



# Academy Little League

PO Box 62761  
Colorado Springs, CO 80962  
www.academylittleleague.org



## Academy Little League 2019 Memorial Day Tournament – Minors / Majors May 24<sup>th</sup> – 27<sup>th</sup>, 2019

### 1. Teams and Registration

- 1.1. Roster is limited to a maximum of 14 players
- 1.2. Eligibility:
  - 1.2.1. 9-10 Division- age as determined by Little League Age Determination Chart
  - 1.2.2. 11-12 Division- age as determined by Little League Age Determination Chart

### 2. Registration:

- 2.1. The number of teams per division is as follows: 9-10 division and 11-12 division will be based on the regular season ALL teams Interleague.

### 3. Tournament Policies/Rules

#### 3.1. Game Rules:

- 3.1.1. Unless stated below, 2019 Regular Season Rules govern all play (please note that Little League International tournament rules are not being used.) All games except for the Monday championship games have a time limit.
- 3.1.2. Each game is limited to 2 hours or 6 innings, whichever comes first. Home team will be established by a coin flip prior to game start. Whoever wins the coin flip can choose field (i.e., home or visitor) or dugout. For example, if the winner of the coin toss chooses to be the home team, the opponent then chooses which dugout they want.
- 3.1.3. Home teams will provide an official scorekeeper and pitch counter. The visiting team is also encouraged to keep score and pitch count in an effort to validate the official score and number of pitches thrown.
- 3.1.4. Official scorekeeper will log starting game time at first pitch. No new inning shall start after 2 hours; a new inning is started as soon as the last out is made at the bottom of an inning. For example, if the third out is made in the bottom of an inning at 1 hour 59 min 59 sec, a new inning may start. Once started, the final inning will be played out in full.
- 3.1.5. Run Rule Limit: any team leading the opponent by 10 runs after 4 complete innings of play is declared the winner of that game. Also, a 15 run mercy rule is in effect for

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any team leading by more than 15 runs after 2 ½ innings if the home team is ahead or 3 complete innings of play.

3.1.6. Game Time is also forfeiture time: each team must start and end with a minimum of 8 players (if this minimum occurs--8 players--the ninth batting position will be an automatic out).

3.1.7. Each team member must play a minimum of 6 consecutive defensive outs and 1 at bat per game. Failure to do so will result in forfeit of that game.

**Note: Rule 3.1.9 “Each team member must play a minimum of 6 consecutive defensive outs and 1 at bat per game” is waived only while the 15 run mercy rule is in effect, not for the 10 run rule after 4 complete innings. (If it looks like the game could end after 4 get your subs in by the 3<sup>rd</sup> inning.)**

3.1.8. Umpires will provide game balls.

3.1.9. A home plate and base umpire will be provided for each game.

3.1.10. Courtesy runners may be used for the catcher, after two outs have been made. Player making the last out will be the courtesy runner unless he/she is the catcher.

3.1.11. Each team must declare their Substitution policy prior to the start of each game:

3.1.11.1. Starter Return Rule: any starting player may be substituted and re-enter the game once, and such player may enter in the same position in the batting order whenever he/she is in the game. Teams will bat 9 players.

3.1.11.2. Bat the entire Roster: if this is chosen, then free substitution is allowed throughout the game. If a player gets injured and needs to leave the game, the team will NOT be penalized with an OUT in the vacated position in the batter order. If the player is ejected and removed from the game, the team will be penalized with an OUT in the vacated position

## 3.2. Pitching Rules:

3.2.1. Any player on the team can pitch.

3.2.2. Pitchers once removed from the mound may not return to the mound in the same game.

3.2.3. All pitch counts noted below shall be considered hard limits. The actual pitch counts as applicable in para 3.2.4 – 3.2.5 shall not be exceeded. The ‘finish the batter’ rule will NOT apply.

3.2.4. Calendar day rest is suspended (except as noted); however, a pitcher’s maximum limit per a two consecutive day period is 60 pitches for 9-10 year olds; and 70 for 11-12 year olds.

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- 3.2.5. A pitcher who exceeds 50 pitches for 9-10 year olds and 55 pitches for 11-12 year olds in a game shall observe a minimum of two calendar days rest.
- 3.2.6. Pitchers may NOT pitch in more than one game in a day.
  - 3.2.6.1. A player that has thrown 41 or more pitches in a game may not play the position of catcher in the same game or day.
  - 3.2.6.2. A player who plays the position of catcher for 4 complete innings may not pitch in the same game or day.
- 3.2.7. Pitching affidavit must be signed by both coaches before and immediately after each game. This will ensure coaches are fully aware of player pitching availability.
  - 3.2.7.1. The attached Pitching Affidavit must be provided to the opposing coach when the batting order is turned-in at the start of the game to ensure both coaches are aware of pitching limitations. Both managers must verify that the pitching affidavit is correct and signed after each game. This is the only acceptable means of proof for your pitcher's eligibility to pitch. **Failure to produce a valid and signed Pitching Affidavit before the game starts will result in the opposing manager having the option to limit all of your pitchers to no more than 20 pitches each.** Protests on pitching limits will not be allowed following a game so it is incumbent on coaches to be aware and identify rules breaches immediately after an infraction has occurred.
- 3.2.8. Violation of these pitching rules will result in forfeiture of the game by the violating team in which the pitching rule was violated.

#### 4. Fields/Equipment:

- 4.1. All age divisions will play on 60' bases with 46' pitching to home plate distance.
- 4.2. Players are NOT allowed to use metal spikes.
- 4.3. Bats for all divisions are restricted to respective Little League (USA Baseball) specifications.
- 4.4. **Protests are strongly discouraged.** Protest of ANY judgment call by umpires is not permitted.
  - 4.4.1. Protests must be announced prior to the last out of the game. Please try to identify the infraction at the time it happens to avoid a protest.
  - 4.4.2. All issues will be resolved by the Tournament Director/Committee members; their decision will be final/binding.
  - 4.4.3. Tournament Director has the final decision on all other disputed situations as they may arise.

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4.4.4. Any coach, player, or fan ejected by an umpire must leave the premises immediately and is banned for the remainder of the tournament.

## 5.0 Championship

- 5.1 Tournament will follow a random draw double elimination format. See attached bracket. Play will then progress in a normal double elimination format to a Championship game per the bracket. There will be an "if needed" Championship game, should the team coming through the loser's bracket win the first Championship game.
- 5.2 Home/away will be determined by a coin flip prior to start of game. Managers should conduct coin flip upon arrival. Whoever wins the coin flip can choose field (i.e. home or visitor) or dugout. For example, if the winner of the coin toss chooses to be the home team, the opponent then chooses which dugout he wants.
- 5.3 For the championship game (including "if needed" game), the 2 hour time limit will not apply

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