



District 55 Little League 2026 All Star Agenda

1. Managers, Game Coordinators and Umpires Check-in All
2. Leadership and Sportsmanship Chris Watkins
 - a. Code of Conduct (see attached)
3. Manager's Meeting Steve Agor
 - a. Affidavit and Pitching Log (see attached)
 - i. SmAll Stars Roster (see attached)
 - ii. Tournament Team Introduction List (see attached)
 - b. Baseballs
 - i. Provided by District
 - c. Double First Base:
 - i. SmAll Stars: District and Section – YES
 - ii. 8-10: District – No; Section - Yes
 - iii. 9-11: District - No
 - iv. Little League: District and So Cal State – Yes
 - v. Intermediate: No
 - d. Equipment Check
 - e. Pins – Required for: 12 players, 1 league representative, 1 manager, 3 coaches. In addition, recommended pins for: 4 umpires, 1 Game Coordinator (GC), 1 score keeper, 1 pitch counter, 1 announcer and 1 score board operator (total 26)
 - f. Pre-game Timeline (see attached)
 - i. Line Up Card
 - ii. Dugouts: Home 3B, Visitor 1B
 - g. Games
 - i. Ground Rules
 - ii. Streaming Games
 - iii. Playing Rules
 1. SmAll Stars (see attached)
 2. Rules the 2026 International Baseball Tournament is regulated by the Tournament Rules located in the 2026 Rule Book on pages 175 through 224 and the Little League Rules app.

California District



3. Kevin Hunter cheat sheet (see attached)...and game rules are pages 193 to 207

a. CHANGES this year:

- i. Regulation IV(i) – Note 5 – Mandatory Play: Clarifies that during tournament play and anytime the continuous batting order is used, a courtesy runner may be used for the pitcher and/or catcher of record before that pitcher and/or catcher of record completes the requirements of mandatory play.
- ii. Illegal Bats: Reworded to provide consistency with Rule 6.06(d).

h. Protests

- i. If after talking to umpire who made the call, if desire to protest let Plate Umpire (UIC) know, and that will then initiate a crew discussion and ruling.
- ii. If disagree with Crew ruling, ALL players, coaches and managers to their respective dugouts, and request District review. GC/UIC will then place a call to call to Chris Watkins, Tom Lambert, or Steve Agor for ruling.
 - 1. SmAll Stars – District answer is final.
- iii. If Manager does not agree with District review, GC to complete Protest Form and call is made to Western Region.
- iv. If Manager does not agree with Western Region, then Western Region makes call to Williamsport. Williamsport answer is final.

i. Post Game

- i. **BEFORE** your team meeting, return to score booth to review pitching log and get your Affidavit, Announcement Sheet, and Line Up card for next game.

j. Q&A for managers and umpires

4. Game Coordinator Training

Steve Agor

- a. Presentation
- b. Forms
- c. Q&A

Play Ball!



Code of Conduct

In order to ensure that the principles of sportsmanship, fair play, skill development, and mutual respect among players, coaches, officials, and spectators are the primary considerations governing competition in District 55 hosted tournaments, the following Code of Conduct has been established and adopted.

Managers/Coaches Code of Conduct

Each Manager/coach will ensure that his/her conduct shall reflect good sportsmanship, fairness, a positive example for players and spectators at all times.

Managers/Coaches are expected to:

1. Respect, know, and abide by the rules of Little League Baseball.
2. Respect game and tournament officials and their decisions while conducting him or her self with decorum at all times.
3. Communicate with players, coaches, and game and tournament officials in a positive, supportive manner; not using negative, abusive, or humiliating remarks.
4. Respect the coaches and players of the opposing team and demonstrate appropriate gestures of sportsmanship at the end of the game, including being humble and generous in victory and proud and courteous in defeat.
5. Realize, accept, and practice the principle that a team's reputation is built not only on its playing ability, but also on the sportsmanship, conduct, courtesy, and manner, of its manager/coach.
6. For the time period of one-hour prior to game time, until the game concludes, no use of cell phone or other electronic devices except those specifically allowed by Little League rules unless requested and approved by a game or tournament official for those Managers/Coaches whose profession require them to be "on-call" at all times (proof required).

Player Code of Conduct

Each Player will ensure that his/her playing conduct is that of a young lady or young gentleman who is fairly competing to the limits of his/her ability.

Each Player is expected to:

1. Respect, know and abide by the rules of Little League Baseball.
2. Respect the game and tournament officials; refrain from negatively commenting on their decisions.
3. Maintain control of his/her emotions, avoiding the use of abusive language or profanity, humiliating remarks, and/or gestures of ill temper and physical assault upon another player, coach or game and tournament official at any time.

4. Respect the coaches and players of the opposing team and demonstrate appropriate gestures of sportsmanship at the end of the game, including being humble and generous in victory and proud and courteous in defeat.
5. Be respectful of public and private property of others at all times.
6. Realize, accept, and practice the principle that a team's reputation is built not only on its playing ability, but also on the sportsmanship, courtesy, and manner of each individual player.
7. For the time period of one-hour prior to game time, until the game concludes, no use of cell phone or other electronic device except those specifically allowed by Little League rules.

All Attendees (Managers, Coaches, Players, Parents/Spectators) Code of Conduct

Each Attendee will ensure that his/her conduct while in attendance at games shall reflect courtesy, sportsmanship, good citizenship, and a positive example for the players at all times.

Attendees are expected to:

1. Respect the rules of the game.
2. Respect the game and tournament officials; refrain from questioning their decision or addressing them in a loud, disrespectful, or abusive manner.
3. Cheer for their team in a positive, supportive manner, all the while refraining at all times from making hostile, negative, and/or abusive remarks about the opposing team.
4. Follow all field rules and regulations, while also respecting at all times the property of others noting:

The following list of items are PROHIBITED on the premises of Little League games:

- Alcohol and/or Illegal Drugs
- Pets (except certified service animals)
- Fireworks
- Noisemakers (ex: vuvuzelas, thunder sticks, air horns, etc.)
- Flash photography
- Flammable materials or combustible devices
- Laser Pointers
- Weapons of any kind, self-defense items
- Pocket Knives or Guns

In addition:

- All smoking and use of tobacco products, including the use of e-cigarettes or vaporizers, is prohibited.
5. Demonstrate appropriate gestures of sportsmanship at the conclusion of the game, regardless of the outcome. Realize, accept, and practice the principle that a team's reputation is built not only on its playing ability, but also on the sportsmanship, courtesy, and manner of its fans.

Baseball Pitch Count Data Sheet

League: _____

Division: _____

Additional blank data sheets are available at
LittleLeague.org

8-10 — Junior Divisions

League Age	Max Pitches Per Day	# of Pitches Thrown	Days of Rest
8	50	1 - 20	0
9-10	75	21 - 35	1
11-12	85	36 - 50	2
13-14	95	51 - 65	3
		> 65	4

Senior League

League Age	Max Pitches Per Day	# of Pitches Thrown	Days of Rest
13-16	95	1 - 30	0
		31 - 45	1
		46 - 60	2
		61 - 75	3
		> 75	4

[illegible]

RECORD OF EJECTIONS

[illegible]

* The level of tournament play (i.e. District, Sectional, State, Divisional, Regional, or World Series)

** Score should be the score when this pitcher finished pitching in the game. A separate sheet may be attached if more space is required.

California District 55 Little League 8 & 9 Year Old SmAll Stars Roster



League:

	Name of Player	Street Address	City & Zip	Birth Date	League Age
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					

	Names of Manager & Coaches	Street Address	City & Zip	Day Phone
M				
C				
C				

League President's Certification

I certify the birth dates are correct, and have been verified in compliance with Regulation I

I certify all players meet the residency requirements, and documentation has been verified as set forth in Regulation II.

I agree to accept the decisions of the District Administrator as final and binding. Whatever controversies my occur shall be decided by the District Administrator.

League President Signature

District Administrator Signature



Aliso Viejo
Irvine Ranch
Laguna Beach
Laguna Hills

**California
District 55
Little League**

Laguna Niguel
Lake Forest
Northwood



TEAM _____ **LEAGUE** _____

PLEASE PRINT (use phonetic spellings for names that might be mispronounced)

DISTRICT REP:	LEAGUE REP:
MANAGER:	PRESIDENT:

***** ROSTER *****

Please list players in ascending order according to Jersey number, not field position

UNIFORM NUMBER	FIRST NAME	LAST NAME
COACH:		
COACH:		



Aliso Viejo
Irvine Ranch
Laguna Beach
Laguna Hills

California
District 55
Little League

Laguna Niguel
Lake Forest
Northwood



District 55 Little League Tournament Timeline

1 Hour Prior to Scheduled Game Time

- Managers and Game Coordinator meet at the score booth.
- Managers provide team roster, pitch log, line-up card, and introduction list to the Game Coordinator.
- The winner of the coin toss will have their choice of home or visitor. If only one manager is present, the manager present will choose to be the home team or the visiting team.

55 Minutes Prior to Scheduled Game Time

- Teams will take their respective dugouts. The home team shall occupy the third base dugout.
- Players may warm up in the outfield. No bats or hitting allowed.

35 Minutes Prior to Scheduled Game Time

- Both teams will clear the field.
- The Game Coordinator should return all copies of the lineup cards to the managers and indicate any ineligible pitchers.

30 Minutes Prior to Scheduled Game Time

- The visiting team takes infield for 10 minutes.

20 Minutes Prior to Scheduled Game Time

- The home team takes infield for 10 minutes.

10 Minutes Prior to Scheduled Game Time

- Announcer begins their script.
- Team introductions will begin. District and league representatives, managers, players, and coaches are announced alternatively. This is a good time to do a league pin exchange between announced individuals at home plate.
- Umpire introductions.
- Pledge of Allegiance, Parent Pledge, and Little League Pledge are recited.
- Plate meeting with umpires and managers.

Post Game

- Meet with the Game Coordinator to verify and sign your pitch log.
- Collect team roster sheet, pitch log, introduction list, and new batting order card from Game Coordinator.
- The manager is responsible for collecting these documents for the next game



2026 District 55 SmAll Stars Tournament Rules

The 2026 SmAll Stars Tournament will observe the following playing rules:

- All 2026 Little League regular season rules and 2026 Little League Tournament Playing Rules will apply except where noted below;
- The tournament **WILL** use continuous batting order (rule 4.04 and Tournament Playing Rule 9);
- The tournament will **NOT** utilize the five (5) run or bat through the order rule, defensive team must get three (3) outs to complete each half inning;
- If a team is behind by 15 runs after 3 innings; or 10 runs after 4 innings, the team with fewer runs shall concede the game (Tournament Playing Rule 12);
- A game may **NOT** be started, **NOR** continued, with less than nine (9) players on each team (rule 4.16(a)). A team unable to field nine (9) players shall concede;
- The tournament will observe a batter being required to keep one foot in the batter's box (rule 6.02(c) and tournament playing rule 3a);
- Mandatory play is one (1) at-bat and six (6) defensive outs, need not be consecutive (Regulation IV(i)):
 - Mandatory at bat definition includes: entering the batter's box with a 0-0 count, and either being retired or reaching base;
 - Mandatory play requirement is waived if the game is conceded due to run limit or number of players;
 - Penalty for mandatory play violation may include manager suspension from the remainder of the tournament;
- The tournament will allow a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs (rule 7.14(b) and Tournament Playing Rule 3d);
- The tournament will observe an umpire enforcing the stealing of signs as being unsportsmanlike behavior (rule 9.01(d) and Tournament Playing Rule 3e);
- A maximum of one (1) Manager and two (2) Coaches are allowed no matter the number of players present at game time;
- Intentional walk is allowed at any time during the at-bat, and all non-thrown pitches shall count towards the pitcher's pitch count total. A batter may only be intentionally walked without throwing pitches once per game (rule 6.08(2));
- Games tied after completion of six (6) innings shall be continued until there is a winner as follows:
 - Seventh (7th) inning, and all following innings, offensive team begins the inning with the last batter of the previous inning on second base (Tournament Playing Rule 14);
- The tournament will observe **NO** time limit for any games in the tournament;
- Protests must be resolved before the next pitch or play (rule 4.19(g));
 - For Protests, call Chris (951) 283-4587 or Tom (949) 275-1602 or Steve (951) 283-1387

Mandatory play violations, shall be reported to tournaments@district55.org or text (951) 283-1387 immediately following the game's conclusion.

2026 Little League Baseball Tournament Rules Summary

Updated: June 1, 2026

	SmAll Stars	8-10 year old	9-11 year old	Little League	Intermediate	Juniors	Seniors
Non-wood Bats Rule 1.10	USABat Certification Required				USABat or BBCOR		BBCOR
Mandatory Play Rule T9	One (1) at bat and six (6) defensive outs.	Replaced with mandatory use of continuous batting order.					N/A
Curfew	Midnight				12:30 AM		1:00 AM
Pitchers - Tournament Rule 4	Pitches/Day	8-year old: 50; 9 or 10-year old: 75; 11 or 12-year old: 85; 13-16-year old: 95					
	Rest	1 - 20 pitches: no rest 21 - 35 pitches: 1 calendar day 36 - 50 pitches: 2 calendar days 51 - 65 pitches: 3 calendar days					1 - 30: no rest 31 - 45: 1 day 46 - 60: 2 days 61 - 75: 3 days
	Multiple Games	May only pitch in one game per day				If < 31 pitches thrown in first game	
	Consecutive Games	Pitching in consecutive games is allowed, subject to the rest requirements. May not pitch on three (3) consecutive days regardless of circumstances.					
	Suspended Games Resumed the Next Day	If pitched 20 or fewer pitches, may continue - pitch count starts at zero. If 21-40 pitches, may continue - pitch count picks up from previous game. If 41 or more pitches, not eligible.					Same, except 30/60 pitches instead of 20/40
	Returning to Mound	Pitchers once removed from the mound may not return as a pitcher.			A pitcher remaining in the game, but moving to a different position, can return as a pitcher, but only once per game.		
	Catching	A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of the day. A player who has played catcher in four (4) or more innings in a game may not then pitch on that calendar day. Play catcher for <4 innings, then throw 21 or more pitches, cannot catch again that day (31 pitches for 15-16-year olds).					
	Intentional Walk Rule 6.08(a)(2)	Once per batter, team may request an "unpitched" intentional walk. Remaining pitches are added to the pitch count.					
Player Re-entry Rule T10	Continuous batting order is required. Players may be entered or re-entered any time while the team is on defense.					Any player who has been removed for a sub may re-enter in the same position in the batting order.	
Defensive Conferences Rule T7	Pitcher must be removed on 3rd visit in inning or 4th visit in game.	Pitcher must be removed on second visit in inning or third visit in game.		Same as Little League. Each pitcher has his/her own "count" of visits, which resumes if pitcher returns to mound later in the game.			
Mercy Rule Rule T12	15 runs after 3 innings, 2 1/2 if home team is ahead. 10 runs after 4 innings, 3 1/2 if home team is ahead.			15 runs after 4 innings, 3 1/2 if home team is ahead. 10 runs after 5 innings, 4 1/2 if home team is ahead.			
3rd Strike Not Caught Rule T3(c)	Batter is out		Batter is out if first base is occupied with less than two (2) outs. If first base is unoccupied or there are two outs, batter becomes a runner and defense must record an out.				
On-Deck Batters Reg XIV(b)	Not allowed				Allowed		
Illegal Bat Rule T3(b)	Batter is out (unless defense opts for the result of the play). Batter and manager are both ejected.						
Batter's Box Rule T3(a)	Batters must keep one foot in the batter's box except for certain specified conditions. Penalty: Warning, then Strike.						
Courtesy/Special Runners Rule T3(d)	With two (2) outs, a courtesy runner may be used for pitcher and/or catcher of record. Runner must be the player in the batting order who made the last out. If both pitcher and catcher are run for, the players making the last two (2) outs are used, in order, starting from closest to home.					Special pinch runner twice per game but not more than once per	
Protests Rule 4.19	Playing rule or improper substitution: Must be made before next pitch, play, or attempted play. Mandatory play: As soon as the facts become known. Ineligible pitcher or player: As soon as facts become known, but before either teams' next game.						
Unsportsmanlike Conduct Rule T3(e)	The stealing and relaying of signs to alert the batter of pitch selection and/or loction is unsportsmanlike conduct. If, in the judgment of the umpire this conduct is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team's subsequent offense.						
Tiebreaker Rules Rule T14	Starts in 7th inning				Starts in 8th inning		