

2019 Jim Sundberg Invitational Tournament Rules

Official Little League Tournament Rules will apply with the exception of the JSIT rules listed here for all divisions and the supplemental amendments for specific divisions listed. **Coaches are responsible for checking the JSIT website regularly for changes or updates.**

DIVISIONS

Coach Pitch 1 Baseball	League age 5 & 6
Coach Pitch 8U Baseball	League age 7 & 8
Traditional Minor Baseball	League age 9 & 10
Minor Prime Baseball	League age 9 & 10
Traditional Major Baseball	League age 11 & 12
11U Prime Baseball	League age 10 & 11
12U Prime Baseball	League age 11 & 12
Junior Prime Baseball	League age 13 & 14

Age eligibility will be determined per 2019 Little League guidelines. Coaches must carry copies of birth certificates with them at all times during the tournament to provide proof of age eligibility as required.

PLAYERS

Players on JSIT Traditional rosters may NOT be on any affiliate Little League Tournament team starting play after JSIT begins**. (*** Exceptions to this rule will be in the Prime Divisions*). No Select Teams are allowed to compete in the Traditional Divisions. Violators will be disqualified from the tournament. All players must be chosen from the official roster of a regular season team from the sponsoring league and must have played a minimum 60% of spring 2019 regular season.

Players younger than the division age ranges may play up, but older players may not play down (i.e. an 8-year-old can play on a Minor team, but a 9-year-old cannot play on a Coach Pitch team). No player may be on more than one roster. Rosters may consist of a maximum of fourteen (14) active players, and up to two (2) named replacement players. No players may be added to the roster after the team's first game has begun.

COACHES

All divisions except Coach Pitch divisions shall name one (1) manager and two (2) coaches. These (3) named coaches will be the only adult coaches allowed in the dugout (see supplemental rules for Coach Pitch). Two (2) adults are allowed as base coaches for all divisions. Managers and coaches must remain in dugouts during play (not including base coaches) unless they have asked for and obtained time out from an umpire.

PROTESTS

The UIC has complete control over all games they are involved in. At the UIC's discretion he/she will consult with the tournament director or designated staff. All protests will be resolved before play resumes. **Only managers may protest.** Judgment calls by umpires may not be protested. Upon a protest, a manager shall remit a \$100.00 cash protest fee. If the protest is upheld, the \$100 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited. Protests shall be resolved by the site tournament director and his designees, in consultation with the umpires of the game. Any manager, coach, player or spectator ejected or removed from a game will be removed from the ballpark for the remainder of the game and will serve a next game suspension regardless of the location of the ballpark.

STARTING A GAME

Home team will be selected by a coin toss. Prior to the start of the game, both teams shall provide the Umpire-in-chief with division appropriate LLB (each team will provide one (1) new game ball, juniors will provide two (2) new game balls. The balls will not be returned. Home team is responsible for providing the scorekeeper and visiting team is responsible for providing the pitch counter. Score and pitch count must be kept in the official tournament scorebook. Coaches score books will not be considered for review. Official scorebook keeper must be in the scorer's box behind home plate. Umpire has the authority to start a game up to 15 minutes early IF both teams are prepared and ready. This is in an effort to support keeping tournament on schedule.

COMPLETING THE GAME

The following guidelines will be used to determine a complete game for Pool and Bracket play.

Coach Pitch 1 will play a time limit of 1 hour and 15 minutes or a maximum of five (5) innings (4 ½ if home team is ahead) whichever comes first. Any inning started before time limit has expired will be completed. A complete game will be declared by the umpire-in-chief after completion of the inning that the 1 hour and 15 minute time limit is reached. In the CP1 division, after four (4) complete innings (3 ½ if the home team is ahead) a 15 run or more lead shall constitute a complete game.

Coach Pitch 8U and Minors (including Prime Divisions) will play a time limit of 1 hour and 30 minutes or a maximum of six (6) innings (5 ½ if home team is ahead) whichever comes first. Any inning started before time limit has expired will be completed. A complete game will be declared by the umpire-in-chief after completion of the inning that the 1 hour and 30 minute time limit is reached. In the CP 8U and Minor divisions any of the following will also constitute a complete game:

- After three (3) complete innings (2 ½ if the home team is ahead) a 20 run or more lead
- After four (4) complete innings (3 ½ if the home team is ahead) a 15 run or more lead
- After five (5) complete innings (4 ½ if the home team is ahead) a 10 run or more lead

Majors (including Prime Divisions) will play a time limit of 1 hour and 40 minutes or a maximum of six (6) innings (5 ½ if home team is ahead) whichever comes first. Any inning started before time limit has expired will be completed. A complete game will be declared by the umpire-in-chief after completion of the inning that the 1 hour and 40 minute time limit is reached. In the Major division any of the following will also constitute a complete game:

- After three (3) complete innings (2 ½ if the home team is ahead) a 20 run or more lead
- After four (4) complete innings (3 ½ if the home team is ahead) a 15 run or more lead
- After five (5) complete innings (4 ½ if the home team is ahead) a 10 run or more lead

Junior Prime will play a time limit of 1 hour and 45 minutes or seven (7) innings (6 ½ if home team is ahead). Any inning started before time limit has expired will be completed. A complete game will be declared by the umpire-in-chief after completion of the inning that the 1 hour and 45 minute time limit is reached. In the Junior division any of the following will also constitute a complete game:

- After three (3) complete innings (2 ½ if the home team is ahead) a 20 run or more lead
- After four (4) complete innings (3 ½ if the home team is ahead) a 15 run or more lead
- After five (5) complete innings (4 ½ if the home team is ahead) a 10 run or more lead

Championship Games are the only exceptions to the above as follows:

CP1 – NO time limit and full 5 innings

CP2, Minors and Majors (including Prime Divisions) – NO time limit and full 6 innings

Juniors (including Prime Divisions) – NO time limit and full 7 innings

Games suspended because of rain, darkness, or curfew will be resumed from the exact point (including time remaining) at which the game is suspended unless less than one inning has been completed, time has expired, or a regulation game can be declared. A regulation game for all Coach Pitch through Major divisions will consist of four innings or three and one half innings if the home team is ahead. A regulation game for all Junior division will consist of five complete innings or four and one half innings if the home team is ahead.

PITCHING RULES

Little League pitching rules and pitch count limits will apply

Tournament Pitcher's Record shall be given to the umpire-in-chief prior to each game. The umpire-in-chief will initial the starting pitcher designation on the record and return the record to the manager. The record will subsequently be presented to the umpire-in-chief after each pitching change, prior to the resumption of play, to initial each such change. The record shall be made available upon request by any tournament official or opposing manager. The record shall be maintained at all times by the manager of the team. If pitching records are not provided by the manager prior to play, the manager has 30 minutes to provide the pitching record or is subject to a forfeit of the game in which they are in. The pitching record must be signed by the chief umpire after each game. Pitch count must be kept in the scoreboard (not from the stands).

As a courtesy to the opposing manager, UIC and pitch counter, Managers will announce when their pitcher is being held to a pitch count tier, (Example: 20 pitches: no days rest but will finish the batter) at each pitch count level to speed the game and avoid confusion with records.

PLAYER SUBSTITUTION / MINIMUM PLAY

Each player on the active roster shall play a minimum of six defensive outs. If a game is completed in less than six innings (5 innings for CP1) and a player does not satisfy the minimum play requirements, the player must start the next game and fulfill any remaining minimum play requirements from the previous game in addition to the minimum play requirements of that game. Managers ignoring this rule are subject to forfeit of the prior game and removal of manager in following game based on tournament director review.

Each team shall bat through its entire roster in each game. Because all players will bat, there are no restrictions on substitutions, except, a pitcher removed from the mound may not re-enter the game as a pitcher. In the Junior and Senior division, a pitcher remaining in the game, but moving to a

different position, can return as a pitcher anytime during the remainder of the game, but only once per game and is subject to all pitch count rules. Courtesy runners will be allowed for the catcher only and the courtesy runner must be the player who made the last batted out, when there are two (2) outs.

EQUIPMENT

Bats – Only bats that meet Little League approval will be allowed. A current list of approved bats can be found at www.littleleague.org. If the legality of a bat is questioned by an opposing coach, umpire, or tournament director it will be the responsibility of the team manager to provide proof that the bat in question meets Little League approval. If proof of Little League approval cannot be provided, the bat in question will not be allowed to be used.

Catching equipment – shall comply with Little League guidelines.

POOL PLAY

Tournament games will be a pool play format. No game can end in a tie. When pool play is completed, the tournament will transfer to either single or double elimination bracket play. Each team will be guaranteed a minimum (3) games between pool and bracket play. The number of teams advancing from pool to bracket play will be based on a combination of the number of teams in a division along with field availability for bracket play. This format is used in an effort to allow as many games as possible to be played. At a minimum, the winners of the pool and a runner-up from each pool will advance into the playoff brackets. In the event of a tie in standings, the first tie breaker will be results of head to head competition. The second tiebreaker will be lowest runs allowed in wins and losses. The third tiebreaker will be highest run differential in wins (maximum of 8 runs per game). In the event of a tie after each of the above, a coin toss will determine the team advancing to the playoff bracket.

SUPPLEMENTAL RULES - ALL COACH PITCH DIVISIONS

In addition to the published JSIT rules stated, the Coach Pitch divisions will abide by the following amendments.

Base on balls

There will be no walks in coach pitch

In-field fly

In-field fly rule shall not be enforced

Pitch limit

Each batter will be given six (6) pitches. Batter is out after three (3) strikes or the sixth pitch if no ball has been hit into fair territory or the last pitch has not been fouled.

Run limit

A run limit of five (5) runs per inning will be enforced for the first four innings of a CP1 game and the first five innings of a CP2 game. A run limit of ten (10) runs will be enforced in the fifth inning of a CP1 game and in the sixth inning of a CP2 game. Tie games will continue with no run limit rule until resolution.

Championship Games are the only exception as follows:

A run limit of fifteen (15) runs in each inning will be enforced.

Catcher's equipment

Catcher shall wear a helmet with attached mask with throat protector, a full length chest protector, and shin guards. The catcher may use a fielder's glove.

Missed bases

Any runner missing any base including home plate will automatically be called out after play is stopped and that player will not score a run. If this results in the third out, then the following runners that cross home plate will not score. Runs before that base runner will count. Umpires judgment will be final.

Coaching staff

Four (4) coaches will be allowed in the dugout for Coach Pitch divisions. An adult at first and at third base will be allowed.

Defensive players

Nine (9) defensive players will be on the field consisting of six (6) infielders and three (3) outfielders. Outfield players must be in the outfield grass when the pitch is thrown. Also, the player-pitcher must have both feet on pitching line when the pitch is thrown.

Legal bats

All bats must meet Little League approval.

Pitcher-fielder

A chalk line will extend two feet to both sides of the pitcher's mound behind the coach pitcher. The pitcher-fielder must remain with BOTH feet on the extended line until the coach pitcher releases the ball to the batter. If the pitcher-fielder leaves too soon, it is a no pitch unless the batter puts the ball into play. After the play has stopped, the offensive coach has the option to accept the play or resume the at bat with the prior pitch regarded as no pitch. Since the pitcher fielder is just a fielder, rules governing pitchers will not be enforced.

Batting order

All players on the roster will bat throughout the entire game. The batting order will remain as submitted to the score keeper throughout the entire game.

Substitutions

Free substitutions will be allowed since all players bat. Any player may be put into or taken out of any defensive position once per inning. Players not starting may re-enter the game.

5 & 6 YEAR OLD DIVISION SUPPLEMENTAL RULES

Playing field

The playing field shall be approximately two-thirds the dimensions of a minor league field with base paths fifty (50) feet in length. The coaching pitcher's rubber (18" X 4") shall be a distance of twenty-five (25) feet from the rear point of home plate. The player's pitching rubber of the same size will be placed thirty (30) feet from home plate. The player's pitching rubber will be extended four feet on each side of the rubber, thus eight feet long by a chalk line. A chalk line shall be drawn perpendicular to the base path at the half-way point between first & second, second & third, and third & home plate. This will assist the umpires in determining the earned base entitled by the

runner for the infield control rule.

Earned base

The base the batter/runner or runner has touched BEFORE in-field control has been signaled.

Entitled base

Each base runner and the batter runner are initially entitled to the next base in front of them when play begins. During play, the base the runner is nearest to (or forced to) after in-field control is established by the umpire, becomes the entitled base. The umpires will use the halfway point chalk lines to determine entitled bases. Base runners are at risk to be put out until play is suspended by the Umpire-in-chief. Entitled bases are NOT automatically awarded if the runner elects not to continue to that base.

Overthrow

There will be no specific overthrow rule given that foul territory is small on the fields. After a ball is overthrown to first or third the umpire will call infield control once the player brings the ball back into fair territory and has control of the ball.

Unearned base

A base the batter/runner or runner advances to beyond the entitled base determined by the umpire when in-field control is signaled. Base runners are at risk to be put out until time is called by the umpire. Unearned bases will be enforced AFTER play is dead. Entitled and unearned bases are judgment calls by the umpires and all decisions are final.

Pitching coach

Shall deliver the ball from a kneeling or squatting position with some part of his body in contact with the pitching coach's rubber. Use an overhand throw to deliver the ball, and exit fair territory to the first or third base side. He may become the third base coach (not first base) and avoid obstructing any offensive player or interfering with any defensive players. Little League rules for obstruction and interference will be enforced. Any batted ball which hits the pitching coach shall be declared a dead ball and no pitch. The pitching coach may not talk to or coach the batter once the ball is pitched.

In-field control

The intent of this rule is to limit excessive base running due to fielding errors while encouraging defensive players to make plays. In-field control will be signaled by the umpire raising his arm. This act does NOT stop play but is used to determine entitled bases. In-field control occurs when a batted ball is controlled by a defensive player WITHIN THE IN-FIELD BOUNDARIES defined as the area from home plate to the outside edge of the dirt in-field area. This does not include the foul areas behind the foul lines. The defensive player does not have to be an infielder for this rule to apply.

Examples

BATTED BALL WITHIN THE IN-FIELD

In-field control is signaled by the umpire as soon as an infielder has

control of the ball after the first defensive play. For example, runners at first and third and a ground ball is hit to short, who throws to second for the force. In-field control is established when the second baseman catches the ball. Runners may advance to their entitled base under liability to be put out. Play is suspended by the umpire after normal defensive play stops or all runners hold their entitled bases.

BATTED BALL IN THE OUTFIELD

The batter/runner and base runners may advance at risk to be put out. In-field control is signaled when the ball is within the outside edge of the in-field and in control of a defensive player. Entitled bases have now been determined even if the defensive player elects to continue play. Once normal play has stopped, the umpire will suspend play. Any base runner that has advanced safely to any unearned base will be returned to their entitled base at this time.

Baseball type

Only RIF Level 5 baseballs will be used in this division for tournament play. One ball from each team is to be given to the Umpire-in-chief prior to the start of the game.

7 & 8 YEAR OLD DIVISION SUPPLEMENTAL RULES

Coach Pitcher

The coach's pitching rubber shall be a distance of forty (40) feet from the rear point of home plate. The pitching coach shall deliver the ball from a standing position with his foot in contact with the pitching rubber. The ball shall be thrown overhand. The pitching coach must exit fair territory to the third base side or the first base side once the ball has been batted into fair territory. He may become the third base coach (not first base) if so desired. The pitching coach must avoid obstruction of any offensive player or interfering with any defensive players. Little League rules for obstruction and interference will be enforced. Any batted ball which hits the pitching coach shall be declared a dead ball and no pitch. . The pitching coach may not talk to or coach the batter once the ball is pitched.

Overthrow and Control

There will not be any special overthrow or infield control rules in the 7 & 8 divisions. Runners advance at their own risk and play continues until runners have been stopped by the defensive team, and time has been called.

Stopping Play

Play stops when the defense stops all runners and the umpire has called time out. Runners may not advance once the umpire calls time.

Baseball Type

A regulation hardball (LLB) will be used in coach pitch divisions. One ball from each team is to be given to the Umpire-in-chief prior to the start of each game.

Pitching coach

Use an overhand throw to deliver the ball, and exit fair territory to the

first or third base side. He may become the third base coach (not first base) and avoid obstructing any offensive player or interfering with any defensive players. Little League rules for obstruction and interference will be enforced. Any batted ball which hits the pitching coach shall be declared a dead ball and no pitch. The pitching coach may not talk to or coach the batter once the ball is pitched.

MINOR AND MAJOR DIVISIONS SUPPLEMENTAL RULES

Run Limit

In the traditional minor and major divisions (except prime divisions), a limit of five (5) runs per inning will be enforced for the first five (5) innings. A limit of (10) runs will be enforced for the sixth inning. Tie games will continue with the no run limit rule until resolution. No run limits will be enforced for the prime divisions.

Championship Games are the only exception as follows: Traditional Sundberg - A run limit of (15) runs in each inning will be enforced. Prime Divisions - NO run limits in any inning.

50/70 DIVISION SUPPLEMENTAL RULES

Run Limit

Prime Divisions - NO run limits in any inning.

JUNIOR AND SENIOR DIVISION SUPPLEMENTAL RULES

Run Limit

Tie games will continue with the no run limit rule until resolution. No run limits will be enforced for the prime division.

WHLL Field Reminders

No teams are allowed to take pre-game warm-ups on the infield.

Anyone under the age of 18, inside the batting cage must wear a batting helmet at all times.

Please do not hit any balls into chain link fence on the WHLL property. This damages the fences.

No outside food or drinks are allowed at WHLL facilities.

No pets are allowed at WHLL fields in any area. You will be required to take your animal off of the property.

****This rule excludes all service animals.**

All parks are non-smoking including E-cigarettes, vape or any other device considered inappropriate within park guidelines.