

IRVINE CITY CHAMPIONSHIP TOURNAMENT
2018 PLAYING RULES
04/24/18

We will play the Irvine City Championship Tournament according to Little League Baseball, Inc., Official Regulations and Playing Rules (Green Book) unless otherwise noted in this supplement.

Intermediate: shall play according to the Green Book, except:

- ❖ Continuous batting order.
- ❖ No player can sit out more than three defensive innings in a seven-inning game with no minimum play beyond 7 innings.

Majors: shall play according to the Green Book, except:

- ❖ Continuous batting order.
- ❖ No player can sit out more than two defensive innings in a six-inning game with no minimum play beyond 6 innings.

Minor League: AAA Division shall play according to the Minor Division rules, except:

- ❖ No new inning shall be started 2:00 after the official start time.
- ❖ Continuous batting order.
- ❖ No player can sit out more than two defensive innings in a six-inning game with no minimum play beyond 6 innings.
- ❖ A maximum of five (5) runs per inning may be scored in all innings except the last inning. The offensive team shall take the field after it scores its 5th run. The next scheduled batter will lead off the next inning. If the umpire determines, at the beginning of an inning that it will be the final inning, each team will be allowed unlimited runs.

Minor League: AA Division shall play according to the Minor Division rules except:

- ❖ No new inning shall be started 2:00 after the official start time.
- ❖ Continuous batting order.
- ❖ No player can sit out more than two defensive innings in a six inning game with no minimum play beyond 6 innings.
- ❖ A maximum of five (5) runs per inning may be scored in all innings except the last inning. The offensive team shall take the field after it scores its 5th run. The next scheduled batter will lead off the next inning. If the umpire determines, at the beginning of an inning that it will be the final inning, each team will be allowed unlimited runs.
- ❖ Base runners cannot steal home, no matter which base they were occupying at the start of the play. If a runner is put out attempting to steal home, the out stands. If the runner is safe, he/she must return to third base. A runner can only score as a result of a play initiated by a batted ball or forced in by a base on balls or a batter hit by a pitch.

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Comments and Procedures:

The knowledge and understanding of the rules of Little League and regulations in the Green Book as well as this supplement is the responsibility of the Manager. Any questions on rules interpretations should be directed to one of the Tournament Directors.

A Manager wishing to protest should first attempt to avoid the protest by pointing out the alleged incorrect rule interpretation in the Green Book to the umpire. All protests will be handled immediately at time of protest. Should there be a protest, the manager will notify the umpire that he wishes to protest. The manager will immediately call Chris Watkins, D55 Umpire-in-Chief, who will hear his side of the issue. He will then hand the phone to the umpire and hear the umpire's side of the issue. Chris Watkins will make a decision on the protest. If Chris Watkins is not available, either of the other Tournament Directors may be called to rule on the protest. If no Tournament Director can be reached within 5 minutes, then continue play under protest. If either manager remains unsatisfied with the rationale for the decision by a Tournament Director, then continue play under protest and Chris Watkins will rule as soon as he is available.

Tournament Committee

NWLL President Seth Grossman: 949-505-4694
IRLL President Keith Bangs: 714-423-8889
D55 Umpire-in-Chief, Chris Watkins: 951-283-4587

Any Manager or Coach ejected from a game will be suspended for the remainder of the tournament.

Pitching logs are to be kept by managers. Pitching logs (regular season games included) must be available for inspection 30 minutes prior to game time and signed by all appropriate parties immediately following the game. Managers are to meet at the scorekeepers table to review pitching logs and satisfy themselves as to who is ineligible to pitch for the opposing team. Any manager wishing to look at another manager's pitching log must do so after presenting their pitching log to the opposing manager. Any manager not producing a pitching log within 5 minutes of the request risks the game being called a forfeit by a Tournament Director. See above procedure for protesting.

Do not forfeit. Any team forfeiting a game may not advance to the next round if it is determined that the forfeit was beneficial to that team with regards to any tiebreaker. If it is determined that the forfeit helped another team unfairly, then all seedings for that Division will be reviewed by the Tournament Director. Do not forfeit.

Seedings during the Tournament will be determined by best record.

Tie breakers will be determined by:

If two teams are tied, head to head record; if two teams are still tied, then least runs allowed; if two teams are still tied, then highest run differential (maximum 8 per game); if two teams are still tied,

then most runs scored; if two teams are still tied, then a coin flip will be used.

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If more than 2 teams are tied; head to head sweep of teams involved; if more than two teams are still tied, then least runs allowed; if more than two teams are still tied, then highest run differential (maximum 8 per game); if more than two teams are still tied, then most runs scored; if more than two teams are still tied, then a team name of those still tied will be pulled from a hat at random.

If at any time during the tiebreaker process a team falls out but there are still teams tied, you start at the beginning of the tiebreaker process until one team remains. Seedings and tiebreakers for seedings will be done on a seed by seed basis.

To be clear, if there is a 3-way tie for first place, then you figure out first place and then start over for determining second place.

No team will use the infield for practice prior to games at any field. All gates must be kept closed during play. Pursuant to the gate rule, no defensive coach or bucket or player or equipment is allowed outside of the dugout. However, Intermediate is allowed to have an on-deck batter outside of the dugout and in the on-deck circle.

An adult-rostered coach must remain in the dugout at all times, which overrules the “maximum 2 coaches” rule if there are only two rostered adult coaches present at the game.

A maximum of 2 coaches are allowed outside the dugout during play. Coaches are not allowed to move back and forth from the dugout to the outside of the playing area. No coaching is allowed from outside the playing area.

Rule 6.02(c) will not be enforced.

Rule 9.01(d) **NOTE** will not be enforced.

The official scorer will be supplied by the home team and positioned behind home plate (not in the bleachers.)

The winning team will report the final score.

The Tournament Committee can issue abbreviated seedings and alter the schedule as it sees fit.

The decision of the Tournament Committee is final.