



Conshohocken Little League

Presents

The 2nd Annual Conshy 8U Machine Pitch Tourney

**Thursday June 27th through Tuesday July 2nd
Sutcliffe Park, Conshohocken**

Tournament Fee: \$300

12 Team Bracket Pool Play-3 Game Minimum

1st and 2nd Place Teams in Each Pool Advance to Single Elimination

Individual/Team Awards for 1st and 2nd Place Teams

Each Player Will Receive a Tournament T-Shirt

Make checks payable to "Conshohocken Little League" and return this form to:

Conshohocken Little League

c/o Kevin Ouellette

331 W 12th Ave

Conshohocken, PA 19428

League Name: _____

Manager's Name: _____

Telephone: _____

Email: _____

Tournament Director:

Kevin Ouellette

kowboyneal@yahoo.com

215-514-1003

www.conshylittleleague.com

2013 Conshohocken Little League 8U Tournament Rules

www.conshohocken.com



General Rules	<ul style="list-style-type: none">• Official Little League rules will be followed unless indicated otherwise in these rules• All fields are neutral. Home team is determined by the flip of a coin. The team traveling the furthest will call the flip.• The team with the higher draw number will occupy the first base dugout.• Time permitting the higher draw number can take infield for 10 minutes, 30 minutes prior to game time, followed by the lower draw number for 10 minutes.• Lineups must be presented to the official scorekeeper and opposing manager no later than 10 minutes prior to the start of each game.• Roster must include a minimum of 12 players, and a maximum of 14 players.• A roster listing the name, address and date of birth for each player and the names of the manager and 3 coaches must be submitted prior to your first game.• Proof of player's age (as of April 30, 2013) must also be provided upon the request of a tournament director• All teams participating must be able to provide proof of insurance to a tournament director.• Only Little League approved equipment is permitted and each team must provide their own equipment. Catchers must wear a cup and catcher's mask must have a throat guard.• Smoking is not permitted on the premises.
Game Times	<ul style="list-style-type: none">• Games will be 6 innings. The first 5 innings will have a 5 run limit per half inning, or 3 outs, whichever comes first. The 6th inning will be uncapped and will continue until 3 outs have been made.• After 1 complete inning is played, all games that do not go the legal limit (or are tied after 4 innings) are resumed from the point of stoppage. Regulation game (legal limit) is 4 innings (3 ½ if home team is ahead).• If a team is ahead by 15 or more runs at the end of a regulation game, the game must be conceded.• Any game that has become regulation but is called due to weather or darkness (umpire's discretion) is final and the score reverts back to the end of the last completed inning.• All games shall start immediately at game time

	<ul style="list-style-type: none"> • There is a 1 hour 50 minute time limit on all games • If a game is not completed at the time limit, the score will revert back to the previous completed inning UNLESS the home team has taken the lead in the bottom half of an inning which is not completed at the time limit, in which case the home team will be the winner. • If any game is delayed it will NOT effect the start time of the next game • 10 minutes will be allowed before a forfeit is called (Forfeit games are considered 6-0)
Coaches	<ul style="list-style-type: none"> • No one except the manager, 3 coaches, and players listed on the roster shall occupy the dugout or be on the field. • One defensive timeout per inning is permitted. Coaches are not permitted to cross into fair territory during a timeout. • Manager/Coaches must remain in the dugout while on defense, they may not position themselves in the outfield. • A formal verbal protest must be made before the next play by the manager to an umpire. The umpire shall immediately confer with a tournament director before play resumes.
Machine Settings	<ul style="list-style-type: none"> • The pitching machine will be set to 38 mph. • The umpire may adjust the machine between each ½ inning in order to maintain consistent pitch location.
Batting	<ul style="list-style-type: none"> • Teams must bat their entire roster • If a team has less than 12 players in their batting lineup to start a game, or due to player ejection, an automatic out will be charged each time their slot in the batting order is due to bat. This rule will not be enforced in cases of injury or illness. Any player unable to continue due to injury or illness must be reported to the opposing manager and official scorekeeper upon incident. • Each batter will be called out after 5 hittable pitches or 3 swung on strikes. At bats cannot end on a foul ball. Any pitch deemed unhittable will be immediately called as such by the umpire operating the machine. • A batted ball that hits the pitching machine, power cord, or umpire will immediately be called dead, the batter will be awarded first base, and all other base runners will be awarded one base. • On deck batters are not permitted, <u>anywhere</u>. • There are no walks. • There is no infield fly rule. • If a pitch hits a batter, it is a non-pitch and the batter does NOT advance to first base. • Each team is permitted to bunt once per inning. Subsequent attempts in the same inning will count as a strike against the batter. • Any team having a batter throw the bat will be given a warning, and any further violations by the same team will result in the batter being called out.
Base Runners	<ul style="list-style-type: none"> • There is no stealing and there are no leads. Any team having a runner leave the base before the ball crosses home plate will be given a warning. Any further violations by the same team will result in the runner being called out.

	<ul style="list-style-type: none"> • Any fair ball remains live until an infielder has established control of the ball on the infield. Control is considered established once the infielder has raised the ball above their head signaling that they are not attempting to make any further play on defense. The play will remain live and all base runners may continue until an infielder has established control and the play is called dead. • Once the play is called dead (umpire raises his hands in the air), any base runner who is not at or more than $\frac{1}{4}$ of the way to the next base must return to the previous base. There will be "$\frac{1}{4}$ marks" made on the grass area of the infield between each base to aid the umpire in making this determination. After a play is called dead, any attempt by a defensive player to make a play on a base runner will result in the play becoming and remaining live until an infielder has again established control. • The ball is live on overthrows, runners may advance until the defense has established control. • Runners will be awarded one base on any ball going out of play. • If a coach touches a base runner the play will be called dead, the base runner will be called out, and all other base runners must return to the last base they touched. • Runner is called out if sliding head first into a base while advancing. They may only slide head first when returning to a base. • Runners must slide or "avoid contact" when a play is being made on the runner. Failure to do so will result in the runner being called out.
Defense	<ul style="list-style-type: none"> • 10 players are permitted on defense. 4 players must play and be positioned in the outfield. • Pitchers must position themselves with 1 foot in the dirt, and 1 foot in the grass of the area surrounding the pitcher's mound. • All starters and substitutes for starters must play a minimum of 6 consecutive defensive outs unless injury, illness, or ejection prevents this. Any player unable to continue due to injury or illness must be reported to the opposing manager and official scorekeeper upon incident. • Substitutes must be inserted by the start of the 4th inning. • Any player arriving after the start of the game does not have to meet minimum defensive playing time requirements.
Tie-Breakers	<ul style="list-style-type: none"> • Tiebreakers for pool play teams are broken by: 1) Head to Head Record 2) Least Runs Against Per Defensive Inning 3) Most Runs Scored Per Offensive Inning (Forfeit games are considered 6-0).

Tournament Director:
Kevin Ouellette (kowboyneal@yahoo.com, 215-514-1003)