



2019 AA City Tournament

Location: Unocal and FSC 4

League Host: Golden Hill Little League

Start Date: May 28, 2019

Tournament Director: GHLL Rep

Tournament Format: Double Elimination

Number of Teams: 8 (WFL 2, GHLL 4, EFLL 2)

Umpires: GHBOA

Protests: All protests must be brought up exactly when the implied infraction occurs. Protests will be settled immediately. Play **MUST STOP** when a protest is filed with the plate umpire. Play cannot resume until the protest is **SETTLED**. The host league will have designated officials at all games to settle all protests. The official will not be participating in the game in question.

Tournament Roster: Must be provided to the host league prior to the start of the tournament. All rosters must be submitted by **Friday, May 24th, 2019 by 6:30 pm** at via e-mail to cityscores@ghll.net. Teams should try to submit a roster with at least 12 eligible and healthy players. A rostered player that would be out for the tournament (example broken wrist) to start the tournament can be replaced by pulling up from Single A division **ONLY** and coordinated by the league Player Agent. Violation of any of the aforementioned will cause instant disqualification from the tournament.

Dugout:

1. Home Team is designated on the third base line.
2. 1 Manager, 1 Score Keeper & 1 Coach of record will be allowed in the dugout or 1 Manager and 2 Coaches of record.
3. Home Team will take 3rd base dugout. Visitors will take 1st base dugout. Buckets should be kept away from the entrance of the dugout. The area of the playing field in front of the dugout is not part of the dugout. If dugouts have doors, they should be closed during the game.

Home Team Designations: Home team will occupy third base dugout.

1. Host league teams will be the designated home team in first round. All other games will be determined by a flip of the coin.
2. Home team will keep official score book (maintained by host league).
3. Home team will keep official pitching log sheet (maintained by host league).
4. Visiting Team will run personal address system and score board.

Tournament Rules:

1. No time limit.
2. A 10-run mercy rule applies after a regulation game, per Little League rule 4.10(e)
3. No infield fly rules will be called.
4. All substitutions are to be made in accordance with Little League Playing Rules (Pitching qualifications specifically).
5. Each team will bat the bench
6. Five run maximum per inning for the first five innings rule is in place (the half inning ends when fifth run scores).
7. The 6th inning allows for unlimited runs. The batting order may repeat itself until 3 outs are achieved.

Pitching:

1. Pitching rules apply:
 - a. All Pitching rules as per Little League Playing Rules.
 - b. Only players may warm up the pitcher, including before the game.
 - c. Pitchers will pitch from a distance of 46 ft.
 - d. Pitch Count – each team will count pitches and compare counts between innings.
 - e. Tournament pitching log sheet: each team will fill out their team log sheet as well as the master log sheet provided by the tournament director.
 - f. 11 year olds cannot pitch.

Stolen Bases:

1. Stealing will be allowed.

Player Participation /Playing Time:

1. Player participation is per Little League Playing Rules (Section IV- The Players).
2. If during the course of the tournament, a team will drop below 10 players, Player pool players can be utilized to bring the team up to 10 players. Pool player selection must be coordinated by the league's Player Agent and randomly selected from the AA Division (from teams both in and outside of the tournament). Managers should communicate use of pool players to the umpire and opposing team's manager prior to the start of the game. Pool players should wear the jersey of the team they play/played for during the regular season. Player Pool players cannot pitch. Pool players can bat anywhere in the order. Player Pool players must play at least 9 consecutive defensive outs. (Please refer to the Little League rule book for definition of defensive outs)
3. All Scheduled games that are not played due to rostering will result in a forfeit.

Line Up:

1. All teams must supply line-up cards to one another, as well as, to the official score keeper and the plate umpire.
2. All teams will bat the bench.

Score Reporting:

1. At the end of the game each Team MUST report the score to CityScores@ghll.net.