

Coquitlam Little League

2019 Major A Mother's Day Tournament

Information

Tournament Dates

- Saturday May 11th & Sunday May 12th
- Game Schedules in separate document

Tournament Location

- Mackin Yard (1046 Brunette Avenue)

Tournament Rules

1. General

- 1.1. The team roster can have up to 14 players. Affiliate players can be used to fill the roster, see Affiliate Player section for further clarifications.
- 1.2. The batting order is set up by the team roster and will roll over from game to game.
- 1.3. 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.
- 1.4. Home and Away will be determined by a coin toss for every game.
- 1.5. All games will have a 3 run limit for the first 5 innings, the sixth or last inning will be an open inning.
- 1.6. 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.
- 1.7. The time allotted per game is 2 hours. No new inning can commence after 1 ½ hours has elapsed from the start time of the game.



- 1.8. 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.
- 1.9. 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.

2. Coaches

- 2.1. Shorts are permitted, although no cutoff shorts are allowed.
- 2.2. On defense coaches must remain in the dugout, except 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 machine will be used for the entire tournament.

4. Affiliate Players

- 4.1. Teams are allowed to invite up to two (2) affiliate players to help make up their roster.
- 4.2. Affiliate players must be from the Minor Division.
- 4.3. Affiliate players must wear their own regular season team jersey.

5. Stealing

- 5.1. No stealing will be permitted in the tournament.



6. Tie Breaking Formula

- 6.1. After the round robin, teams tied in the standings will use the following tiebreaker to determine the final positions.
- 6.2. 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:
 - 6.2.1. Defensive prowess, total runs against divided by the number of defensive innings played will determine the team to advance (lowest average wins)
 - 6.2.2. Total plus/minus (runs for minus runs against) from the game scores will determine the team to advance (highest total wins).
 - 6.2.3. Should there still be teams tied, then the team scoring the highest total of runs will be given the preference.
- 6.3. In the event that there are still teams tied, a coin toss officiated by a tournament official will determine the team that advances.

7. Weather

- 7.1. 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.
- 7.2. Rained-out games will be handled in the following manner:
 - 7.2.1. Attempts will be made to re-schedule the games, if this is not possible then
 - 7.2.2. 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.



8. Miscellaneous

8.1. No food or candy is allowed in the dugout. Water/Gatorade only is permitted. No gum or 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 Composite bats are permitted, bats must be on the website list <http://www.littleleague.org/learn/equipment/baseballbatinfo.htm>

9. ABSOLUTELY NO PROTESTS!!!!

Other Information

Any other questions can be directed to the CLL Major Divisions Coordinators, CLL Vice President, or CLL Scheduler.

