

2026 Petaluma *Major Division* City Championships

Welcome to the 20th **Petaluma Major Division City Championships** tournament. Your team will be placed in one of three (3) “pools” where you are scheduled to play three (3) games. (***ALL teams will play 3 games from June 6 to June 11 with NO back-to-backs and NO Sunday games!!***) The top two (2) teams in Pools A & C and the top three (3) teams in Pool B will advance to a single-elimination round. There are NO wildcards this season. The Pool winner with the best record and tie-breaker advantage will receive a “bye” in the single-elimination round. (***The “quarter-finals” will be played Saturday, June 13 and the “semi-finals” will be played Monday, June 15 with the Championship Game and 3rd Place Game played on Wednesday, June 17 at Lucchesi Major Field.***)

The tournament will be run under Regular Season Little League Rules as published in the 2026 Little League Baseball Rule Book. The following changes or additions will also apply:

- A. Rule 4.10(e) the 8/10/15-run mercy rule will be in effect during this tournament.
- B. Continuous Batting Order (CBO) is in effect for ALL games. Minimum Play is six (6) defensive outs in the field.
- C. The use of “AAA Minor Pool Players” will be allowed in this tournament. [Each league’s Player Agent will manage their pool of AAA Minor players per LL rules.] A team may start and continue a game with 8 players. If playing with eight, the 9th spot in the batting order will be an OUT for purposes of this rule.
- D. Game Balls (RS-T grade) and Umpires will be provided by the host league for each game. The home team and visiting team have been determined on the schedule. All participants will receive tournament pins at the end of their last pool play game on or before Thursday, June 11. There will be 1st, 2nd, and 3rd Place Medals for those finishers. The Championship team will also receive a Championship Banner.
- E. Refresh yourself on Regulation VI of Little League Rules dealing with pitcher eligibility. Each team will maintain a “Pitching Record” that the opposing manager should sign after each game. This pitching record shall be available for opposing managers to view at any time. Note your pitching eligibility on your lineup card before each game.
- F. TIE GAME (after 6 complete innings): Beginning with the 7th (and subsequent) innings, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed at second base. [International Tie Breaker]
- G. A plate meeting will be held right before each game to go over the ground rules and to exchange lineup cards.
- H. In the absence of an official scorekeeper, the official scorebook for a game will be the home team scorebook. The official pitch count must be agreed to by both teams each half inning and reported to the umpire.
- I. There should be a Local League Official at each field for each game. All protests **MUST** be settled before a game can continue. Please take all appropriate steps to avoid a protest.
- J. SAFETY FIRST. All provisions of the District 35 Safety Code will be enforced.
- K. We will maintain “Pool” standings that will show: Wins, Losses, Runs Scored, Runs Allowed, Defensive Innings Played and the “Runs-Allowed Ratio”.

L. TIEBREAKER PROCEDURES (as published by Little League and summarized below)

1. The **first** tiebreaker is “**head-to-head**” record of the teams involved in the tie.
2. The **second** tiebreaker is the “**runs-allowed ratio**” which is the total number of runs given up in all pool play games by that team, divided by the number of defensive innings played in pool play.
3. If more than two teams are involved in a tie, the above tiebreakers will be used, in order, to advance ONE team. (Example: In a 3-team tie, the above tiebreakers are used, in order, to advance one team. Then the tiebreakers are used again, in order, for the other two teams left in the tie.)

Good Luck and Enjoy the Tournament!