

2008 Little Fenway Tournament

Format – Eligibility – Rosters – Insurance

8U – 15U Format

The Little Fenway Tournament is **Pool Play** format, for the age divisions 8U – 12U with all teams scheduled to play three games, weather permitting. The field of teams will be divided into two pools; “**Pesky Pole Pool**” and the “**Green Monster Pool**”, of four teams each.

The two top teams in each pool (as determined by the teams overall win/loss record) will advance to the semi-finals.

In a case of a tie between two or more teams in the same pool, the following tie breaker rules shall apply in the descending order.

Head to head win/loss record (when at least two teams tie)

Least number of runs allowed (in first 3 games)

Most runs scored (in first 3 games)

Coin toss

The winner from each pool will play the second place team opposite from their pool.

The winners in each semi-final game will proceed to the championship game.

The tournament director reserves the right to alter or change the schedule or field at any time prior to, or over the tournament dates.

Game time limits will be imposed during pool play:

8U – 12U: No new inning can start after 1 hour 45 mins.

13U – 15U: No new inning can start after 2 hour 15 mins.

- The time of the game will start with the first pitched ball of the game. Home plate umpire will keep the time.
- With “ten” minutes left in the game, the home plate umpire will notify both coaches of the time remaining.
- The next inning starts as soon as the third out has been made in the previous inning, not when the teams have re-taken the field.
- If the result is a tie after completion of the inning each team receives 1 point in the standings (2pts for a win)

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Eligible Players:

Players may not exceed the age of each division they are registered to play by April 30, 2008.

Rosters are limited to 15 players maximum.

Roster sheets will be provided in which player age, jersey number and name will be certified by your league President or Director. This is to be presented at a future tournament meeting or at the very latest, first schedule game.

Insurance

FYAA does not provide insurance for participants. All players and coaches should be covered by their own league insurance.

Please provide a copy of a valid league insurance policy is required prior to playing your first game.

Tournament Photographer

For convenience a tournament photographer has been secured, LaCascio Photography. Action photos will be taken at games that take place at the Central Park Complex. Photos may be purchased via web site www.lacascio.com. Game photos are available for viewing the following day.

Dugout Duty

It is the responsibility of each team to ensure that they pick-up after themselves when your game is finished. We appreciate the fact that you selected our tournament to play; however, we do not appreciate dugouts that are left with litter when your game is done.

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Trophies – Game Stars – Hat Pins – Home Run Derby Tournament Photographer – Housekeeping

Trophies

The two teams that play in the championship game, for each age group, will receive a Tournament Trophy. One for 1st & 2nd place will be handed out at the conclusion of the title game. In addition, players from each team will receive a tournament hat pin.

The tournament director will present to each age group a Little Fenway Tournament MVP at the conclusion of the championship game.

Game Star Pins

At the conclusion of each game coaches are to line-up each team starting at home plate down each base line, with players facing the pitching mound, for presentation of **game stars**.

Winning team coach selects 3rd & 1st star players.

Losing team coach selects 2nd star player.

Each star player recognized will receive a Game Star Hat Pin and the 1st star player will also receive the game ball.

Completion of pool play:

All players will receive a Little Fenway Tournament hat pin.

Home Run Derby

For the age divisions of 8U – 12U a **home run derby** is scheduled to take place on Little Fenway. Each team is allowed to enter two players from each team. Each player will be given 8 swings. The player with the most home runs will be declared the winner.

In the event of a tie, each player will have three swings. Player with the most home runs or the longest hit will be declared the winner.

Please note: Tournament directors' decision is final in the event of a judgment call on distance. Any ball that hits off the Green Monster does not constitute the longest hit

This event is subject to weather/time.

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Directions – Parking – Concessions

Directions

Visit www.fyaa.com for printable directions to the Central Park Complex or to KRR Baseball Complex

Mapquest search: Central Park: 40 Memorial Drive, East Freetown, MA 02717

Mapquest search: KRR: 10 Narrows Road, Assonet, MA 02702

Parking

Central Park, two immediate areas are available for parking. The park itself has enough parking for 25 – 30 cars. Across the street from Central Park is Freetown Elementary School. We do have handicapped parking at Central Park. Please note that street side parking is permitted, but only on one side of the street. Signs are marked clearly as to which side to park. Tickets will be issued to those who park illegally.

KRR ample parking is available inside the complex.

Concessions/Facilities

We are pleased to inform your league/parents that a **full service** stand is available at Central Park.

Games played at KRR will have **limited concession services**.

NO GRILLS (GAS OR CHARCOAL) ARE ALLOWED ON THE PROPERTY AT EITHER COMPLEX

NO DOGS ARE ALLOWED AT EITHER COMPLEX. ANYONE BRING A DOG OUT AT EITHER COMPLEX WILL BE ASKED TO REMOVE THE DOG IMMEDIATELY

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Tournament Pitching Rules

Pitching – All Divisions

Innings tracking form will be issued for each team. At the end of every game, teams must present innings tracking sheet to the official scorer to complete or if none available, by the opposing coach.

All entries must be in ink and if an error was made, do not attempt to fix by writing over the incorrect number. You must bring your Innings Tracking Sheet to the tournament director for correction.

At the start of every new game, opposing coaches must exchange Innings tracking form to receive pitching eligibility.

- A **second trip** by the manager or a coach to the same pitcher in the same inning requires removal as a pitcher from that game.
- **Please note**; a coach/manager who gives instruction to his catcher and without a pitch being thrown the catcher visits the pitcher; is considered a trip to the mound.
- **Manager/coach who gives pitch type/location** must provide these signals to the catcher. Giving these directly to the pitcher is considered a trip to the mound.
- A **pitcher must be removed** from the position if three batters are hit in one inning, if starter, he cannot re-enter the game as a pitcher.

In the event an **illegal pitcher is used** during a game (a pitcher that has used all available innings in a game or the tournament) the end result will be a **forfeit**, 6 – 0 or 7 – 0 pending age group. Any pitcher(s) innings pitched in a forfeit game do count as innings pitched.

Pitcher Warm-up's

For all age groups, to keep tournament games on time, and without fields having any lights, all pitchers will have **five** warm-ups pitches or 90 seconds, which ever come first, between innings. A pitcher that comes in during an inning, for any reason, will receive **ten** warmup pitches.

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Pitching (8U, 9U)

First three pool games only

- -7 innings per player.
- No more than 3 innings in one game can be pitched by any one pitcher.
A single pitch constitutes an inning, including warm-up.

Innings cannot be accumulated, innings not used in games 1 – 3: are not carried over to games 4 or 5.

Games 4 – 5:

- -5 innings per player and no more than 3 innings can be pitched by one pitcher in any one game

Only the starting pitcher may re-enter the game to be a pitcher (one time) as long as the starting pitcher is not taken out on the 2nd trip of an inning.

Eraser Pitching Rule will be used.

1. A **called or swinging** strike at any time does erase any ball count the batter may have.
2. Any foul ball strike does not erase any ball count the batter may have. **Example:** First pitch is a ball; count 1-0. Next pitch is a called strike; count 0-1. Next pitch is a ball; now 1-1. Next pitch is a foul; count 1-2. Next pitch is a ball; 2-2 count. Next pitch is a foul ball; count still 2-2.

Pitching (10U, 11U, 12U)

First three games only:

- -8 innings per player.
- No more than 4 innings in one game can be pitched by any one pitcher.
A single pitch constitutes an inning, including warm-up.

Innings cannot be accumulated, innings not used in games 1 – 3: are not carried over to games 4 or 5.

Games 4 – 5:

- -5 innings per player and no more than 3 innings can be pitched by one pitcher in any one game.

Only the starting pitcher may re-enter the game to be a pitcher (one time) as long as the starting pitcher is not taken out on the 2nd trip of an inning.

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Pitching (13U, 14U, 15U)

-6 innings per player for any two consecutive games pitched.
(Game 1 pitcher X pitches 4 innings; game 2 same pitcher X pitches 1 inning; game 3, pitcher X has -5 innings).

No more than 5 innings can be pitched by one pitcher in a game. A single pitch constitutes an inning, including warm-up.

Only the starting pitcher may re-enter the game to be a pitcher (one time) as long as the starting pitcher is not taken out on the 2nd trip of an inning.

Balks of any type will be enforced in the 13U – 15U age groups.

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Batting (8U)

- Continuous batting order of all rostered players and can use up to four (4) outfielders to play the game.
- Field players are permitted to have **free substitutions** and a starter has no restrictions as to how many times he can re-enter the field.
- **Each player must play six consecutive defensive outs**, unless the game is shorten due to weather or 10 run rule. Except for these circumstances, any violation will result in a forfeit (6-0).

Batting (9U – 15U):

You have three choices on how they can set a batting order prior to the start of a game.

1. Continuous Batting Order:

- Free substitution of field players throughout the game.
- All players must play a minimum of six defensive outs.

Any player who is injured during the game the player cannot return at any point in the game – his/her spot in the line-up is skipped over and the team is not penalized with an “out” or “forfeit”.

2. Extra Hitter:

- The extra hitter will be considered the **tenth player** and the EH can freely be moved to play the field and can be substituted once he has recorded three consecutive defensive outs and one at bat.
- Failure to maintain a 10 player line-up or illegal substitution will result in a forfeit, 6 – 0 or 7 – 0.

Note: If your team has only 10 players and you select this method to bat and a player is injured and can no longer play, it will result in a forfeit.

3. Batting Nine:

- By batting a nine player line-up **you are not mandated** to play a substitute player.
- Once a substitute does enter a game, he/she must play 3 consecutive defensive outs and has had one at bat.
- A starting player re-entering the game must occupy the same position in the batting order after the substitute(s) is no longer in the game.

Three defensive outs may not be reached in some game situations, due to time limits, 10 run rule or winning run scoring before three outs. Any violation will result in a forfeit (6-0 or 7-0).

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Baseball Bats

8U – 12U Approved “Little League” bats may only be used. Penalty using an illegal bat is a forfeit, 6 – 0.

13U & 14U only -3 bats that are BESR certified *or a wood bat as outlined in 15U*. Penalty using an illegal bat is a forfeit, 7 – 0.

15U is a wood bat, no more than 2 ¾ in diameter at the thickest part and not more than 42 inches in length. Penalty using an illegal bat is a forfeit, 7 – 0.

Bunting

8U – 12U age groups does not allow “Slash bunting”. If attempted, or executed, the ball is dead, the batter is out and no runner may be advanced.

Bunting for 8U – 9U is only allowed one time (successful or out) per inning, per team. In the event a team does **attempt to bunt** more than once in an inning, the batter is out, the ball is dead and no runner may advance.

Stealing

8U: Base stealing is limited to second base.

- Runners may leave the base once the ball **hits the catcher’s mitt or hits the ground or goes past the catcher.**
- Runners may advance, at own risk, on over throws to a base or to the pitcher. *Over throw to the pitcher is when a ball that goes behind the pitching rubber.*

9U: Runners may leave the base once the ball **hits the catcher’s mitt or hits the ground or goes past the catcher.**

- Runners may advance to home plate only once per inning, per team on a pass ball, wild pitch or a steal; successful or not.

Note: Once the catcher attempts to throw out a runner at any base or any over throw back to the pitcher, base runner at third may attempt to score regardless if offensive team has already had an earlier attempt in the same inning.

10U – 12U:

- Base runners may steal once the ball **crosses home plate or hits the ground.**

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Courtesy runners:

- There are NO courtesy runners
- Replacing a runner is considered a substitution.
- In the event of injury, a player who has not played must replace the injured player. If all substitutes have played, then the opposing coach selects the substitute. The injured player can no longer re-enter the game.

Sliding

“Must Slide Rule” for ages 8U – 12U only. When a defensive player is at a base or at home plate and a play is about to develop, the runner must slide or veer out. If contact occurs between the runner and the fielder, failure to slide is an out. This judgment call by the umpire (all may be subject to a warning first, at the umpires’ sole discretion).

Head first sliding, for ages 8U – 12U only, is not allowed except when the runner is returning to a base. If it occurs, the runner is out and the ball is live.

Infield Fly Rule

Infield Fly Rule will only apply for 10U – 15U age groups.

Runs Per Inning

To keep all games, including playoff and championship games moving and competitive, a maximum runs per inning will be used, with the exception of a teams last at bat or when a game goes to extra innings.

8U – 4 Runs

9U – 10U – 6 Runs

11U – 12U – 7 Runs

13U – 15U – No Maximum

Mercy Rule

8U – 12U a 10 run lead after four innings (3 ½ if the home team is ahead).

13U – 15U after 5 innings (4½ if the home team is ahead) will be considered a complete game.

The 10 Run rule *does apply in the championship game* unless determined by the Tournament Director.

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You Need To Know That...

Home teams will be determined in advance for all pool play games. *Home team dugout will always be the first base dugout.*

Any team that cannot field a team of 9 players by **15 minutes after the scheduled start** of the game will forfeit the game. The score of the forfeited game will be 6 – 0 or 7 – 0.

Line up cards will be given to the Official Scorer at the scorers table twenty minutes prior to the start of the game. **Line up card must indicate who the starting pitcher will be for that game. In the event the scheduled starting pitcher does not start, he will be charged an inning pitched and cannot enter the game as a pitcher.** Violation is a forfeit, 6 – 0 or 7 – 0. Only players that are on the line up sheet at the start of the game will be eligible to play. **NO EXCEPTIONS.**

Coaches are allowed to coach both bases and to warm up pitchers in between innings. Players must wear helmets when coaching bases and catchers mask if warming up pitcher.

A maximum of **three (3) coaches**, which includes the scorer, can be in a dugout at one time.

No player may appear in the tournament semi-finals, or finals unless that player appeared in at least 2 previous games and is *listed on the original roster*.

ZERO batting practice may take place at any time at Central Park or KRR over the tournament dates. This includes bunting, soft toss, hitting sticks or anything else to do with a bat. Shadow swinging or a hitting stick is allowed during your team warm up in the outfield. Team warm ups start at the discretion of the Tournament Director.

8U – 12U Saturday Pool Play games, **no infield practice** will be allowed for players between innings of a game. Additionally, there is **no throwing the ball around the horn after a strikeout**.

Any **non-official game that is called by the umpire** due to rain, lightning, weather or darkness will be picked up at the point where the umpire called the game. The Tournament Director will schedule the date and time.

No player is allowed to wear any form of **jewelry**.

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All **protests will be settled immediately on a rule, not on a judgment call**, by the Tournament Director or the Assistant Tournament Director. A decision will be made and play will continue.

Judgment calls cannot be questioned or overruled. Remember, *if the umpire didn't see it, it didn't happen*

It is the **responsibility of each Manager to control the actions of the team players, coaches, parents and fans.** Harassment of opposing players or umpires will not be tolerated. Harassment will result in a warning. If harassment continues, the umpire will declare the game a forfeit. Tournament Director reserves the right to review such situations and apply sanctions up to and including disqualification from the tournament and future tournament play

Any coach, player or parent **ejected from the game by the umpire** is suspended for the next game. That coach, player or parent is **not allowed to be at the baseball complex** in which the team they represent is playing. Result will be a forfeit for that team, 6 – 0 or 7 – 0.

The use of tobacco products, including smokeless tobacco is prohibited by coaches, players and umpires on the field or stands. Smoking is permitted in the parking lot or behind the outfield fence.

FYAA is a member of the Cal Ripken/Babe Ruth leagues and will be abiding by all said rules outlined in 2008 Rule Book.

We often compete with many other towns for umpires during tournament season. With that in mind, we do our best to obtain experienced umpires. With that said, even the best ones make an error in judgment. We just ask that you don't when they do.

The tournament director must have the cell phone of every team manager or representative. Once your tournament starts and you need to reach the tournament director, the number to call is 508-498-3216 The tournament director will determine if a game is to start. In case of weather, please have your team show up as scheduled, unless otherwise advised by a FYAA tournament official.

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