)

E. Those plays for which there is a possibility that a **pitched ball** struck the batter and should have been ruled “hit batter-dead ball,” but is ruled otherwise in the original call on the field, or the umpire rules “hit batter-dead ball” when the pitch does not hit the batter and either hits or does not hit the bat.

**Example 1:** A pitch strikes the batter, but the Umpire erroneously rules that the pitch is in play. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the pitch struck the batter. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then declares the ball dead at the moment it struck the batter and rules accordingly.

**Example 2:** A pitch does not strike the batter, but the Umpire erroneously rules “hit batter – dead ball.” The proper procedure in calling for a Video Replay is followed. Video evidence shows that the pitch did not hit the batter, nor did it hit the bat, and it should have been ruled “in play.” **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief will rule whether the pitch was a ball or strike, and the pitcher will be charged with delivering the pitch. Exception: If a play occurs when the ball is not legally caught in flight by the catcher on a third strike, the call is vacated. The Umpire-in-Chief will rule “no pitch,” regardless of the result of any play that ensues, and the pitcher will not be charged with delivering the pitch.

**Example 3:** A pitch does not strike the batter, but the Umpire erroneously rules “hit batter – dead ball.” The proper procedure in calling for a Video Replay is followed. Video evidence shows that the pitch did not hit the batter, but did hit the bat. The batted ball enters fair territory and should have been ruled fair and “in play.” **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is “no pitch.” The batter returns to the batter’s box and resumes the count without reference to the pitch. Any runners on base will return to the bases they occupied at the time of the pitch. The pitcher will not be charged with delivering the pitch.

**Example 4:** A pitch strikes the bat and should be ruled “foul or “dead ball” because the ball: a) never entered fair territory or enters fair territory after being touched by a fielder in foul territory, b) was not touched intentionally by a runner or batter-runner in foul territory before entering fair territory, c) was not intentionally touched by the batter after it hits the bat, but the Umpire erroneously rules “dead ball – hit batter.” After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the pitch struck the bat first. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then declares the ball “foul.”

**Example 5:** A pitch strikes the batter, but the Umpire erroneously rules that the pitch struck the bat instead, and rules “foul ball.” After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the pitch struck the batter.

**Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then declares the ball dead at the moment it struck the batter and rules accordingly.

F. Those plays for which there is a possibility that a **batted ball** struck a runner or the batter-runner and should have been ruled “dead ball,” but is ruled otherwise in the original call on the field.

**Example 1:** A fair batted ball strikes a runner or batter-runner before it touches or passes an infielder, but the Umpire erroneously rules that the ball is in play. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the batted ball struck the runner or batter-runner before it touched or passed an infielder. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then declares the ball dead at the moment it struck the runner or batter-runner and rules accordingly.

G. Those plays for which there is a possibility that an Umpire’s original call on a defensive player’s attempt to put out a runner or batter-runner by tagging the runner/batter-runner or by tagging a base, and/or whether or not the runner acquired the base, should have been ruled otherwise. (Exception: Appeal plays are covered in VI-H.)

**Example 1:** A ground ball on the infield is fielded and thrown to first base. The batter-runner is ruled safe. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the batter-runner should have been ruled out.

**Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the batter-runner out. Any other outs or runs recorded during this play will stand. **Exception:** If there are two outs when the batter-runner is called out for not reaching first base before being put out, no run scores on that play. (The same would apply if there are two outs when any runner is called out on a force play - no run scores on that play.)

**Example 2:** With a runner at second base, a ground ball is hit into the outfield. The runner that was on second base, attempting to score on the play, is called safe at the plate when the throw comes into the catcher. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the runner should have been ruled out at the plate. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the runner out. Any other outs or runs recorded during this play will stand.

**Exceptions:** If there were two outs when the play in question occurred, no following runner scores. If there were two outs when the play in question occurred, and another out is recorded after the play in question, that out and all subsequent scoring decisions on that play will be nullified.

**Example 3:** A ground ball is hit into the outfield. The batter-runner, attempting to reach second base, is called safe at second base on an attempted tag play there. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the batter-runner should have been ruled out at second base. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the batter-runner out. Any other outs or runs recorded during this play will stand. **Exceptions:** If there were two outs when the play



in question occurred, and the Umpire-in-Chief judges that a runner did advance safely to touch the plate before the moment the play occurred, that runner scores. If there were two outs when the play in question occurred, and one or more plays occur after the play in question, those subsequent plays and all subsequent scoring decisions will be nullified.

**Example 4:** A ground ball is hit into the outfield. The batter-runner, attempting to reach second base, is called out at second base on an attempted tag play there. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the batter-runner should have been ruled safe at second base. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the batter-runner safe. Any other outs or runs recorded during this play will stand. **Exception:** If the erroneous “out” call is made with two outs, the erroneous call is treated also as a “dead ball,” because it would have been the third out of the inning. In that event, the Umpire-in-Chief will judge the location of any other runner(s) at the time of the play, and place such runner(s) on the base(s) to which they would have advanced (or scored) if the play had been called correctly.

**Example 5:** A batter bunts with a ball landing on the infield in front of home plate. The catcher retrieves the ball and is preparing to throw to first base. The batter-runner is more than halfway to first base and running completely in fair territory. The catcher throws the ball toward a defensive player at first base which either hits the batter runner or the position of the batter runner interferes with the defensive player ability to catch the ball but is ruled safe. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the batter-runner should have been ruled out. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the batter-runner out for interference and the ball is dead.

H. Those plays when a runner is advancing and there is a possibility that the umpire’s decision regarding a head first slide should have been ruled otherwise.

**Example:** A runner who is advancing from second to third base slides into third base and is called safe. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the runner should have been ruled out at third base for sliding head first while advancing. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the runner out. Any other outs or runs recorded during this play will stand. **Exceptions:** : If there are two outs when the runner is called out for not reaching third base on a force play - no run scores on that play. If there were two outs when the play in question occurred, and the Umpire-in-Chief judges that a runner did advance safely to touch the plate before the moment the play occurred, that runner scores. If there were two outs when the play in question occurred, and one or more plays occur after the play in question, those subsequent plays and all subsequent scoring decisions will be nullified.

**Example:** A runner who is advancing from second to third base slides into third base and is called out for a head first slide. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the runner should have been ruled safe for sliding properly while advancing. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the runner safe. Any other outs or runs recorded during this play will stand.

**Exceptions:** : If there were two outs when the play in question occurred, the Game Operations Replay Official shall place the base runners on the bases he believes they would have reached had the reviewed call been made correctly. Any doubt regarding the placement of runners should be resolved in favor of the last base legally touched at the time of the challenged call. More than one base should not be awarded unless it is clear to the Game Operations Replay Official that a runner would have safely advanced beyond one base had the call been made correctly.

I. Appeal plays. Exception: The Umpire’s judgment as to whether or not a runner left a base before a fly ball was touched is not subject to Video Replay.

**Example 1:** With less than two outs and a runner at second base, a fly ball to right field is caught by the right fielder. The runner at second, thinking there were two outs, initially started running when the ball was hit. Realizing his mistake, he retreats toward second base as the throw comes in from right field, and the runner is called out at second base. After the play ends and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the runner should have been ruled safe at second base. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the runner safe. Any other outs or runs recorded during this play will stand. Exception: If the erroneous “out” call is made with two outs, the erroneous call is treated also as a “dead ball,” because it would have been the third out of the inning. In that event, the Umpire-in-Chief will judge the location of any other runner(s) at the time of the play, and place such runner(s) on the base(s) to which they would have advanced (or scored) if the play had been called correctly. Note: In this case, the Umpire’s judgment as to whether the runner left the base before the fly ball was touched by the fielder is not reviewable. However, since the umpire judged that the runner did leave the base before the fly ball was touched by the fielder, the subsequent play on that runner at second base is reviewable.

**Example 2:** During a play, a runner advances from first base to home. The defense properly executes an appeal that the runner failed to touch third base. The Umpire rules the runner out for failing to touch third base. After the play and appeal end, and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the runner touched third base, and the appeal should have been denied. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then rules the runner was not out for failing to touch third base. Any other outs or runs recorded during this play will stand. Exception: If the erroneous “out” call is made with two outs, the erroneous call is treated also as a “dead ball,” because it would have been the third out of the inning. In that event, the Umpire-in-Chief will judge the location of any other runner(s) at the time of the play, and place such runner(s) on the base(s) to which they would have advanced (or scored) if the play had been called correctly.

**Example 3:** During a play, a runner advances from first base to home. The defense properly executes an appeal that the runner failed to touch third base. The Umpire rules that the runner did touch third base. After the play and appeal end, and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the runner failed to touch third base, and the appeal should have been upheld. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then rules the runner out for failing to touch third base. Any other outs or runs recorded during this play will stand. (Exception: If upon appeal, the preceding runner is the third out, no runners following that preceding runner shall score.)

**Example 4:** During a play on a batted ball, the batter-runner advances beyond first base. The defense properly executes an appeal that the batter-runner failed to touch first base. The Umpire rules that the batter-runner did touch first base. After the play and appeal end, and “time” is called, the proper procedure in calling for a Video Replay is followed. Video evidence shows that the batter-runner failed to touch first base, and the appeal should have been upheld. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then rules the runner out for failing to touch first base. Any other outs or runs recorded during this play will stand.

**Exceptions:** If there are two outs when the batter-runner is called out for not reaching first base before being put out, no run scores on that play. (The same would apply if there are two outs when any runner is called out on a force play - no run scores on that play.)

J. Those plays for which there is a possibility that a pitched ball, with two strikes on the batter and with less than two out and first base unoccupied, or any time there are two outs, should have been ruled as having been legally caught by the catcher, but is ruled by the Umpire as not legally caught.

**Example 1:** A pitched ball, with two strikes on the batter and with less than two out and first base unoccupied, or with two outs and the base(s) occupied, or not, is caught in flight by the catcher. The umpire rules that the ball was not legally caught in flight, which makes the batter into a batter-runner. After the play ends and “time” is called, the proper procedure in calling for Video Replay is followed. Video evidence shows that the pitch was legally caught in flight by the catcher.

**Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief then calls the batter out (strikeout – legally caught third strike), and removes such batter from the bases in the event that the batter reached base safely and remained safe throughout the ensuing play. However, any play that may have ensued between the time of the erroneous call and “time” will stand, including advances by other runners that were on base at the start of the play.

**Exception 1:** If, by calling the batter out as a result of Video Replay, it results in the third out of the inning, the ruling shall be “delayed dead ball – side retired,” and no run will be permitted to score.

**Exception 2:** If, by calling the batter out, it results in the first or second out of the inning, and one or more other runners are put out subsequently, resulting in the third out of the inning, the determination as to whether or not any runs scored will be made by the Umpire-in-Chief, based on his/her judgment as to whether or not the run(s) scored before the third out was made.

K. Those plays for which there is a possibility that a pitched ball, having touched the bat, should have been ruled as a “foul-tip, strike, and live ball,” but is ruled as a “foul ball” (i.e., “dead”) by an Umpire in the original call on the field. In reviewing this play, the Game Operations Replay Official shall judge whether or not the ball touched the bat, as well as whether or not the ball was caught by the catcher in accordance with a foul-tip.

**Example 1:** A pitched ball is swung at by the batter. The bat strikes the ball, and the ball is a foul tip (i.e., legally caught in flight by the catcher). The Umpire rules “foul ball.” After the play ends and “time” is called, the proper procedure in calling for Video Replay is followed. Video evidence shows that the pitch was both struck by the bat and legally caught by the catcher in a manner that meets the criteria for a foul-tip. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is reversed. The Umpire-in-Chief negates the “foul” ruling, and calls a “foul tip, strike” on the batter.

**Example 2:** A pitched ball is swung at by the batter. The bat does not strike the ball, and the ball is legally caught in flight by the catcher. The Umpire rules “foul ball.” After the play ends and “time” is called, the proper procedure in calling for Video Replay is followed. Video evidence shows that the pitch was not struck by the bat, and was legally caught in flight by the catcher. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the “foul” call is negated. The Umpire-in-Chief then negates the “foul” ruling, and calls a “strike” on the batter. No runners, including the batter-runner, will be permitted to advance.

L. Those plays for which there is a possibility that the catcher interfered with the batter, but it is not ruled as interference by the umpire in the original call on the field.

**Example 1:** The batter swings at a pitched ball. The Umpire does not rule interference by the catcher. After the play ends and “time” is called, the proper procedure in calling for Video Replay is followed. Video evidence shows that the catcher interfered with the batter. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the call is “Interference by the Catcher,” and the batter is awarded first base. Any runners on base may advance one base from the time of the pitch, but only if forced.

**Exception:** If a play follows the interference, the manager of the offense may advise the plate umpire of a decision to decline the interference penalty and accept the play. Such election shall be made before the next pitch. However, if the batter reached first base on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advanced at least one base, the play stands without reference to the interference.

M. Those plays in which a batted, pitched or thrown ball was ruled “fair,” or a pitched, thrown or batted ball was declared “live” on the field of play, but is subsequently ruled “foul” or “dead” by an umpire after the play ends (such as a case in which the Umpires confer after a play).

**Example 1:** A batted ball is ruled “fair” in the original call on the field. After the play, the Umpires confer and it is decided the ball should have been ruled “foul.” With “time” on the field, the proper procedure in calling for Video Replay is followed. Video evidence shows that the original call of “fair” or “live ball” was correct. **Ruling** – The Game Operations Replay Official, through a Little League Time Out Coordinator at the field, instructs the Umpire-in-Chief that the original call of “fair” or “live ball” was correct, and the play stands as it was played.

**VII.** If, after review by the Game Operations Replay Official, any call is reversed according to the rules herein, the Umpire-in-Chief or Game Operations Replay Official will judge the base(s) to which any runners will advance, with the exceptions noted herein. In making such judgment, the Umpire-in-Chief or Game Operations Replay Official will select the base(s) he/she believes the runner(s) would have reached under normal circumstances if the call had been correctly made on the play in question. Under no circumstances will the umpire rule that any runner, including the batter-runner, would have been put out on a subsequent play that did not actually occur after the play in question. Also under no circumstances will the umpire rule that any runner, including the batter-runner, would have advanced more than one base on a subsequent play that did not actually occur after the play in question.

**VIII.** It is possible that one overall play may include more than one of the reviewable calls listed in Rule VI. In that event, each call is individually reviewable by the Game Operations Replay Coordinator, but each is only contestable by the Manager, call by call, through the Video Replay Challenge as detailed in III-B of these rules.

**IX.** Once an individual call – which may be part of an overall play – has undergone video review and a decision rendered by the Game Operations Replay Official regarding that individual call, neither the Managers nor the Umpires can call for it to be reviewed again.

**X.** A “call” is defined herein as an individual judgment by an Umpire on a specific play, which may or may not consist of an oral pronouncement or physical gesture. Example: An umpire’s decision that a runner touched a base during a play might not involve an oral or physical gesture, but would constitute a “call” for the purposes of this rule.

# Documents



&

# Forms



2019 LITTLE LEAGUE® SOFTBALL WORLD SERIES

**ITEMS TO BRING TO WORLD SERIES, not including personal items and any team equipment you wish to bring.**

**Managers and Coaches PLEASE use this check list to make sure these items come with you:**

- Credit Card (Manager and coaching staff will be provided up to three single rooms, the entire stay, room and tax included. A credit card is necessary for incidentals. Any additional rooms requested will be paid by the individual.)
- Regional Championship Banner
- Tournament Affidavit and supporting documentation (ie League Boundaries, copy of Birth Certificates)
- Team Roster, filled out completely and emailed to [workmac1@gmail.com](mailto:workmac1@gmail.com)
- Medical Releases (one for every player, attached), if they have not been sent by the Regional Staff
- Signed Model Releases (one for every player, attached) if they have not been sent by the Regional Staff
- Manager and Coaches will also need to complete the concussion awareness and abuse awareness online and email or print your certificates to [sthompson@littleleague.org](mailto:sthompson@littleleague.org) and [rpnahud@comcast.net](mailto:rpnahud@comcast.net)
- Players Room Assignment Sheet (attached)
- Player Questionnaires, have players fill one out and have their parents look them to ensure no sensitive information is on the profile – **These are to be submitted online. Here is the link:** [www.LittleLeague.org/2019TournamentPlayerSurvey](http://www.LittleLeague.org/2019TournamentPlayerSurvey)
- Manager and Coaches Questionnaire, (attached, one from the manager and each coach) –: **These are to be submitted online. Here is the Link:** [www.LittleLeague.org/2019TournamentCoachSurvey](http://www.LittleLeague.org/2019TournamentCoachSurvey)
- Manager and Coaches will also need to complete the concussion awareness and abuse awareness online and email or print your certificates to [sthompson@littleleague.org](mailto:sthompson@littleleague.org) and [rpnahud@comcast.net](mailto:rpnahud@comcast.net)
- For all parents attending please give them a copy of the Parents Code of Conduct, have them read & sign them and collect them from attending parents. (attached, one from every parent)
- Total of all members of players, manager, coaches and families attending the Little League Softball World Series.
- Approximately 100 team pins or like items (do not give these too players until game time - these will be given to your opponents at the start of each game)



## TEAM ROSTER

Please complete the team roster, have the players parents review the spelling of their child's name for accuracy and email it as soon as possible to [workmac1@gmail.com](mailto:workmac1@gmail.com)

City/State or Country \_\_\_\_\_ League Name \_\_\_\_\_

Player Name First Name - Last Name	Bats R/L	Throws R/L
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
Name <small>First Name - Last Name</small>	Phone Number <small># that we can reach you at during the tournament</small>	Email Address
<b>Manager:</b>		
<b>Coach:</b>		
<b>Coach:</b>		
<b>Team Mom:</b>		





# Little League Baseball and Softball MEDICAL RELEASE



**NOTE:** To be carried by any Regular Season or Tournament Team Manager together with team roster or International Tournament affidavit.

Player: \_\_\_\_\_ Date of Birth: \_\_\_\_\_ Gender (M/F): \_\_\_\_\_

Parent (s)/Guardian Name: \_\_\_\_\_ Relationship: \_\_\_\_\_

Parent (s)/Guardian Name: \_\_\_\_\_ Relationship: \_\_\_\_\_

Player's Address: \_\_\_\_\_ City: \_\_\_\_\_ State/Country: \_\_\_\_\_ Zip: \_\_\_\_\_

Home Phone: \_\_\_\_\_ Work Phone: \_\_\_\_\_ Mobile Phone: \_\_\_\_\_

**PARENT OR LEGAL GUARDIAN AUTHORIZATION:** \_\_\_\_\_ Email: \_\_\_\_\_

In case of emergency, if family physician cannot be reached, I hereby authorize my child to be treated by Certified Emergency Personnel. (i.e. EMT, First Responder, E.R. Physician)

Family Physician: \_\_\_\_\_ Phone: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ State/Country: \_\_\_\_\_

Hospital Preference: \_\_\_\_\_

Parent Insurance Co: \_\_\_\_\_ Policy No.: \_\_\_\_\_ Group ID#: \_\_\_\_\_

League Insurance Co: \_\_\_\_\_ Policy No.: \_\_\_\_\_ League/Group ID#: \_\_\_\_\_

**If parent(s)/legal guardian cannot be reached in case of emergency, contact:**

\_\_\_\_\_  
Name Phone Relationship to Player

\_\_\_\_\_  
Name Phone Relationship to Player

Please list any allergies/medical problems, including those requiring maintenance medication. (i.e. Diabetic, Asthma, Seizure Disorder)

Medical Diagnosis	Medication	Dosage	Frequency of Dosage

Date of last Tetanus Toxoid Booster: \_\_\_\_\_

The purpose of the above listed information is to ensure that medical personnel have details of any medical problem which may interfere with or alter treatment.

Mr./Mrs./Ms. \_\_\_\_\_  
Authorized Parent/Guardian Signature Date: \_\_\_\_\_

**FOR LEAGUE USE ONLY:**

League Name: \_\_\_\_\_ League ID: \_\_\_\_\_

Division: \_\_\_\_\_ Team: \_\_\_\_\_ Date: \_\_\_\_\_



## Little League Baseball®, Incorporated 2019 Form Release and Waiver

### ALL PLAYERS AND PARTICIPANTS UNDER 18

This section to be completed by the parent or guardian of a minor, if minor is under the age of 18 years

I, \_\_\_\_\_  
(Full Name of Parent or Guardian)

of \_\_\_\_\_  
(Address, City, State and Zip Code)

the  Parent  Guardian of \_\_\_\_\_

(E-mail)

(Phone)

hereby irrevocably consent, grant, license and give my permission to Little League Baseball, Incorporated (hereafter "LLB"), its affiliates, successors, and assigns (and their employees, officers, directors and agents or contractors), and any third party which LLB determines in its sole discretion to be appropriate including, but not limited to, ESPN entities, Major League Baseball and their affiliated entities, and any and all sponsors and/or licensees of LLB a royalty free, irrevocable right and license, to use, exploit, adapt, modify, sell, sublicense, reproduce, record, photograph, digitize, distribute, publicly display, publicly perform, and create derivative works, throughout the world in any and all forms whether now known or later developed, the image, name, voice, likeness or persona of the above listed minor in any and all commercial exploits or ventures, promotional materials or announcements, publications, media releases, or advertisements, electronic or otherwise in any medium now known or hereafter developed ("Work(s)"), in perpetuity throughout the universe, and waive any and all rights to the same. I acknowledge and agree that neither the above listed minor nor I will receive any compensation whatsoever if such image, name, voice, likeness or persona appears in any Works, or from any proceeds of any utilized Work. I acknowledge and agree that any use of such image, name, voice, likeness, persona, or resulting Work is solely the property of LLB in perpetuity. In addition, I acknowledge and agree that LLB may, without my permission or advance notice to me, supply such image, name, personal information, voice, likeness, persona or resulting Work to any third party which LLB determines in its sole discretion to be appropriate, for any use, publication, and/or offer of information, programs, and/or services to you or anyone else.

(Signature of Parent or Guardian)

(Date)

### ALL PARTICIPANTS AND ADULTS OVER 18

This section to be completed by an individual participant over the age of 18 years (e.g. coaches, umpires)

I, \_\_\_\_\_  
(Full Name of Participant)

of \_\_\_\_\_  
(Address, City, State and Zip Code)

(E-mail)

(Phone)

hereby irrevocably consent, grant, license and give my permission to Little League Baseball, Incorporated (hereafter "LLB"), its affiliates, successors, and assigns (and their employees, officers, directors and agents or contractors), and any third party which LLB determines in its sole discretion to be appropriate including, but not limited to, ESPN entities, Major League Baseball and their affiliated entities, and any and all sponsors and/or licensees of LLB a royalty free, irrevocable right and license, to use, exploit, adapt, modify, sell, sublicense, reproduce, record, photograph, digitize, distribute, publicly display, publicly perform, and create derivative works, throughout the world in any and all forms whether now known or later developed, my image, name, voice, likeness or persona in any and all commercial exploits or ventures, promotional materials or announcements, publications, media releases, or advertisements, electronic or otherwise in any medium now known or hereafter developed ("Work(s)"), in perpetuity throughout the universe, and waive any and all rights to the same. I acknowledge and agree that I will not receive any compensation whatsoever if my image, name, voice, or likeness appears in any Works, or from any proceeds of any utilized Work. I acknowledge and agree that any use of my image, name, voice, likeness, persona, or resulting Work is solely the property of LLB in perpetuity. In addition, I acknowledge and agree that LLB may, without my permission or advance notice to me, supply my image, name, personal information, voice, likeness, persona or resulting Work to any third party which LLB determines in its sole discretion to be appropriate, for any use, publication, and/or offer of information, programs, and/or services to you or anyone else.

(Participant Signature)

(Date)

To view Little League's privacy and security policies, please visit [LittleLeague.org/PolicyStatements](http://LittleLeague.org/PolicyStatements). If at anytime, an individual would like to opt out, verify, or have data removed, please email [marketing@LittleLeague.org](mailto:marketing@LittleLeague.org).

OFFICE USE

Jersey # \_\_\_\_\_ Team: \_\_\_\_\_  
Event: \_\_\_\_\_

# HEADS UP to Youth Sports: Online Training

## *Coaches and Parents: Changing the Culture of Concussion Starts With You!*

By taking this free, online course and using what you learn, you will be well positioned to improve the culture of concussion. Your actions can help create a safe environment for young athletes so that they can stay healthy, active, and thrive – both on and off the playing field.

Once you complete the training and quiz, you can print out a certificate, making it easy to show your league or school you are ready for the season.

## What Will I Learn in This Training?

This course will help you:

- Understand a concussion and the potential consequences of this injury,
- Recognize concussion signs and symptoms and how to respond,
- Learn about steps for returning to activity (play and school) after a concussion, and
- Focus on prevention and preparedness to help keep athletes safe season-to-season.



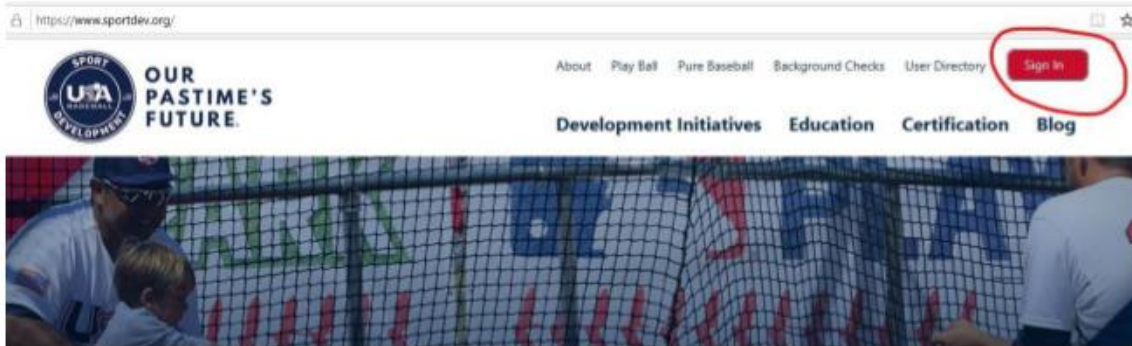
<https://headsup.cdc.gov/>

**We can help athletes stay active and healthy by knowing the facts about concussion and when it is safe for athletes to return to play.**

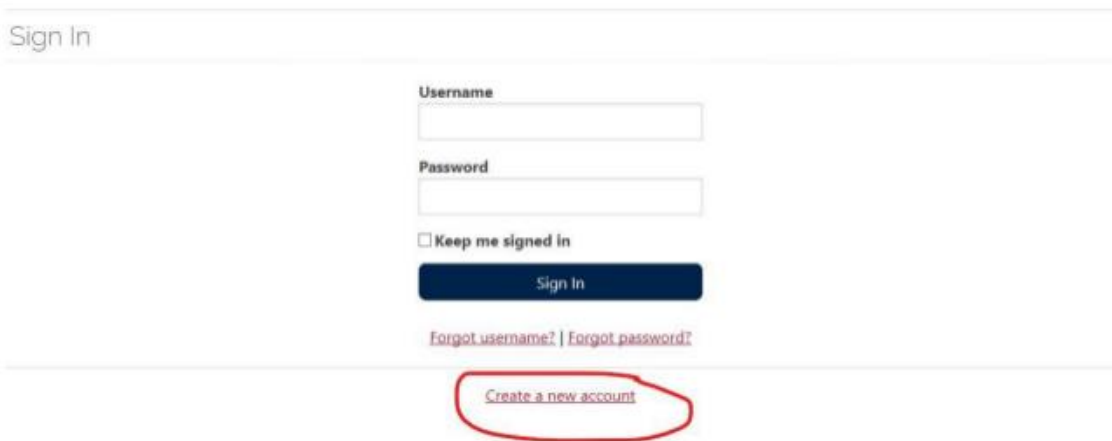
## ABUSE AWARENESS COURSE STEPS – LITTLE LEAGUE INTERNATIONAL

To complete the Abuse Awareness for Adults course:

- Navigate to [www.sportdev.org](http://www.sportdev.org) and click “Sign In” at the top.



- When you get to the sign in area, click “Create a new account.”



- Go through the create account process. When creating an account, there is a space open for “Organization.” Type “Little League International.” It should pop up in the drop-down box.



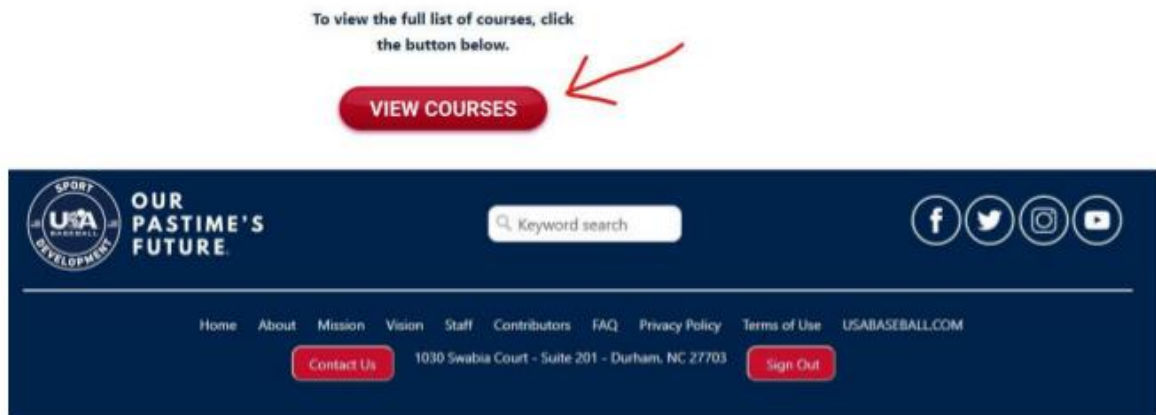
- Click the “My Profile” button on the top menu and make sure you are signed in.



- Find “Education” in the second tool bar and hover over that. Find the “Course Catalog” button, click it.




- Scroll to the bottom of that page and click “View Courses.”




• Find the “Abuse Awareness for Adults” course.

**“C” Certification Package**



This package includes all of the online courses needed from USA Baseball Sport Development’s site to complete the “C” Certification. NOTE you must be “B” Certified to be officially “C” Certified, but you can complete any of the courses/events in any order.




Upon checking out with this package, you will need to complete each course, then go into your “my profile” and click the “View Certifications” button.

Inside View Certifications, click on “C” and scroll... [Details](#)

---

**Abuse Awareness for Adults** ←




Creating a Safe and Abuse Free Environment for Athletes

Hosted by former Major Leaguer, David Ross, the Abuse Awareness for Adults course provides resources to create a positive and safe environment for all athletes, coaches, parents, umpires, and spectators by understanding how to recognize misconduct and abuse of all types. Topics covered include how to identify and report incidents and what abuse awareness policies should be in place.

---

**Abuse Awareness for Minors**



Identifying a Safe Baseball Environment

Hosted by former Major Leaguer, David Ross, the Abuse Awareness for Minors course provides resources to identify what abuse is and what to do if someone is being abused. Topics covered include knowing who and what to tell, and what is and isn’t appropriate behavior within baseball activities.

• Add to your cart and check out.

Abuse Awareness for Adults



Creating a Safe and Abuse Free Environment for Athletes

Hosted by former Major Leaguer, David Ross, the Abuse Awareness for Adults course provides resources to create a positive and safe environment for all athletes, coaches, parents, umpires, and spectators by understanding how to recognize misconduct and abuse of all types. Topics covered include how to identify and report incidents and what abuse awareness policies should be in place.

Your price: **0.00**

Quantity:  **Add to Cart** ←

✓ Your cart has been updated [View Cart](#)

Abuse Awareness for Adults



Creating a Safe and Abuse Free Environment for Athletes

Hosted by former Major Leaguer, David Ross, the Abuse Awareness for Adults course provides resources to create a positive and safe environment for all athletes, coaches, parents, umpires, and spectators by understanding how to recognize misconduct and abuse of all types. Topics covered include how to identify and report incidents and what abuse awareness policies should be in place.

Your price: **0.00**

Quantity:  **Update Cart**

→ **Proceed to Checkout**

- Please ensure you have a delivery address chosen. No promo code is needed as the course is free.

YOU MUST CHOOSE A DELIVERY ADDRESS.

Shipping Details

Ship To: Jessie Lahr  
539 US Highway 15  
PO Box 3485  
Williamsport, PA 17701-0485  
UNITED STATES  
[Choose another address](#)

Shipping Method: NOSHIP

Cart Charges

Item Total	0.00
Shipping	0.00
Handling	0.00
<b>TRANSACTION GRAND TOTAL</b>	<b>0.00</b>

Promotional Code:

Payment Details

- Upon check out, the course link will be on the top of the confirmation page. Start the course by clicking the hyperlink.

SPORT USA DEVELOPMENT OUR PASTIME'S FUTURE

My Profile About Play Ball Pure Baseball Background Checks User Directory

Development Initiatives Education Certification Blog

Click here to access your course: [Abuse Awareness for Adults](#)

Order Confirmation

USA Baseball

- When your course is complete, there will be a certificate to download. Please hand in the certificate to Human Resources and keep a copy for your personal file.

Finish

Congratulations!

You have successfully completed this activity. You can now download and print your certificate of completion. You can re-download this certificate at any time, and the system will also maintain an electronic record of your completion. **You may now close this window.**





# 2019 Team Room Assignments

Room 1

Room 2

Room 3

Room 4

- Teams with eleven players will get 3 player rooms –  
2 rooms housing 4 players each and 1 room housing 3 players
- Teams with twelve players will get 3 player rooms –  
3 rooms housing 4 players each
- Teams with thirteen players will get 4 player rooms –  
3 rooms housing 3 players and 1 room housing 4 players
- Teams with fourteen players will get 4 player rooms –  
2 rooms housing 3 players and 2 rooms housing 4 players

Friends, siblings and parents are not allowed to stay in the players’ rooms.

and on their player social night, curfew will be 11 PM for these nights.

Coaching Staff – Teams will be provided up to three single rooms, the entire stay, room and tax included. A credit card is necessary for incidentals. Any additional rooms requested will be paid by the individual.





**PARENTS CODE OF CONDUCT:**

The Little League Softball World Series has implemented the following Sport Parents Code of Conduct set forth by Little League, Inc for the message it holds about the proper role of parents in supporting their child in sports. Parents should read, understand and sign this form prior to coming to the World Series and give it to your manager.

Any parent guilty of improper conduct at any game or practice will be asked to leave the sports facility. Repeat violations may cause a multiple game suspension, or forfeiture of the privilege of attending all games and team activities.

**Preamble**

The essential elements of character-building and ethics in sports are embodied in the concept of sportsmanship and six core principles:

- Trustworthiness,
- Respect,
- Responsibility,
- Fairness,
- Caring, and
- Good Citizenship.

The highest potential of sports is achieved when competition reflects these "six pillars of character."

**I therefore agree:**

1. I will remember that children participate to have fun and that the game is for our children, not adults.
2. I will inform the coach of any physical disability or ailment that may affect the safety of my child or the safety of others.
3. I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game and practice.
4. I (and my guests) will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
5. I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
6. I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, creed, color, sex or ability.
7. I will never ridicule or yell at my child or other participants for making a mistake or losing a competition.
8. I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have for my child to win.
9. I will respect the officials and their authority during games and will never question, discuss, or confront coaches at the game field, and will take time to speak calmly with coaches at an agreed upon time and place.
10. I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

Parent/Guardian Signature

\_\_\_\_\_

Signature

\_\_\_\_\_

Date

\_\_\_\_\_

Signature

\_\_\_\_\_

Date



**All  
the  
other  
stuff**



## Arrival Day Activities – Monday, August 5th:

Upon your arrival to the field many things need to take place they will include:

1. **Team uniforms** - will be fitted to each child representing your region – Make your players aware that jersey numbers correspond to a size, it is not possible for a child who wears a large to have number 1, this shirt size will be small. Our staff will fit each player to the appropriate size so they are comfortable and look professional on the field. This is a closed event; no parents are allowed however a female interpreter will be allowed to help translate if needed.
2. **Meet with adidas**
3. **Documentation check** - as your team is getting fitted to their uniforms, Manager & Coaches will be going over your team documentation and you will receive your World Series Team Books and your Manager & Coaches Shirts.
4. **Meet with EASTON** – Easton is a huge sponsor of the Little League Softball World Series. Representatives are here to tell you about their products and help you get correctly fitted for equipment. Easton will be giving your team Helmets, Bats, Batting Gloves and Catchers Gear. It is our hope that you will support Easton as a sponsor and use their equipment at the World Series but if a player has a bat she uses that she would like to continue to use we suggest you bring it as well as a set of catching gear in case your catcher feels uncomfortable in their new gear. **EASTON WILL NOT BE GIVING EQUIPMENT BAGS, PLAYERS MITTS OR SHOES YOU WILL NEED TO BRING THEM.**
5. **Lunch** – Depending on your arrival time and the arrival time of other teams, you may get lunch prior to medical checks or after photos. You will get feed sometime during your orientation day at Alpenrose. All team meals will be provided during your time at the LLSBWS.
6. **Team Photos and Individual Photo Taken** – Team photos, individual head shots will be taken. These will be used for the web site and for the LLSBWS programs. Team photos will be available for sale during the tournament

**Tuesday, August 6th**

**11:00 AM**

**Welcome  
Lunch  
and  
Activities**

*With*

**Chick-fil-A®**

This is a World Series Team Event Only



2:00PM Opening Ceremonies followed by

# Ice Cream Social

Tuesday, August 6, 2019

3:00 PM in the  
Dairyville Ice Cream Parlor

**For players, coaches, managers and umpires only**

**Sorry this event is for Little  
League Softball World  
Series Participants and is by  
INVITATION ONLY**





Join your teammates,  
new friends and  
players from other  
teams for two nights

Meet players from different regions of the United  
States and Other Countries Players.

**Friday**  
**August 9th for Teams**

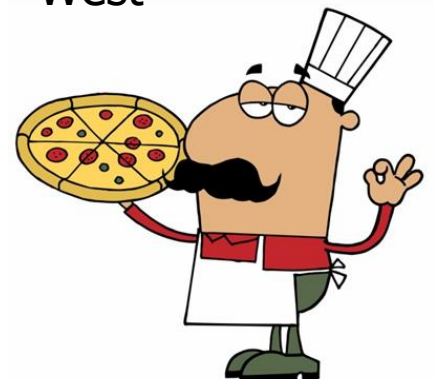
Asia Pacific  
Canada  
Europe - Africa  
Southeast  
Southwest

**Saturday**  
**August 10th for Teams**

Central  
East  
Latin America  
Oregon District 4  
West

Each night beginning at 6:30 PM  
University Place Hotel

**This event is for players ONLY**



# ALEX VANDERRING MEMORIAL CHALLENGER GAME

**Saturday August 10, 2019 at  
11:30 AM on the Main Field**



Join us for a very special fun game, as players from our Challenger division and World Series players take center stage

# Little League Challenger Division

## About the Challenger Division

The Challenger Division was established in 1989 as a separate division of Little League to enable boys and girls with physical and mental challenges, ages 4-18, or up to age 22 if still enrolled in high school, to enjoy the game of baseball along with the millions of other children who participate in this sport worldwide. Today, there are currently over 950 Challenger programs in 10 countries around the world. Over 30,000 athletes participate in the Challenger Division every year.

Teams are set up according to abilities, rather than age, and can include as many as 15-20 players. Challenger games can be played as tee ball games, coach pitch, player pitch, or a combination of the three.



In a Challenger game, each player gets a chance to bat. The side is retired when the offense has batted through the roster, or when a pre-determined number of runs have been scored, or when three outs are recorded; Little League recommends that no score be kept during Challenger games. The Challenger players wear the same uniforms, shoulder patches and safety equipment as other Little League players.

## What rules are followed during a Challenger game?

Flexibility and adaptability are key during Challenger games. Little League provides all chartered teams with a rulebook that includes a best practices guide to operating a Challenger Game. Typically games are 1-2 innings long and last about an hour. All players play defensively and bat every inning.

## What are “buddies” and what role do they have in the Challenger Division?

Buddies are individuals who assist Challenger athletes in the areas of batting, base running and defense, but only as needed. Often buddies are peer athletes who are participating in the Little League Baseball or Softball programs. The buddies assist the Challenger players on the field and batting, but whenever possible, encourage the players to bat and make plays themselves. However, the buddy is always nearby to help when needed.





Calling all Players, Managers, Coaches, Umpires, Staff and Families

# We're cookin' up a storm

Join us for the

## CADONAU'S FAMILY BBQ



**Tuesday, August 13, 2019**

**12:30 PM**

**At the Alpenrose Picnic Area**

# **Have a song to sing, a funny skit or a World Series cheer just waiting to be heard?**

We're giving each team 10 minutes to strut your stuff and say "THANK YOU" to the Cadanou Family.

**At the Alpenrose Family BBQ  
Tuesday, August 13th**

**Contact Stephanie,  
to secure your spot or get  
suggestions**



Things to do and see in



**PORTLAND**

**OREGON**

The city of Roses



**ART  
LARRANCE'S**

**The**

# **LODGE**

After your game, your best play is to head to the Raccoon Lodge & Brew Pub for some great food served up in a family-friendly atmosphere. We bat a thousand with our selection of sandwiches, burgers, salads, pastas and handcut fries.

In-between innings? Bring the entire family to our comfortable upstairs dining room. On Fridays, Justin Hanes performs tableside magic from 7 to 9 pm. Or join us at our beautiful outdoor patio, which opens at 4pm Monday through Friday & 1pm on Saturday & Sundays!

We've got all the bases covered - kids age 12 and under receive a free kid's meal on Mondays with the purchase of an adult entree.

We're located just minutes away from the ballpark!  
From Alpenrose Dairy, head northeast on SW Shattuck Rd for 1/2 mile. Turn left onto SW Beaverton Hillsdale Hwy/OR-10. Drive for one mile; we're on the left-hand side of the road at 7424 SW Beaverton Hillsdale Hwy.

[www.racloodge.com](http://www.racloodge.com) • 503-296-0110

## Area Attractions ~ Parks, Gardens, Museums and Zoo

### International Rose Test Garden – Washington Park

400 SW Kingston Ave.  
Portland, Oregon 97205



Founded in 1889, the Portland Rose Society is a non-profit organization offering educational programs on rose culture and encouraging the use of roses in the landscape. In 1940 the International Rose Test Garden became an official testing site for the All-America Rose Selection (AARS), a Chicago-based non-profit association of rose growers dedicated to the introduction and promotion of exceptional roses.

### Japanese Garden – Washington Park

611 SW Kingston Ave.  
Portland, Oregon 97205



In 1998, His Excellency Ambassador Kunihiko Saito, Ambassador from Japan to the United States exclaimed over the beauty of the Garden and agreed to its authenticity stating, "I believe this garden to be the most authentic Japanese garden, including those in Japan." Nestled in the scenic west hills of Portland, the Japanese Garden is a haven of tranquil beauty. The Garden includes a formal Japanese Tea House, meandering streams, intimate walkways, and an unsurpassed view of Mount Hood.

### Portland Classical Chinese Gardens

NW 3rd & Everett  
Portland, Oregon 97209



A year-round wonder, the Portland Classical Chinese Garden is an authentically built Ming Dynasty style garden. Covered walkways, bridges, open colonnades, pavilions and a richly planted landscape frame Zither Lake, creating views that are never twice the same. This urban oasis of tranquil beauty and harmony, built by Suzhou artisans will inspire and engage all who visit. Public tours and audio tours are available. A teahouse is located within the Garden

## Waterfront Park

Naito Parkway between SW Harrison St & NW Glisan St.  
Portland, Oregon 97214



Within Waterfront Park you will find a Battleship Oregon Memorial, a Founder's Stone honoring Portland's founders, the Salmon Street Springs fountain, a Japanese American Historical Plaza and a Police Memorial.

## Oregon Museum of Science and Industry

1945 SE Water Avenue  
Portland, Oregon 97214



Founded in 1944 and one of the nation's top ten science museums, OMSI is a world-class tourist attraction and educational resource that puts the "WOW!" in science for the kid in each of us. Five exhibit halls and eight science labs offer 219,000 square feet of brain-powered fun through hundreds of interactive exhibits and hands-on demonstrations. OMSI's multi-attraction complex features a big screen OMNIMAX® Theater, the Northwest's largest planetarium, and the USS Blueback, the last fast-attack, diesel-powered submarine built by the U.S. Navy and after serving for 31 years, the last of its kind to be decommissioned.

## Oregon Zoo

4001 SW Canyon Rd.  
Portland, Oregon 97221



The Oregon Zoo has about 1,029 specimens of representing 200 species of birds, mammals, reptiles, amphibians and invertebrates. Of these, 21 species are endangered and 33 are threatened. The zoo is currently active in 21 Species Survival Plans. The zoo's botanical garden has more than 1,000 species of exotic plants, including firebird heliconia, pelican flowers, and ground orchid. Some of the exotic plants are harvested and given to the animals as browse.

## Area Attractions ~ Downtown Shopping



Downtown Portland is buzzing with activity. And it's not just the coffee. There is an energy here that charges every moment with fun and excitement. In the heart of downtown, you'll find Pioneer Place – four city blocks filled with shopping, dining and entertainment. Add tax-free shopping, and you're certain to have the time of your life.

### Premier Passport Program

Exclusive for out-of-town visitors... show your hotel room key at the Guest Service Desk and receive a Premier Passport filled with savings! Enjoy tax-free shopping at over 80 shops and boutiques including Oregon's only Louis Vuitton, Kate Spade and Tiffany & Co.~ Guest Services is located on the Atrium Concourse, near Gan

### Portland's Saturday Market

North Waterfront Park & Ankeny

Operating since 1974 the Portland Saturday Market is the largest continually operating outdoor arts and crafts market in the nation. Centered in Portland's historic Old Town the Market is one of the most popular shopping destinations for local handcrafted goods.

Saturday Market is open only on Saturday and Sundays.



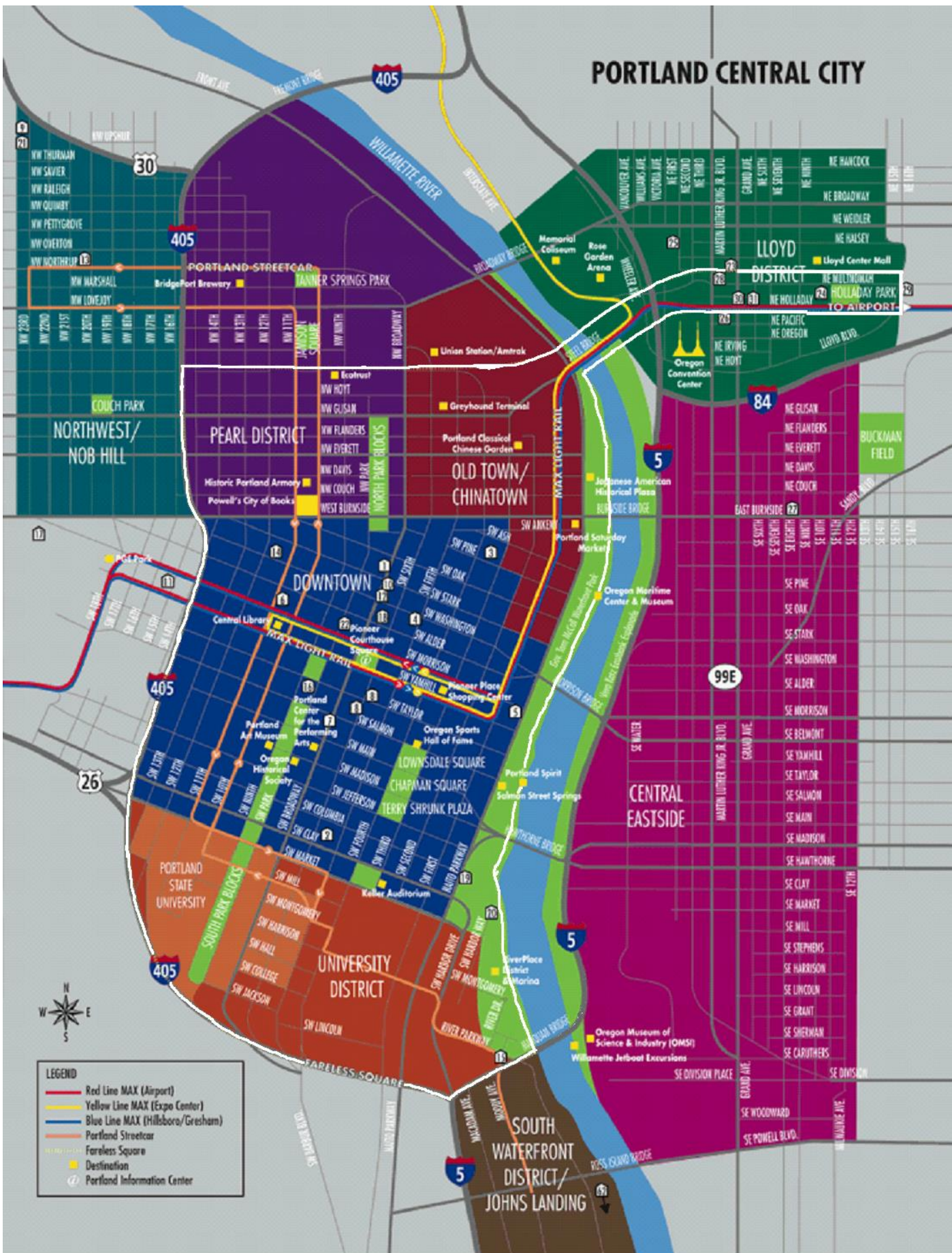
### The Pearl District

West Burnside Street on the south, the Willamette River on the north, NW Broadway on the east

The **Pearl District** is an **area of Portland, Oregon, formerly occupied by warehouses**, light industry and railroad classification yards and now noted for its art galleries, upscale businesses and residences. The area is home to several Portland icons, including Powell's City of Books. Art galleries, boutiques, and restaurants abound, and there are also a number of small clubs and bars. The district includes most of the historic North Park Blocks (1869), as well as two public plazas: Jamison Square and Tanner Springs Park



# PORTLAND CENTRAL CITY



**LEGEND**

- Red Line MAX (Airport)
- Yellow Line MAX (Expo Center)
- Blue Line MAX (Hillsboro/Gresham)
- Portland Streetcar
- Fareless Square
- Destination
- Portland Information Center