2019 D30 Williamsport Tournament – TD Guide

Please remember to bring your 2018 LL Rule Book

(Green Book-Baseball, Orange Book-Softball) and a charged cell phone.

Procedure:

- 1. Walk Field for condition/hazards and make sure the Flag at full staff on Flag pole, if applicable.
- 2. Coin Flip for Home/Away obtain 2 Game balls from each team give to Umpires.
- 3. Get Williamsport Affidavits from both Managers. Make sure that they are signed and all players have been initialed. If a NEW player is being added at your game, make sure they have the player verification form filled out and that they have the proper proofs of residency as well as the ORIGINAL birth certificate. If so, initial the affidavit and date it. After the game, return to both Managers with Score and pitching updated signed by you.
- 4. Umpires will do ground Rules with both Managers and TD.
- 5. Pledge of Allegiance on Foul Lines.
- 6. Keep Official Book and Pitch count. Advisable to have additional person help. Teams compare pitch counts every half inning. TD resolves any discrepancy between counts, NOT umpires.
- 7. STOP the game when a rule issue is being questioned. All unsure issues MUST be call into Bristol for verdict. Above all, please be civil.
- 8. Protests or Forfeits can only be decided by Bristol. Phone number is located below. A Manager has the right to ask for a ruling from Bristol. The TD is obligated to call Bristol.
- 9. All Games must be played to completion 6 innings (exception Run Rule). At end of game advise both teams when and where they play next. Brackets will be on the website: www.nyd30.com. Email scores to Pat at pdoherty@webb.edu, ASAP.
- 10. It is not the TD's responsibility to advise or to call out a rule violation to managers. It is the manager's responsibility to question a violation AT THE PROPER TIME as well.

Tournament Directors report only to Williamsport
Thanks for your help and enjoy the games!

The HOTLINE is ready for your call....

Bristol - LL Northeast Regional Office (860)585-4730 - Tournament Hotline