



BELLEVUE THUNDERBIRD LITTLE LEAGUE

2010 Majors City Tournament (Bellevue- Mercer Island)

NOTE: Bellevue Thunderbird Little League (BTLL) operates its post-season league and City tournaments using regular season rules set forth in the *Little League Rules and Regulations Baseball Division 2010 (Green Book)*, but with modifications specified in these Local tournament rules.

1. Tournament Administration

a. Tournament Director

The Tournament Director is Andre Barashkoff, BTLL Board Member. He will be assisted by Jim Riley, BTLL Board member. The Tournament Directors will administer all aspects of the tournament and appoint others, as needed, to ensure the orderly conduct of the tournament. The Tournament Directors can also resolve protests or disputes arising from the application or interpretation of rules on the field (see Section 13).

Tournament Directors Contact Information:

Andre Barashkoff
Cell: 425.213.6976
Email: aandjbar@yahoo.com

Jim Riley
Cell: 206.579.1812
Email: jimr@sierraind.com

a. Tournament Umpire in Chief

The Tournament Umpire-in-Chief (UIC) is noted below. He will manage recruiting, scheduling, and supervision of tournament umpires. The UIC can also resolve protests or disputes arising from the application or interpretation of rules on the field (see Section 13).

Tournament Umpire in Chief Contact Information:

Nick Gattuccio
Cell: 425-591-6925
Email: nicg@microsoft.com

b. Additional Contact Information

- BTLL League President: Scott Collins (scollins@helsell.com)
- Bellevue Rainout Line: 425-452-4860 (updated by 3:00 weekdays/7am weekends)
- Tournament Web site: <http://www.pitchcounts.net>
- Score & Pitch-Count Reporting: See BTLL website for report link <http://www.pitchcounts.net>

2. Tournament Format

a. Pool Play

The tournament will use a round-robin, pool play format followed by single elimination brackets. All teams will be scheduled for three pool games, seeded and placed in pools based on their order of finish in their own leagues. The top team from each pool plus 3 additional wild card teams will advance to an 8-team, seeded, single-elimination championship (gold) bracket. The other 13 teams will be placed in a 13-team, seeded, single-elimination silver bracket.

For 2010 we have 21 teams. Four (4) pools have been set up with 4 teams each, one pool with 5 teams. Each team will play the other once (except the 5-team pool). The top team of each pool (and top 2 from the 5-team pool) will advance to the gold championship bracket, along with the next two best teams as WC. The placement of the WC and the #1 seeds from each pool were randomly drawn. No WC team could play each other and two pool winners had to play each other in the first round.

b. Advancing/Tiebreakers

Criteria used to determine the seeding within pools, the seeding of wild-card teams and the overall seeding in the single-elimination tournament are:

- Record in pool play (or winning % if all teams have not played the same number of games or due to tie)
- Head-to-head play
- Average run differential in pool play (10 runs per game max)
- Average runs allowed in pool play (10 runs per game max)
- Actual average runs allowed in pool play (no limit)
- Coin toss

Forfeits: For tiebreaker purposes, forfeits will be scored 6-0. However, if a team concedes or forfeits a game in progress, the score at the time of the forfeit will stand.

The Tournament Director reserves the right to use his discretion to implement additional tiebreak methods, such as those outlined in the Green Book, should any unforeseen anomalies arise.

3. General Rules

a. Lineups

The manager must provide the opposing team and the home plate umpire with a copy of their lineup. Lineups must indicate each player's last name, jersey number, position in the batting order, and starting defensive position. Please note duplicate jersey numbers, if any.

NOTE: Managers are required to *indicate ineligible pitchers on lineup cards* by circling the names of players that are not eligible to pitch in that game.

b. Thrown Bats

Regarding thrown bats, we will follow Green Book and not penalize players for thrown bats. We consider this to be a coaching issue, and as such we encourage managers and coaches to emphasize to players the importance of not throwing the bat. In cases of repeat throwing incidents by the same batter, the umpire may request that the manager sit that player for the remainder of the game.

c. Slash bunts prohibited

Regarding slash bunts (where a batter takes a bunt stance, then pulls back and takes a full swing), we follow Green Book and do not penalize players for slash bunts. We consider this to be a coaching issue. Nevertheless, slash bunts create unsafe conditions and Bellevue Thunderbird Little League has adopted a policy discouraging slash bunts. Managers and coaches are directed to instruct to their players not to use slash bunts.

- i. When a slash bunt attempt results in a swing and miss or foul ball, the umpire calls strike or foul, then calls Time and warns the batter and his Manager that slash bunts are not allowed. The umpire will then report the attempt and names of the player and Manager to the Tournament Umpire in Chief who will then notify the Tournament Director.
- ii. When a slash bunt attempt results in a fair batted ball, then the play will proceed as any other fair batted ball. Upon the completion of the play, the umpire calls Time and warns the batter and his Manager that slash bunts are prohibited. The umpire will then report the slash bunt and names of the player and Manager to the Tournament Umpire in Chief who will then notify the Tournament Director.
- iii. The following penalties will be imposed following the report of a slash bunt: (a) On the first instance of a slash bunt occurring during the tournament, the Manager of the offending player shall receive a written reprimand from the Tournament Director. (b) On the second instance of a reported slash bunt occurring during the tournament, the Manager of the offending player shall be suspended immediately for remainder of the game in which the slash bunt occurs and for one game following. (c) On the third instance of a reported slash bunt occurring during the tournament, the Manager of the offending player shall be suspended immediately for the remainder of the tournament.

d. Field Setup

BTLL will strive to have fields ready, but requests that teams assist when needed, particularly when multiple games are played back-to-back on the same field. Please rake, flatten the batters boxes and areas around each base. Chalk will be available at each field (in green job box marked TBLL).

e. Portable Mounds

Portable mounds will be used at some fields and may not be available on others. If a portable mound is available and in good condition it shall be used.

4. Tournament Games

a. Time limits

For all weekend games except the semi-final and championship games, the following time limits will apply: No new inning shall start after two hours (2:00) after starting (first pitch), and the game shall end no later than two hours fifteen minutes (2:15) after starting. If the time limit is reached during play, the game ends and the score reverts to the score at the conclusion of the last complete inning, but not earlier than four inning, or three and a half innings if the home team leads.

For weeknight games there is no time limit (as no game scheduled behind), play until dark. For bracket semifinal games, there is no time limit, play until winner.

EXCEPTION: If time expires while the home team is at bat, and if the home team is leading, then the game ends and the home team is declared the winner and the score will not revert to the score from the previous inning.

b. Run limit

There is no run limit in majors.

c. Mercy Rule

If one team leads by ten or more runs at the conclusion of four innings (or 3 ½ innings if the home team leads), then the game ends. ***This does not apply for the championship game.***

d. Ties

If tied at the conclusion of regulation play, play extra innings until a winner is determined.

If a game that is being played under a time limit is tied when reaching the "hard stop" of 2:15, revert to the score on concluding the last full inning of play in which the score was not tied (but not earlier than four complete innings, or three and a half innings if the home team leads).

If a game is tied when halted due to rain, darkness, or other condition, and if an "official" game has been played, then revert to the score at the last full inning of (but not earlier than four complete innings, or three and a half innings if the home team leads).

POOL PLAY: If time expires and the game is tied at the last completed inning, the game will count as a tie in the standings.

ELIMINATION PLAY: games have been scheduled so there is no time limit - play until a winner is determined.

e. Home runs/ground rule doubles

Fields that are not enclosed by an outfield fence may be marked with paint and have cones placed to indicate a home run line at approximately 200 feet from home plate.

- A fly ball that carries over this line before grounding shall be a home run.
- A fly ball that carries over this line after being touched or deflected by a defensive player shall be a home run.
- A fly ball that is caught while the defensive player has any portion of one or both feet beyond the cones is a home run.
- A fly ball that is caught and then carried past the cones ("catch and carry") is an out, live ball, as with any ordinary caught fly ball.

- A ball that touches the ground before reaching the cones and then travels beyond the cones, touched or untouched by a fielder, is a ground-rule double and all base runners shall advance 2 bases from the start of the play. If in the umpire's judgment the fielder intentionally kicks or otherwise directs the ball past the line, the umpire may award the batter 3rd base.

If a physical fence is present, the following rules apply:

- If a batted ball lands beyond the fence on a fly, touched or untouched, it is a home run. (A ball caught by an outfielder who then falls over the fence or into the fence is an out – but the ball remains in play and runners may advance at their own risk.)
- If a batted ball bounces in fair territory and then over or under the fence, or the extended line of the fence – touched or untouched – it is a ground-rule double and all runners shall advance two bases from where they started.

f. Suspended Games

If a game is halted by darkness, rain, or other uncontrollable condition before becoming an official game (4 innings, or 3-1/2 if the home team is ahead), the game must be resumed at a later time at precisely the point it was suspended. If less than one full inning was completed the game will be rescheduled and started over from the beginning.

If a game is halted by darkness, rain, or other uncontrollable condition after becoming an official game, revert to the score at the last completed inning, or half-inning if the home team leads. If this score is a tie, see Section c, above.

If conditions are such that resuming play of a suspended game is not possible, the Tournament Director shall make a ruling to declare one team the winner.

g. Home Team

The home team is determined by toss of coin 30 minutes before game. The home team shall occupy the 3rd-base dugout.

5. Scorekeeping, Pitch Counting, Score Reporting

- The home team score book is the "official book" for that game.** However, both teams must have a scorekeeper and they shall compare books and pitch counts each half-inning. The official book must record the time of first pitch as the official starting time for the game.
- The manager of HOME TEAM ONLY is responsible for reporting pitch counts and game scores** to the website <http://pitchcounts.net> no later than 10:00 p.m. on the day of the game. The website is easy to use with dropdown menus to enter each team's score, pitcher's info/pitch counts. All managers may view the info from any game on the website. Nobody has authority or ability to modify any of the information entered on the site. Visitor manager is to review the Home book after the game and sign off on the pitch counts (initial any changes at that time). If there is a discrepancy or inadvertent entry error, please contact Home team manager to resolve. If still not resolved, contact Tournament Director for ruling.
- NOTE:** In the event of a discrepancy between reporting teams for a given game score or pitch counts, if the discrepancy cannot be resolved, ***the home team ("official") report prevails.***

- d. **NOTE:** Because of no ability to edit, in the event you accidentally enter an incorrect pitch count, just re-enter the same kid and the correct pitch count on that same game - we will recognize the second entry as correct (not both added together).

6. Manager and Coaches

Each team is permitted to have one adult manager and two adult coaches. There must be one adult in the dugout at all times the dugout is occupied by one or more players. There shall never be more than three adults permitted in the dugout.

7. Replacement players, manager, coaches

Any player, manager, or coach who is unable to participate in the tournament due to injury, illness, vacation, or other justifiable reason may be replaced by another eligible person. Replacement players, manager, and coaches must be approved by the Tournament Director.

8. Ejection of player, manager, or coach

Any player, manager, or coach who is ejected from a game by the umpire for any reason shall leave the field immediately, and shall be ineligible to play, manage, or coach in the next tournament game. If ejected a second time, that player, manager, or coach is permanently suspended.

9. Pitch count limits and rest requirements

All teams must comply with regular season Green Book regulations regarding pitch count and rest requirements for pitchers.

10. Use of ineligible player or pitcher

The use of ineligible pitcher or player is a protestable condition. A protest should be made as soon as the protestable condition is noticed. If there is a dispute about the eligibility of a pitcher or player, this shall be resolved by the field Umpire first, and if not resolved then by the Tournament Director before continuing with the game, and the decision of the Tournament Director is final.

- a. If the protest is made BEFORE the start of the game (before the first pitch) and the player is determined to be ineligible, that player must be removed from the team roster, or the ineligible pitcher must be replaced, and the game shall begin normally and no penalties imposed.
- b. If the protest is made DURING the game and upheld by the Tournament Director, or his designate, the game may be forfeited.

Each manager as a responsibility to know the opponents ineligible pitchers and must lodge a protest as soon as he/she realizes an ineligible pitcher is on the mound. The opposing manager may not sit back recognizing the use of such a pitcher to see how the game turns out before deciding to protest. The remedy for use of an ineligible pitcher is to remove him from the game immediately. Unintentional use of an ineligible pitcher does not automatically result in forfeiture of the game.

11. Batting order & substitutions

Tournament play will employ a continuous batting order in which all rostered players on a team take at-bats in their assigned position in the batting order. Tournament play allows for free substitution of players on defense; however, Green Book rules apply with respect to substituting pitchers and prohibiting a player from playing catcher for the remainder of the day if having

already pitched 41 or more pitches in the game, or from pitching if he has caught in 4 innings that day.

12. Mandatory play requirement

Every rostered player that is present for the game must play a minimum of six defensive outs and have at least one at-bat. Players in a game that is shortened by weather, darkness, or mercy rule are exempted from meeting the minimum play requirement.

13. Player arriving late

Any player who arrives late to a tournament game may be inserted into the game at the bottom of the lineup. However, managers must ensure that players entering the game late meet mandatory minimum play requirements. (See Green Book, Regulation IV(i) for more detail.)

14. Protests

Any protest of the misapplication of a rule *shall be resolved at the time of the incident and before any additional pitch is delivered.*

- a. There shall be no protests of judgment calls by an umpire.
- b. Disputes that arise from the perceived misapplication of a rule will be discussed with the umpires on the field. If no resolution is reached, the Tournament Director, the Umpire in Chief, or other appointed League official will be called in to make a ruling. ***The ruling of the tournament director shall be final.***
- c. If a tournament official cannot be reached, the decision of the umpire shall be final.

15. Rainouts

In the event of a rainout, the Tournament Director will reschedule games subject to field availability and this may require teams to play games on consecutive days. In case there are a large number of rainouts, the Tournament Director reserves the right to cancel games, advance teams, and/or reduce the number of teams that advance to the single-elimination phase of the tournament.