

# Coquitlam Little League

## 2019 – 11/12 Selects Invitational

### Tournament Information

#### *Tournament Dates*

- Friday July 5<sup>th</sup> to Sunday July 7<sup>th</sup>
- Game Schedules in separate document

#### *Tournament Location*

- Mackin Park (1046 Brunette Avenue, Coquitlam – across from IKEA)
  - Games will be played for the majority at Mackin South (CT) Diamond
    - Final Game will be played in Mackin Yard for 1<sup>st</sup>/2<sup>nd</sup> Place

#### *Tournament Entry*

- \$300 Entry Fee per Team, to be prepaid through Team Connect (linked through the CLL Website)
- Plus one box of a dozen new game balls, please bring these to the Tournament Coordinator (Mark Edwards) before your first game
- Team Rosters (inc. Coaches) to be sent to the Tournament Coordinator (Mark Edwards) by July 3<sup>rd</sup>



# *Tournament Rules*

## 1. General

- 1.1. Participating teams must be a 11/12 Selects or 11 Selects (not Sanctioned All Stars Team).
- 1.2. The team roster can have up to 14 players.
- 1.3. The batting order is set up by the team roster and all batters will bat through the roster order regardless of whether they are in the active defensive line-up or not.
- 1.4. There is no limit to the amount of defensive substitutions during a game provided all players on the game roster play a minimum of three (3) complete defensive innings, unless the player is being withdrawn from the game for disciplinary reasons. In this situation, the umpire and the opposing coach are to be notified and it is noted in the scorebook. A tournament official will be advised as to why the disciplinary action is required. This rule also applies to tournament play-off games. Note: a player that is not able to complete three (3) full innings (e.g. because the game is called) must start the next game.
- 1.5. A minimum of eight (8) players is necessary to start a game; the ninth position in the batting order will be an automatic out. Note: teams with less than eight (8) players will automatically forfeit the game.
- 1.6. Home and Away will be determined by a coin toss for every game in the Pool Play.
- 1.7. There will be a 3 run limit for the first 5 innings, the sixth or last inning will be an open inning.
- 1.8. Due to time constraints, there will be a mercy rule. Any team that is trailing by ten (10) or more runs after four (4) innings will concede the game.
- 1.9. The time allotted per game is 2 hours. No new inning can commence after 1-¾ hours has elapsed from the start time of the game.



- 1.10. If after four (4) innings of play, the umpire feels that the sixth inning will not be completed, the umpire will confer with both coaches at the beginning of each inning to decide if another inning can be played. If six innings cannot be played, the umpire will announce the last inning. When the umpire has declared the inning to be the last inning, it will be the open inning.
- 1.11. If after six (6) innings of play the game is tied, one additional inning will be played to determine the winner, providing it is within the allotted time. The game will be recorded as a tie if still tied after the extra inning.
- 1.12. The Infield Fly Rule will NOT be in effect.
- 1.13. Uncaught (Dropped) 3<sup>rd</sup> Strike will be in play.

## 2. Coaches

- 2.1. The dress code for coaches or any team official in the dugout or coach's box is a team baseball cap. Shorts are permitted, although no cutoff shorts are allowed.
- 2.2. On defense coaches must remain in the dugout, except to confer with a pitcher or umpire and only after receiving permission from an umpire. One coach may stand in the area immediately in front of the dugout entrance (farthest from home plate).
- 2.3. On offense two adult base coaches are allowed, provided an adult coach remains in the dugout.

## 3. Pitching

- 3.1. The pitching distance will be 46 feet.
- 3.2. A pitcher will be removed if they hit three (3) batters in the same inning or four (4) batters in one game.
- 3.3. The maximum innings a pitcher can pitch in one game is two (or 6 consecutive outs).
- 3.4. A pitcher can pitch consecutive games & days, at max 2 innings per game, and to a maximum of 60 pitches in a day.



- 3.5. A manager or coach may come out twice in one inning to confer with the same pitcher.  
On the third visit, that pitcher must be removed from the pitcher's position.
- 3.6. Each team is allowed three trips from their coach/manager to the pitcher during the game. On the fourth visit, that pitcher will be removed regardless if they were involved with any of the previous visits.
- 3.7. Pitchers that throw 41 or more pitches CANNOT play catcher for that DAY.
- 3.8. If a player plays the position of catcher for 4 or more innings in a DAY, they CANNOT pitch the rest of that DAY.
4. Stealing
- 4.1. Stealing will be permitted in the tournament.
- 4.2. Lead-offs will not be permitted.
5. Tie Breaking Formula
- 5.1. After the round robin, teams tied in the standings will use the following tiebreaker to determine the final positions.
- 5.2. The teams' head---to---head record against each other will determine the order of finish. In the event that more than two teams are tied and head---to---head results are not conclusive, tournament officials will use the following formula:
- 5.2.1. Defensive prowess, total runs against divided by the number of defensive innings played will determine the team to advance (lowest average wins)
- 5.2.2. Total plus/minus (runs for minus runs against) from the game scores will determine the team to advance (highest total wins).
- 5.2.3. Should there still be teams tied, then the team scoring the highest total of runs will be given the preference.
- 5.3. In the event that there are still teams tied, a coin toss officiated by a tournament official will determine the team that advances.



## 6. Weather

6.1. In the event of rain, teams must still show up or forfeit the game. The umpire will determine whether the game will be played. Factors such as field conditions, severity of rain and player safety will be taken into account before a decision is made.

6.2. Rained-out games will be handled in the following manner:

6.2.1. Attempts will be made to re-schedule the games, if this is not possible then

6.2.2. If at the end of round robin play, there is an unbalanced amount of completed games in a division, then a winning percentage of the teams in that division will be calculated and used to determine which team advances.

## 7. Scorekeeping

7.1. CLL will provide the official scorekeeper for games.

7.2. We suggest that each team also has a scorekeeper, and that those scorekeepers keep checking with the official and each other to ensure that there are no discrepancies regarding the score and with the number of innings pitched by various players.

## 8. Miscellaneous

8.1. No sunflower seeds / "SPITZ" allowed in dugouts or on the fields.

8.2. No jewelry is to be worn on the field. If jewelry cannot be removed, it must be taped.

8.3. Positive cheering only. Attempts to distract or intimidate opposing players will not be permitted. Coaches will be asked to assist in controlling offending fans.

8.3.1. 1st infraction: player/coach will be warned.

8.3.2. 2nd infraction: player/coach will be removed from the game.

8.3.3. Game forfeited for 3rd team offence.

8.4. Official Little League approved USA Bats allowed, no other bats will be allowed.

## 9. ABSOLUTELY NO PROTESTS!!!!

