

**2011 FLORIDA DISTRICT 17
TOURNAMENT CONDUCT**

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Revised and Approved District Meeting 4/12/11

1. PLAYERS, MANAGERS, COACHES AND TOURNAMENT OFFICIALS SHALL CONDUCT THEMSELVES IN AN EXEMPLARY MANNER AT ALL TIMES, PER TOURNAMENT RULE 16.
2. PLAYERS SHALL NOT THROW EQUIPMENT, INCLUDING HELMETS AND BATS.
3. Per rule 1.11(a)(2) all teams must have the Little League patch on all Managers, Coach's and Players uniforms. If a team shows up without patches, they will be allowed to play the first (1st) time only. The second time, the Tournament Director must contact the DA for a decision.
4. NO PLAYER, MANAGER OR COACH SHALL LEAVE THE DUGOUT OR FIELD WITHOUT PERMISSION FROM THE UMPIRE ONCE THE GAME STARTS.
5. PERSONS WEARING CASTS, INCLUDING MANAGERS, COACHES, AND PLAYERS MUST REMAIN IN THE DUGOUT DURING THE GAME. UMPIRES ARE PROHIBITED FROM BEING ON THE FIELD TOO.
6. NO PLAYER, MANAGER OR COACH WILL MAKE ANY EXHIBITION OR DEMONSTRATION ABOUT A JUDGMENT CALL BY AN UMPIRE.
7. PLAYERS ARE EXPECTED TO HUSTLE BETWEEN INNINGS.
8. COMMUNICATION DEVICES AND JEWELRY, INCLUDING RUBBER OR ROPE BRACELETS WILL NOT BE ALLOWED. THE ONLY EXCEPTION: MEDICAL ALERT ITEMS.
9. IN LITTLE LEAGUE BASEBALL AND SOFTBALL AND BELOW, THE ON-DECK AREA IS NOT ALLOWED.
10. DISQUALIFIED COACHES, MANAGERS OR PLAYERS CANNOT BE REPLACED IN THAT GAME AND THEIR NEXT ONE.
11. MANAGERS AND COACHES SHALL REMAIN IN THE DUGOUT UNLESS THEY ARE A BASE COACH (two adult base coaches allowed if one adult coach is in dugout).
12. ALL UMPIRES SHOULD BE APPROACHABLE. BE WILLING TO LISTEN TO A COACH AS LONG AS THEY ARE NOT ARGUING A JUDGEMENT CALL. MANAGERS AND COACHES SHALL REQUEST TIME AND RECEIVE TIME BEFORE LEAVING THE DUGOUT.
13. THE DISTRICT ADMINISTER RESERVES THE RIGHT TO REQUEST TO DISQUALIFY ANY TEAM OR PLAYER BECAUSE OF MISCONDUCT.