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# **REDMOND WEST LITTLE LEAGUE**

## **2004 INVITATIONAL BASEBALL TOURNAMENT**

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### **Introduction**

Redmond West Little League is proud to host the Redmond West Little League Invitational Baseball Tournament for 2004. The Tournament starts Saturday morning, June 12, 2004, and ends Tuesday evening, June 22, 2004. Any team that plays in the regular-season of a chartered Little League® program in Washington District 9 is invited to play in our Tournament.

### **Spirit of the Tournament**

Our Tournament gives a large number of regular-season Little League® baseball players the opportunity to enjoy competitive tournament-style play in a fun and festive atmosphere that promotes good sportsmanship. We urge players and their coaches and parents to keep this Spirit foremost in their minds as Tournament play progresses.

### **Three Divisions of Play**

Our Tournament involves play between Little League® teams who, during the regular season of their respective Leagues, played games in one of three different playing levels of baseball. These are:

- Our “Majors Tournament Division” is for teams that played in the “Majors Division” of Little League® baseball
- Our “Coast Tournament Division” is for teams that played in a “Minors Division” of Little League® baseball primarily for 10-year-old players and the exceptional others “playing up” or “playing down” according to their League’s rules
- Our “AAA Tournament Division” is for teams that played in a “Minors Division” of Little League® baseball primarily for 9-year-old players and the exceptional others “playing up” or “playing down” according to their League’s rules

### **Game Locations**

We will play our Tournament games on Fields at Hartman Park using the following guidelines:

- Teams playing in our Majors Division will play games primarily on Field #1 and to a lesser extent on Field #3
- Teams playing in our Coast Division will play games primarily on Field #3 and to a lesser extent on Field #2
- Teams playing in our AAA Division will play games primarily on Field #2 and to a lesser extent on Field #6

## Tournament Calendar

<i>Date</i>	<i>Event</i>	<i>Location</i>
8:00 pm, June 9, 2004	Managers' informational meeting	Hartman Park Field #1
10:30 am, June 12, 2004	Preliminary Round begins	Hartman Park Field #1
9:00 pm, June 20, 2004	Preliminary Round ends	Hartman Park Fields #1, #2, #3
4:30 pm, June 21, 2004	Semi-Final Games	Hartman Park Fields #1, #2, #3
4:30 pm, June 22, 2004	Final Games	Hartman Park fields #1, #2, #3
9:00 pm, June 22, 2004	Awards Ceremony	Hartman Park Field #1

## Game Schedules

We will play weekday games starting as early as 4:30 pm and weekend games starting as early as 8:00 am. Games may end as late as dusk. Every team will play at least one, and probably two, games on weekends and one game, but possibly two, on weeknights. We will endeavor to accommodate conflicting schedules for teams that identify such conflicts when they register. We plan on posting the game schedules (but subject to adjustments) at least one week before the tournament begins.

## Game Re-Schedules

Games that are "rained out" or cancelled for any reason, and games that are suspended before they become a "regulation game," will be re-scheduled and completed only on a "space-available" basis. Teams should be aware of the potential that games may be re-scheduled for later in the same day or the following day as originally scheduled.

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## TOURNAMENT FORMAT

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### **Preliminary Round**

For the preliminary round, we will place teams at each level of play in one of several pools based solely on the following criteria:

- Teams of the same League will be spread equally amongst the pools; and
- In our best judgment, each pool will have roughly a similar number of “stronger” and “weaker” teams.

We will establish the number of pools for each tournament division once we determine the total number of participating teams. Weather conditions permitting, every team will play a minimum of three games and every team within a pool will play the same number of games. During the preliminary round, teams will only play other teams in their same pool.

### **Championship Round**

#### *Advancement.*

We will use the following criteria (listed in order of precedence) to determine the “top teams” from each pool that will advance from the preliminary round into the championship round:

1. Win/Loss ratio
2. Head-to-head play
3. Fewest runs scored against per defensive inning played in games not won or lost by forfeit
4. Strike-out differential (strikeouts pitched minus strikeouts against) per games played in games not won or lost by forfeit
5. Coin toss

Points Kicker: We will increase a team’s “strike-out differential”:

- By one (1) strike-out for each time a volunteer participates as a game scorekeeper (working either the score sheet or score board);
- By one (1) strike out for each time a team provides at least one volunteer to help prepare a field for play prior to a game;

- By three (3) strike outs for each time a team provides a volunteer who umpires a game (working either the field or the plate)

### *Semi-Final Games*

We will match teams for the semi-final games in the championship round in the following manner:

- In the Majors Division, which consists of two pools of four teams and two pools of three teams, the winner of one of the three-team pools will play the winner of one of the four-team pools, while the other two winning teams will play one another
- In the Coast Division, which consists of two pools of four teams and two pools of three teams, the winner of one of the three-team pools will play the winner of one of the four-team pools, and the other two winning teams will play one another
- In the AAA Division, which consists of two pools of three teams and one pool of four teams, the championship game (for 1<sup>st</sup> and 2<sup>nd</sup> place) will match the winner of the four-team pool against the winner of a playoff between the other two first-place teams; the consolation game (for 3<sup>rd</sup> and 4<sup>th</sup> place) will match the loser of the playoff game against the second-place teams of the four-team pool (see Appendix Three)

### *Final Games*

The “final games” for the Majors and Coast Divisions will consist of a match-up of the two winners of the semi-final games playing for 1<sup>st</sup> and 2<sup>nd</sup> place and the two losers of the semi-final games playing for 3<sup>rd</sup> and 4<sup>th</sup> place; the championship for the AAA Division is decided in the one-game championship format described above

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## **TOURNAMENT RULES**

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### **“Special Games”; the Rule Book**

We are playing our tournament games as “Special Games” permitted in Regulation IX of the 2004 Official Regulations and Playing Rules of Little League® Baseball (the “Rule Book”). As such, the Rules in the Rule Book apply for all games played in the Tournament, except as stated below.

### **Roster Vacancies**

Ours is a tournament of regular-season Little League® teams, not a tournament of teams assembled with “All Stars.” Participating regular-season teams that

have an insufficient number of players to field a 12-player roster during the tournament may fill vacancies by:

- “Calling up” players from a lower division within their League in the manner provided by their League’s rules; or
- Drawing no more than three players from a “pool of players” (primarily from non-participating teams from the same League) created by a League’s Player Agent according to the system provided in Regulation V of the Rule Book.

## **Continuous Batting Order**

For this Tournament, we will use the continuous-batting order and free-substitution rules provided in the Rule Book. (Rule 4.04) These additional guidelines apply:

- A player who arrives after a game begins (the first pitch has been delivered) will be placed last in the batting order, regardless of placement in the original line-up
- The position in the batting order occupied by a player who departs prior to the end of a game, who becomes physically unable to play, or who otherwise becomes ineligible to participate in the game (e.g., removed from the game by an umpire), will be removed from the batting order without penalty when the player’s remaining turns at bat are skipped
- The player next in the batting order will assume the count of a player who is removed while at-bat due to ejection, injury, illness, or other reason
- The previous player in the batting order who made the last out will assume the position of any other player who is removed from base due to ejection, injury, illness, or other reason

## **Minimum Playing Time**

For this Tournament:

- For the Majors Division, players must not sit out of the defensive-half of the game for more than one-half of the total put outs recorded during an entire game (e.g., nine put outs in a full six-inning game)
- For both the Coast Division and the AAA Division, players must not sit out of the defensive-half of the game for more than one-third of the total put outs recorded during an entire game (e.g., six put outs in a full six-inning game), and each player must play a position in the infield (including

catcher or pitcher) no less than one-third of all the put outs made during a game

For purposes of the foregoing, we will consider an inning that ends due to the application of a 5-run “Mercy Rule” or a “Time Limit” to have ended because of three put outs. We stress these are playing minimums. The idea of our tournament is to expose recreational players, especially players who are not “All Stars,” to tournament play. We encourage managers to go beyond our minimums.

Penalties: (i) the player who failed to complete the mandatory play must start the following game, complete the missing mandatory play for the earlier game, and then complete the mandatory play for that game before he may be removed; and (ii) without a satisfactory explanation from the team’s manager, the Tournament Committee may suspend the manager for the remainder of the tournament.

## **Pitching Regulations**

### ***Eligibility to Pitch***

Any player may pitch during any round of play except:

- Those players, if any, who were added to a roster from a “player pool” under Regulation V of the Rule Book; and
- In the Coast and AAA divisions only, any twelve-year-old player

Penalties: A team will forfeit each game played when a pitcher is rendered ineligible to pitch under this Rule.

### ***Inning Limitations – Preliminary Round***

For the Majors Division:

- No player may pitch more than 8 innings total for the entire preliminary round for teams playing 4 games; no player may pitch more than 6 innings total for the entire preliminary round for teams playing 3 games
- No player may pitch more than 6 innings in one game; teams playing two games (a double header) on the same day, however, may use a pitcher in each game, so long as the pitcher does not exceed 6 innings combined between the two games

For the Coast Division:

- No player may pitch more than 8 innings total for the entire preliminary round for teams playing 4 games; no player may pitch more than 6 innings total for the entire preliminary round for teams playing 3 games

- No player may pitch more than 4 innings in one game

For the AAA Division:

- No player may pitch more than 5 innings total for the entire preliminary round
- No player may pitch more than 3 innings in one game

Penalties: A team will forfeit each game played after a pitcher is rendered ineligible to pitch under this Rule.

### ***Inning Limitations – Championship Round***

For the Majors Division:

- Any player who pitches more than 1 inning in the semi-final game may not pitch in the final game
- No player may pitch more than 4 innings total during the championship round

For the Coast Division:

- Any player who pitches more than 1 inning in the semi-final game may not pitch in the final game
- No player may pitch more than 3 innings total during the championship round

For the AAA Division:

- No player may pitch more than 3 innings in the championship round

Penalties: A team will forfeit each game played after a pitcher is rendered ineligible to pitch under this Rule.

### ***Eleven-Year-Old Pitching in Majors***

In the Majors' division only,

- In the preliminary round, at least one-third of a team's total defensive put outs during the entire preliminary round must be made while using an eleven-year-old pitcher
- In the championship round only, at least one-third of a team's total number of defensive put outs during each game must be made while using an eleven-year-old pitcher

Penalties: A team will forfeit each game played when an eleven-year-old should have, but did not, pitch despite this Rule.

### ***Mandatory Day(s) of Rest***

Players who pitch in “other games” preceding the start of our Tournament must fulfill the mandatory days of rest prescribed by the Rule Book before pitching in the Tournament. Throughout the Tournament:

- Pitchers who pitch four innings or more in a single game must observe 3 calendar days rest before pitching again;
  - Exception: pitchers in the Majors Division who pitch four innings or more in a game played on June 19<sup>th</sup> must observe only 2 calendar days of rest before pitching again;
- Pitchers who pitch three innings or less in a single game must observe 1 calendar day of rest before pitching again;
  - Exception: pitchers in the AAA and Coast Divisions who pitch three innings or less on Sunday, June 20<sup>th</sup> may pitch no more than two innings on Monday, June 21<sup>st</sup>
  - Exception: a pitcher who pitches only 1 inning in a semi-final game during the championship round may pitch again in the championship game

Per the Rule Book, the delivery of a single pitch constitutes having pitched an inning.

Penalties: A team will forfeit each game played when a pitcher is rendered ineligible to pitch under this Rule.

## **Mercy Run Rules**

### ***5-Run Innings in the Minor Divisions***

For the Coast and AAA Divisions only, no team may score more than a maximum of five runs in any single inning until the completion of five full innings, after which point either team may score an unlimited number of runs during each remaining inning, if any.

### ***10-Run Mercy Rule in the Preliminary Round***

For all Divisions, we are using the 10-run “mercy rule” provided in the Rule Book for all games played in this Tournament. (Rule 4.09(e))

## **Time Limits**

Throughout this tournament, whenever we've scheduled a game to follow on the same field, the Umpires will:

- Not start any new inning of a game that is a "regulation game" (defined in Rule 4.10(c) of the Rule Book) within twenty-five minutes of the scheduled starting time for the next succeeding game;
- End play and call a game that is a "regulation game" (defined in Rule 4.10(c) of the Rule Book) fifteen minutes prior to the scheduled starting time for the next succeeding game; and
- End play and suspend a game that is not a completed "regulation game" by the time of the scheduled starting time for the next succeeding game.

An inning ends the exact moment a team makes a third-out. Rule 4.11(d) will determine the outcome of any game that ends in an incomplete inning. A regulation game that is tied when ended because of a time limit or due to darkness or weather will be scored as a tie for purposes of determining the advancement of each team.

## **Special Coach-Pitch Rules for the AAA Division Only**

In our AAA Division, the coach will pitch to each of his own players who receives four balls before striking out or hitting the ball into play, but only after two teammates in the same offensive half of the inning have already been awarded first base either on account of receiving four balls or being hit by a pitch. When a coach pitches to his players:

- The player-pitcher must be positioned as a fielder no further than ten feet from the pitcher's plate
- The coach-pitcher must pitch from an area no closer to home plate than one foot from the bottom of the pitching mound
- The coach-pitcher may pitch to the batter standing up erect or from his knees if he so desires
- The batter will continue the strike count recorded by the player-pitcher, and will strike out if he fails to hit the ball into play before his third strike
- The batter may not receive an award of base on balls or hit by a pitch from his coach; he must hit the ball into play
- No base runner may advance, even on a passed ball, until the ball is hit into play

- The coach-pitcher must make an effort to avoid any ball hit into play and vacate the space needed for fielding the ball, just the same as any other member of an offensive team per Rule 7.11

## **Protests.**

Rule 4.19, which addresses Protests, does not apply in this Tournament. We will instead resolve disputes “on the field” and “before play continues” in the following manner:

- A manager may not protest any call that is a question of judgment. A manager may only protest an umpire’s rules interpretation or, as soon as he first becomes aware of it, an opposing team’s use of an ineligible player or ineligible pitcher.
- After a manager announces that he wants to “protest” a call, the umpires will confer with one another, make a determination, and announce their decision to both managers
- Either manager who disagrees with the umpires’ announced decision may request a review from the “Protest Committee”; a manager loses the right for review after the next succeeding play unless he makes such a request
- If either manager so requests, the umpires shall summon the Protest Committee; those “disinterested” members of the Protest Committee who are present within five minutes will hear the dispute and, by majority vote, resolve it. Their determination is final and may not be appealed.

## **No Local Rules.**

There are NO LOCAL RULES for our Tournament other than those set forth above. Accordingly, Managers and Umpires should be particularly aware of these oft-overlooked Rules in the Rule Book:

- The catcher must use a catcher’s mitt (Rule 1.12) and wear a cup, shin guards, a long-model chest protector, and a catcher’s helmet with mask and dangling throat guard (Rule 1.17). He must wear the helmet with mask and throat guard whenever he warms up a pitcher or takes infield practice (Rule 1.17).
- On defense, a manager may call time to visit a pitcher only twice in an inning before he must remove that pitcher. (Rule 8.06(b)) A manager may visit a pitcher only three times in a game without removing such pitcher. (Rule 8.06(a))

- On defense, a manager may not call time to visit with any player other than a pitcher, but the catcher may join the conference. (Rule 8.06(c))
- On offense, a manager may call time to visit with a player only once each inning. (Rule 5.10(d)) This does not prevent the manager from visiting with a player anytime the defensive team calls time.
- Adults may not warm up pitchers prior to or during the game. (Rule 3.09.)
- Only three adults (presumably the manager and two coaches) may be in the dugout during a game. (Rule 3.17.)

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## **TOURNAMENT UMPIRES**

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### **Eligibility**

A volunteer is eligible to umpire games in this Tournament if:

- The volunteer is fifteen years of age or older
- The volunteer understands and is able to apply the rules set forth in the Rule Book
- The volunteer understands and is able to apply the rules set forth in this handout

### **Umpire Pool**

We encourage every team to register two or three individuals who are eligible to umpire games. We will separately contact these volunteers to inquire about any dates and times that they may be unavailable to umpire games. We will eliminate from our pool of umpires any volunteer who does not respond to this request for information or who is generally unavailable throughout the tournament.

### **Game Assignments**

In drawing from the “umpire pool,” we will consider these factors, in order of priority, when making our assignments:

- Availability for a scheduled game
- Experience at the level of play

- The scheduled game is for a different pool than the umpire's affiliated team
- The umpire does not have any League affiliation with either team involved in the scheduled game
- The umpire's affiliated team is not playing a tournament game at the same time as the scheduled game
- The team with which the umpire is affiliated has had a disproportionate number of opportunities to umpire during the Tournament relative to other teams in its same pool

We will endeavor to complete game assignments for a majority of the games several days before the Tournament begins, and will provide these assignments to our volunteer umpires as soon as they are known.

## **Umpire Uniforms and Gear**

We do not provide uniforms for volunteer umpires. We nevertheless encourage umpires to wear a cap, grey slacks, and a dark blue or other suitably colored shirt during the games they umpire. We do provide protective gear (face mask, shin pads, and chest protector) for home plate umpires. (Umpires must provide their own protective cups.) This gear may be accessed from our umpire room with the aid of a complex manager.

## **Ground Rules**

We have attached a list of the ground rules (see Appendix Four) for each field that we will use in our tournament. Umpires may modify these ground rules, if they so desire, at their pre-game conferences with managers.

## **Game Balls**

A Tournament Host will provide the home-plate umpire with two or three game balls just prior to each game, and will be on hand to provide additional game balls should that become necessary. Umpires should return the game balls to the Tournament Host at the end of the game.

## **Time Constraints**

Our tight Tournament schedule requires Umpires to adhere strictly to the Time Limits set forth in our Tournament Rules. Toward this end, we strongly encourage Umpires to take the following proactive measures:

- Start the plate conference exactly 5 minutes before a scheduled game
- Inform the opposing Managers at the time of the plate conference of the “drop dead” time limits for the game
- Begin “play” right at the scheduled time
- Encourage catchers to remain on the field to take warm up pitches from the opposing team’s pitcher while the opposing team’s catcher suits up
- Limit warm-up pitches between innings to 1 minute (or 8 pitches, if quicker)
- Limit the duration of offensive and defensive time outs

## **Safety Considerations**

The umpire is in charge of a game and the field of play from the time of the plate conference until the moment the game ends. While in charge, the umpire may postpone or halt play if the umpire considers the field of play to be unsafe for any reason, including inadequate field preparation or weather-related concerns.

## **Ejections**

An umpire has the authority under Rules 4.07 and 4.08 to remove any player, coach, or manager from a game for misconduct. Any player, coach, or manager who is removed is, per Rule 4.07, automatically suspended from participating in their next succeeding game in our Tournament. While an umpire does not have the authority under the Rules to remove an unruly fan, the Umpire may halt play until such a fan voluntarily leaves the viewing area. The Umpire should seek the help of whichever Manager is in charge of the team to which the fan is affiliated.

## **Summoning Help**

If either manager “protests” an umpire’s rules interpretation, or an unruly fan refuses to leave the viewing area, the umpire may summon help by getting the attention of a nearby Tournament Host who, in turn, will put out a general call to other Tournament Officials. In the case of protests, we expect to resolve disputes with a delay of no more than 10 minutes.

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## **TOURNAMENT OFFICIALS**

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### **Tournament Hosts**

During the tournament, we will station volunteers throughout Hartman Park. These Tournament Hosts will help open, manage, and close the Hartman Park facility; will provide guidance to volunteers who prepare the fields of play; and will be on hand to help summon members of the Protest Committee in the event of a “protested” call.

### **Protest Committee**

A Committee composed of one representative from each League with three or more teams participating in the Tournament, plus the V.P. of Tournaments from the host League, will administer these rules during the Tournament. The decisions of the Protest Committee will be by a vote of the majority of the representatives present at the time of a decision. A “quorum” is not required and, indeed, any single member of the Protest Committee is empowered to make a determination that pertains to an ongoing game when other members of the Protest Committee cannot be reasonably found within five minutes. The decisions of the Protest Committee are final and cannot be appealed.

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## **GAME PROTOCOL**

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### **Rainouts**

The City of Redmond Parks Department closes Fields at Hartman Park whenever the Parks Department considers them unplayable due to rain or other reasons. The City typically announces its Field closures an hour or two before a scheduled game, but will delay an announcement if enough volunteers have a realistic chance of getting a Field game-ready under the prevailing weather conditions. Our advice in the case of inclement weather, then, is this:

- Managers and team members should consult the Hartman Park “rainout line” starting two or three hours in advance of a scheduled game for advice about whether an early-arriving volunteer crew will have a chance to get a Field game-ready
- Volunteers from teams that are scheduled to play the first game of the day should especially be prepared to arrive early and make an extra effort to make an assigned Field game-ready
- Team members should be aware that some closures may not be made until just before a game is scheduled to begin

## **Field Preparation**

Each team must provide at least one volunteer to work on preparing the field of play alongside volunteers from the opposing team. Weather conditions aside, our experience shows that several volunteers will need a minimum of 20 minutes to prepare the field properly. Ideally, the field will be “game ready” 30 minutes before the game’s scheduled starting time to allow both teams to take infield-outfield practice. Volunteers should plan their time accordingly.

## **Coin Toss**

The managers of both teams will meet 45 minutes before the scheduled starting time of their game. Unless agreed otherwise, the meeting will take place behind the 3rd base dugout of the assigned field. The managers will toss a coin to determine which team will be the “home team” and which will be “away team” for the game. (The winner of the toss has the choice.) They will also exchange line ups at that time. (Line ups may be changed up to the time the game starts, but only after announcing such changes to the umpires, scorekeepers, and the other manager at the plate conference).

## **Dugouts**

The “home team” occupies the 3rd base dugout and the “away team” occupies the 1<sup>st</sup> base dugout. Each team is responsible for cleaning its assigned dugout (and the stands adjoining its dugout) when the game ends.

## **Scorekeepers**

The “home team” must provide a volunteer to maintain the official score for the game. The “away team” must provide a volunteer to run the scoreboard (if there is one for the assigned field). We offer this advice for our tournament scorekeepers:

- Scorekeepers should arrive 30 minutes before game time to allow sufficient time to enter line ups in the official score sheet
- Scorekeepers should note on their score sheet:
  - The names and team affiliations of both scorekeepers; and
  - Which team(s) provided a volunteer to help prepare the field for play.

- During the game, scorekeepers should note for each inning (or for changes mid-inning, for each put out):
  - Which players are pitching;
  - Which players on the defensive team are sitting out (suggestion: note these players with an “X” in the margin next to their name);
  - For the Coast and AAA Divisions only, which players are playing in the outfield (suggestion: note these players with a “√” in the margin next to their name);
- Concerning batting out of order:
  - In the Coast Division and AAA Division, the scorekeeper should notify the umpire of a player batting out of order; the umpire, in turn, should substitute the correct batter for the incorrect batter
  - In the Majors Division, the scorekeeper should NOT notify anyone (except an umpire (and only the umpire), if asked) of a player batting out of order; teams playing in the Majors Division must guard against batters out of order for themselves
- After the game ends:
  - Total the score sheet
  - Obtain the signature of each manager
  - Turn the score sheet into the Tournament Committee

## **Batting Cages**

Teams scheduled to play a game on Field #1 at Hartman Park will enjoy 30 minutes of exclusive use of the batting cages starting 90 minutes before their scheduled game times. Teams scheduled to play a game on Field #3 at Hartman Park will enjoy 30 minutes of exclusive use of the batting cages starting 60 minutes before their scheduled game times. We urge managers to use common sense and to cooperate with one another in allocating these times and dividing the two cages between teams during their allocated time. When the cages are not otherwise reserved during these times, any other team may use them on a first-come-first-served basis.

## **Pre-Game Warm Ups**

The “away team” enjoys 10 minutes of exclusive use of the field for infield-outfield practice starting 25 minutes before the scheduled game time. The “home

team” enjoys 10 minutes of exclusive use of the field for its infield-outfield practice starting 15 minutes before the scheduled game time. Neither team will take infield-outfield practice unless there is sufficient time for both teams to take infield-outfield practice. We urge managers to use common sense and cooperate with one another in allocating these times.

## **Plate Conference**

The umpires will meet with each team’s managers and designated captains at the home plate five minutes before the scheduled game time. Topics to be discussed include these:

- Confirmation by each manager that his team’s scheduled pitchers are eligible to pitch according to the Rules of the Tournament
- Confirmation by each manager that his team members are eligible to play according to the Rules of the Tournament
- Confirmation by each manager that the line ups provided to one another and to the official scorekeeper are correct
- Review of the ground rules for the field
- Discussion concerning the “drop dead” time limits (as described in the Tournament Rules) for the game
- Any other matters the game umpire may want to discuss

## **Courtesy Catcher**

We ask that each team take the following proactive steps to minimize the time needed to complete the between-inning warm-ups during the game:

- Unless a catcher is on base, at bat, on deck, or in the hole, the catcher for the upcoming inning should wear his shin guards while waiting in the dugout
- A “reserve player” should put on a catcher’s mask with dangling throat protector and take the field to receive warm up pitches whenever an assigned catcher needs to gear up at the end of an inning
- Each team’s catcher should remain on the field after its defensive half of the inning ends to take warm up pitches from an opponent’s pitcher until either a “reserve catcher” or the opponent’s catcher relieves him

## **Post-Game Field Closure**

If a game does not follow the completion of your game, the field-preparation volunteers for each team must “close” the field by putting away bases, putting in base plugs, and covering the pitcher’s mound with a tarp. Each team should clean up its assigned dugout and the adjoining spectator stands.

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## **TOURNAMENT ACTIVITIES**

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### **Opening Ceremony**

We will “throw out the first pitch” of the tournament in a short ceremony immediately preceding the first tournament game scheduled for Hartman Park Field #1. We will announce the starting line ups for that game and most others than follow on Hartman Park Field #1.

### **Skills Contest**

We will organize skills contests to take place at Hartman Park during each weekend of the tournament. These skills are:

- The “Hitting Skill” is based on points scored in six hits (with two bonus hits for successful bunts) in the infield (1 point), in shallow outfield (3 points), in deep outfield (5 points), and over the fence (7 points)
- “Base Running” is based on the time it takes a runner to advance around all the bases

### **Closing Awards Ceremony**

We will hold an awards ceremony on Field #1 at Hartman Park immediately following the completion of the final games for each division of play. At that time, we will present awards for the following:

- First and second place awards for each skills event (hitting and running) for five age groups: 8-year olds; 9-year olds; 10-year olds; 11-year olds; and 12-year olds
- Awards for first, second, third, and fourth place teams for each playing level.

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## **APPENDIX ONE– MAJORS TOURNAMENT**

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## APPENDIX TWO – COAST TOURNAMENT

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## APPENDIX THREE – AAA TOURNAMENT

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## APPENDIX FOUR – GROUND RULES

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### GROUND RULES COMMON TO ALL FIELDS

***Outfield Fence.*** A ball that is hit into fair territory and that, in the judgment of the umpire, goes through (rather than over) or becomes lodged in or under the outfield fence will be ruled a ground-rule double.

***Dugout.*** A ball that, in the judgment of the umpire, is thrown into either dugout (regardless whether the ball bounces back onto the field of play) will be ruled a “dead ball,” and the umpire will award runners two bases per Rule 7.05(g).

***Concrete Pad.*** A thrown ball that does not bound away from the concrete pad adjacent to the dugout will be ruled a “dead ball” if, in the judgment of the umpire, a fielder cannot field the ball without running onto the concrete pad. If such a ball is ruled “dead,” the umpire will award runners two bases per Rule 7.05(g).

***Backstop Padding.*** A ball that lodges in the backstop padding will be ruled a “dead ball.” If the ball is a thrown ball, the umpire shall award runners two bases per Rule 7.05(g). If the ball is a pitched ball, the umpire shall award runners one base per Rule 7.11.

***Backstop Netting Above Home Plate.*** A batted ball that touches the netting above home plate is a foul ball regardless whether caught.

***Coaches Outside the Dugouts.*** As a courtesy, umpires may allow coaches to view the game from an area outside their team’s dugout so long as the coaches (other than base coaches when a team is on offense) are positioned immediately next to, and no closer to the foul lines than, they otherwise would be positioned if they were inside their team’s dugout. Coaches shall vacate this area, as well as any other area on the field, in favor of a fielder who is attempting to field a batted or thrown ball. If a member of the offensive team fails to do so, the umpires shall rule either the batter or a runner out, as the case may be, per Rule 7.11. If a member of the defensive team fails to do so, and touches a “live ball,” the umpires shall treat the occurrence as if it were “spectator interference” per Rule 3.16, call the ball immediately “dead,” and award runners any number of bases that, in the umpire’s judgment, nullifies the acts of the defensive team.

### ADDITIONAL GROUND RULE FOR FIELD #2 ONLY

***Gaps at the Ends of the Outfield Fence.*** A batted ball hit into fair territory that, in the judgment of the umpire, rolls beyond the outfield fence where the fence ends in either left or right field will be ruled a ground rule double.

### **ADDITIONAL GROUND RULE FOR FIELD #3 ONLY**

***Tree Limbs Overhanging Outfield Fence.*** Tree limbs overhang the outfield fence in right field on Field #3. A ball that hits the tree and drops onto the field of play will be live and in play unless the umpire-in-chief rules, in his judgment, that the ball would have cleared the fence in flight for a home run.

### **ADDITIONAL GROUND RULE FOR FIELD #6 ONLY**

***Dead-Ball Territory.*** A painted white line runs parallel with, and between, the foul lines and spectator fence lines on Field #6. A thrown ball that, in the judgment of the umpire, must be fielded by a player anywhere between this white line and the fence line shall be ruled a “dead ball.” If such a ball is ruled “dead,” the umpire will award runners two bases per Rule 7.05(g).