

2011 EMLL END OF SEASON TOURNAMENT
Rookies & Minors
GAME PRELIMINARIES & PROTOCOLS

1. Home team is determined by a coin toss at the game, winner having the choice. Home team will take the 3rd base dugout, visitors will take the 1st base dugout. Tournament director, league official, or chief umpire will conduct the coin toss.
2. Every team playing must provide at least one person to the concession stand. Games will be delayed until this requirement is met.
3. **Both** teams must copy their scorebooks, home & visitor pages and leave them at the concession stand. **Minors** must also include their pitching affidavit.
4. All requests for pool players **MUST** be handled by the Player Agent. Please review the guidelines for pool players and how the pool works. Players will be assigned on a rotating basis. **Failure to follow the correct procedures is grounds for a protest and may result in forfeiture and/or suspension of the manager.**
5. **Rule 3.09:** Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. Managers or coaches must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time.
6. **Rule 3.17:** Players & substitutes shall sit on their team's bench or in the dugout...No one except eligible players, a manager and not more than **2** coaches (**Exception:** Rookies may have 1 manager and 3 coaches) shall occupy the bench or dugout ...The use of electronic equipment during the game is restricted...no walkie talkies, cell phones, etc.
7. **Rule 4.05:** Offensive team shall station 2 base coaches (eligible player in uniform, a manager, or coach) on the field during its time at bat. Coaches shall not leave their dugout until the pitcher has completed his/her preparatory pitches. **There must be an adult manager or coach in the dugout at all times.** Base coaches shall remain in the coaches' boxes at all times, except as needed to avoid a fielder attempting to field a batted or thrown ball (as per rule 7.11). Base coaches will talk to members of their own team only.
8. **Rule 4.06:** No manager, coach, player, or spectator, shall at any time (a) incite or try to incite a demonstration by spectators; (b) use language which will in any manner refer to or reflect upon the opposing players, manager, coach, an umpire or spectators...
9. **Substitutions:** Substitutions will be announced to the umpire (plate or field), scorer, and opposing manager. Substitutions shall be made early, so as not to hold up the game. **Rookies:** (rule 4.04) continuous batting order will be observed- players may be entered and/or re-entered defensively in the game at any time, provided mandatory play is met. **Minors:** tournament rule 10, page T-19, will govern batting order and substitutions. See substitutions on the 2011 EMLL Minor Tournament Rules.

Score keeper in box or next stands, away from others.

EMLL 2011 Player Pool

A pool of players will be created with players that are willing to participate in extra games when teams face a shortage of rostered players. Players may not be "borrowed" from an opponent. They must be assigned by the player agent. **Failure to follow the correct procedures is grounds for a protest and may result in forfeiture and/or suspension of the manager.**

Rookie & Minor division player agent: Deena Bertrand-353-1937.

Guidelines:

1. The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
2. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
3. Players used from the pool will not be allowed to pitch, except during the player's own scheduled game.
4. Pool players that are called and show up at the game site **MUST** play nine (9) **consecutive** outs and bat once.
5. Managers are allowed to request a maximum of three (3) players to bring their roster to a total of ten.
6. Pool players must be used for the minimum amount of playing time possible. Pool players can NOT displace regular season players at key defensive positions. It is required that pool players be used in the outfield.

2011 EMLL Rookies Tournament Rules

This list indicates primary rules changes for the Rookies Tournament as compared to the regular season. Please refer to your rulebook and East Mountain Little League local rules for complete rules.

Pitching

- The pitching machine shall be set to 40 mph. The umpire shall verify speed at the beginning and end of each half-inning.
- The pitching machine's height may be adjusted at the beginning and end of each half inning. Coaches may not adjust the machine during the game without the umpire's approval.
- The circle shall be 7 ½' radius (15' diameter) measured from the front center of the pitching rubber.
- The pitcher must be positioned within the circle (both feet within the chalk circle, the chalk line is considered part of the circle) when the ball is pitched.

Minimum Play

- **Players must play a minimum of 6 defensive outs AND one at-bat.**
- There is no exception to this rule, unless the game is shortened for any reason, including weather, mercy rule, etc. If the game is officially ended after only 3 ½ innings, the players with only 3 defensive outs shall start the next game, and shall complete 6 consecutive defensive outs AND one at-bat in that game before they can be replaced.

Substitutions

- The **batting order shall consist of the all players present at the game.**
- **Only 9 players are allowed to play on defense.**
- ALL defensive substitutions are made through notification of the plate umpire.

Protests

If a matter cannot be resolved on the field with the umpires, the tournament director or the designated on-site representative shall make a binding decision. The Tournament director may consult board members on-site or by phone. The protest **MUST** be resolved before play resumes. Since this tournament is a function of East Mountain Little League, and not part of the Little League International Tournament, the decision of the Tournament Director is final. Tournament Director is Karen Demarest 286-1484 or 450-8466.

Game officials

- Each team shall supply an umpire for each game. The league will assign umpires for the championship game. *& some of final games*
- Each team shall provide an official scorekeeper. The official scorekeeper **must sit outside the dugout**, behind home plate (not in the bleachers), and cannot confer with the coaching staff except during substitutions.

Game Limits

- The 10-run mercy rule applies after 4 innings, or 3 ½ innings if the home team is ahead
- A complete game consists of 6 innings, and must be completed *unless halted* by weather, darkness, or mercy rule. Games shall be considered regulation after 4 innings (or 3 ½ innings if the home team **is** ahead.) Games halted before 4 complete innings or 3 ½ innings shall be completed on the next day and prior to next game. Contact the Tournament Director to schedule completion.
- * • There is a 5 run limit per inning for the first 5 innings, after 5 complete innings the run limit is 6 per inning.

Defense

Coaches and Managers are NOT allowed on the playing field when their team is on defense.

Additional Rule Clarifications

- **Pitcher position:** The pitcher must be positioned within the circle (both feet within the chalk circle, the chalk line is considered part of the circle) when the ball is pitched. When the ball is in play the pitcher must have at least one foot within the circle (the chalk line is considered part of the circle) to make a clear attempt on a thrown ball to end the play.
- **Overthrow rule:** Refer to page 12 of East Mountain Little League Parent Guide & League Handbook.

Home and visitor is determined by a coin toss at the game site.