2019 Turf and Dirt Information and Rules 11's and 12's

Tassajara Valley Little League

Check-In & Registration: All teams are required to sign in and register Friday evening the 21st between 5:30 and 7p.m. with a tournament representative at the check-in table, by Sycamore Park Snack Shack near Sycamore Elementary School (2200 Holbrook Drive, Danville CA 94506), to submit their mandatory documents for review. Mandatory documents to be submitted:

- 1) Tournament Roster (Must include player's full name and jersey#)
- 2) Clear plastic holders containing copies three forms of id (as defined in the tournament section of the rule book) folded so that all three forms can be seen on the same page.
- 3) Medical Release Form (for each player and coach)
- 4) Volunteer application for all coaches
- 5) Concussion form signed by both the player and parent
- 6) Confirmation of Manager's Phone # and Backup Team Rep for Emergency Purposes Tournament

Roster Requirements: All teams will be limited to 14 active players identified at the time of sign-in. All players shall be the appropriate league age for the tournament as identified by 2019 Little League Baseball standards.

Scorekeeping: Each team shall provide a scorekeeper. Based on the coin flip, the home team is responsible for providing a scorekeeper and the visiting team will provide a pitch counter. They are required to sit together. The home team scorekeeper will keep the official scorebook, which will be picked up from the Tournament table prior to the game and returned at the conclusion of the game. In addition, the home team scorekeeper will pick up game balls prior to the game and return the used balls at the end of the game. The visiting team's scorekeeper will keep the official pitch counts, as well as completing and having each Manager sign the Pitcher Eligibility Tracking Form at the conclusion of the game. Both forms need to be picked up from the Tournament table, near the Sycamore snack shack, prior to the game beginning and returned to the table after the game is complete and the managers have signed the form.

Pre-Game Warmups: Teams can warm up in the outfield of all fields. There is a batting cage located between field 5 and field 6. Batting cages are available on a first come first-serve basis.

General Playing Rules: All games will support District 57 Summer Tournament Policy. Uncaught 3rd Strike – (a) Rule1 6.05(b) states the general rule that "A batter is out when (1) a third strike is legally caught by the catcher; (2) a third strike is not caught by the catcher when first base is occupied before two are out." (b) Rule 6.09(b) states that for Majors and above: "The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out." 12 year old tournament will follow intermediate rules with leadoffs and balks, as well 50 foot pitching distance and 70 foot bases.

Pitching Rules: The pitching rules for the tournament will follow the 2019 Tournament Rules and Guidelines for Little League Baseball as found in the 2019\ Little League Baseball Official Regulations and Playing Rules, as well as the D57 Policy Letter for tournament play. These are as follows: No pitcher will be allowed to pitch in more than 1 game per day, and under no circumstances shall a player pitch in 3 consecutive days.

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Up to 20 pitches......no rest required/may pitch next day 21-35 pitches......1 day of rest required 36-50 pitches 36-50 pitches......2 days of rest required 50 pitch max
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No hard stop, pitcher may finish batter for all pitch limit thresholds (including the 50 pitch limit), a pitcher may finish the batter if the limit is reached before the AB is complete. Scorekeepers keeping the pitch count log must circle the limit pitch so that the tournament directors know what threshold was reached even if the pitcher goes over to complete the AB.

Catching Rules: A pitcher who has pitched more than 40 pitches (soft stop) is unable to catch that day, and a catcher who has caught over 3 innings is unable to pitch that day. Managers may use a pinch runner for any catcher that is on base with 2 outs, in order to allow the catcher to put on gear in preparation of next inning. The pinch runner is the player that was the most recent (last) out.

A player who played the position of catcher for three (3) innings or less, moves to pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position. The exception if the pitcher reaches the 20 pitch limit while facing a batter, the pitcher may continue to pitch until the at bat is completed.

Format: Pool Play • 3 games guaranteed during the weekend for each team. • Top 6 teams will advance to weekday single elimination bracket, bottom 2 will play a consolation game.

Results: Results, standings and brackets will be available at the Tournament Information Booth near the snack shack.

Time Limits: No new inning shall begin after 1 hour and 50 minutes from the official start of play. Hard stop at 2 hours. Ties: Pool play games may end in a tie. Bracket games may not end in a tie, and thus extra innings will be played until a winner is declared. If a game is tied and darkness comes into effect the game will be concluded and continued the next game day 1 hour prior to the game. One of the teams will play as a result of the outcome.

Managers/Coaches: Only the Manager, up to 2 adult coaches, and players on the roster may be in the dugout. One adult must be present in the dugout at all times.

Miscellaneous: Please have a lineup card prepared when arriving to the field. We will not provide lineup cards. Include both first and last name of each player and coach. Also, before you're first game please provide the tournament representative with a typed roster which includes the team name, the names of the players, uniform numbers and coach. (uniform number, first name, and last name)

Contact: Please contact Kelly Hennigan directly should you have any further questions during your time at the field. Please call 925-895-4438