



**ENCINO LITTLE LEAGUE
7 YEAR OLD (& UNDER)
MACHINE PITCH BASEBALL TOURNAMENT
*July 11-12, 2009***

June 2009

Dear League President:

Encino Little League cordially invites you to participate in our annual 7 year old invitational "Machine Pitch" baseball tournament. This tournament is pool play, followed by elimination. All teams are guaranteed a minimum three (3) games. The tournament will be held at Encino Little League located at 5120 Hayvenhurst Drive, Encino. All teams are guaranteed a minimum of three (3) games. The tournament will be held on Saturday July 7 and Sunday July 8, 2009.

Subject to the discretion of Encino Little League, there is a limit of twelve (12) teams to be entered into the tournament, and no limit of entries per league. The entrance fee per team is \$450. All players must be seven (7) years old (or younger) as of April 30, 2009. Copies of all players' birth certificates must be available upon request at playing time. Team rosters must include a minimum of nine (9) and a maximum of fifteen (15) players. Trophies will be awarded to the first and second place teams. All players will receive a gift for participation.

Tournament format, playing rules and game selection draw will be discussed at a managers meeting to take place on Tuesday, July 7, 2009, behind the snack stand at the Encino Little League complex. Birth certificates will be verified against your roster at such time. If it is deemed necessary to divide the teams (brackets) based on ability, we will do so. Remember, this is for the kids in an effort to give them a positive baseball/team experience.

To reserve your position in the upcoming tournament, please return the completed application and tournament fee by June 30, 2009.

We look forward to your participation.

Sincerely,

Jeff Cohen
Encino Little League Tournament Director
Cell No.: (818) 481-5235
Email Address: encinolljeff@yahoo.com

I. POOL PLAY

1. The tournament will be pool play and then an elimination round(s).
2. Each team will be guaranteed a minimum of three (3) games.

II. POOL PLAY TIE BREAKERS

1. Head to head play (assuming 2-way tie)
2. Fewest runs allowed
3. Greatest run differential (8 max per game)
4. Coin flip

III. ELIGIBILITY OF PLAYERS

1. 2009 Little League rules shall apply. Players ages 7 years old (or younger) as of 4/30/09.
2. Birth Certificates will be verified against rosters at the managers meeting. These documents must also be available upon request, and kept with the participating teams at all games.
3. Team insurance documents must be provided in order to enter the tournament.

IV. TEAM INFORMATION

1. *Size:* Teams shall consist of a minimum of nine (9) players and a maximum of fifteen (15) players. One (1) manager and up to four (4) coaches may occupy the dugout during the game. If any manager/coach is ejected from a game, no additional coach can replace the ejected manager/coach within the dugout.
2. *Line ups:* The respective manager shall submit one (1) copy of the line-up for each game to the official score keeper and one (1) copy to the opposing team fifteen (15) minutes prior to the scheduled starting time of each game.
3. *Home Team:* All fields are considered neutral. Home team will be determined by a coin toss prior to the start of the game. The winner of the coin toss will have the choice of being the Home or Visiting team. The home dugout is on the third base line. Better seed gets its choice (home or away team) in elimination games.

V. PLAYING RULES.

Except as specifically set forth below, the basic playing rules shall be those contained in the 2009 Edition: *Official Regulation and Playing Rules of Little League Baseball*. Only Encino Little League Tournament Director, Assistant Tournament Director, League



President, Chief Umpire or present Encino Little League Executive Board Member shall call a forfeit game with no written report required.

1. Up to 10 players will play defense (9 minimum). 6 infielders (incl. catcher) and up to 4 outfielders. Free substitution on defense.
2. All players on a team's roster for that game will be required to bat. All players present at the start of the game shall be listed on a batting order to be given to the home plate umpire at least five (5) minutes before the start of the game. Spaces may not be reserved in the batting order for a player not present. If a player arrives late, that player's name shall be added at the end of the batting order. If the player does not arrive by the time his/her turn at bat comes up, an "out" will be deemed to occur. If a player is removed from the game or injured, his/her space remains unfilled and that spot is an automatic out one-time (the next at bat only). Complete roster must bat in a fixed order. There will be a ten (10) batter limit per inning.
3. Each batter shall receive a maximum of five (5) machine pitches from the pitching machine, unless the fifth and successive pitches are either fouled or put into play. If the batter is unable to put a ball into play within these limits, the batter will then be ruled "out." If the umpire deems the machine delivers an un-hittable pitch, the umpire will deem it "no-pitch".
4. The player who is playing the "pitcher" on defense must have at least one foot inside the box marked for the pitcher until the batter has made contact with the ball.
5. No outfielder may make a play covering a base - unless during a "pickle". Outfielders must begin each play on the outfield grass.
6. Play is dead once the ball is returned to the pitching area and under control by the "pitcher". All players return or advance to base depending on whether or not they have reached halfway between the bases at the time the pitcher has control of the ball in the pitching area (to be determined solely at the discretion of the umpire).
7. Five (5) coaches are allowed on the field/dugout per team. All other adults must be in the stands. No defensive coaches shall be allowed on the field. Offensive coaches may be on the field as follows: one (1) pitcher (to feed the ball into the pitching machine); one (1) in the first base coach's box; and one (1) in the third base coach's box. The remaining coaches are to remain in the dugout area to get the next batter ready and make sure next inning's catcher is dressed.
8. A manager or coach not assigned to the field as per paragraph 7 above may not leave the dugout for any reason during an inning without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule dependant upon the discretion of the umpire. When permission is granted, the manager or coach will be permitted to go as far as the foul line to confer with a pitcher/catcher battery only. All other players must remain at their positions. This rule does not apply to an injury time out.
9. "Catcher Rule": If a team's catcher is on base with 2 outs in the inning, the team at bat MUST call time out and put in a substitute base runner for the catcher. The substitute runner must be the player who made the last out. The catcher and all other players must



take the field immediately at the conclusion of each half-inning so we can move the games along.

10. No new inning can start after 1:15 minutes, with the exception of a Mercy Ruled Game or a game called by darkness. A new inning begins when the last out of the previous inning has occurred. The maximum innings for a completed game is six (6), unless the game is tied, in which case, the game will continue until there is a winner.
11. **EXCEPTION: 15 Run Mercy Rule:** *Mercy Rule applies to when one team is leading its opposition by fifteen (15) or more runs and at least four (4) innings have been played. It should be noted that if the home team has scored more runs in three (3) or three (3) and a fraction half inning than the visiting team has scored in four completed half innings, the game is officially a regulation game.*
12. If a player is removed from the lineup, regardless of cause (with the exception of an injury that causes a player to miss the remainder of the game), the next at bat for the said player will be recorded as an out. Any additional at bats thereafter for the said player will be bypassed in the lineup and no out recorded.
13. Base stealing is not allowed. If a player leaves a base prior to the ball being hit, the player will be called out. There is not a mandatory slide rule. Any intentional knocking a defensive player over is cause for an automatic out and an ejection from the game.
14. No harassment or razzing any team, fans or umpires will be tolerated. Each manager will be held accountable for the behavior of his/her team, coaches, spectators as well as himself. A single warning will be given by the umpire. Rooting in unison or chanting as a group is permissible. The Tournament Director, Assistant Tournament Director, League President, Chief Umpire or a present Encino Little League Executive Board Member reserves the right to terminate any game and award a win to the opponent if proper decorum is not followed.
15. Ground rules for the conduct of the games will be discussed with both managers during the coin flip at the beginning of each game.
16. Throwing bats is prohibited. If in the umpire's judgment, a bat is thrown intentionally, the player will be called out and possibly ejected from the game. If a bat is thrown (deemed unintentional), the player will be warned the first time and will be called out the next time it occurs.
17. The umpires are to be treated with respect. If there is a disputed call, **ONLY** the designated manager may speak with the umpire(s). **ANY** disrespect to the umpires will be an automatic ejection from the game and the remainder of the tournament. Remember, this is for the kids!!
18. No alcoholic beverages, smoking, bike riding, skateboarding or pets will be permitted in the complex at any time.



VI. GAME TIMES

All games will be six (6) innings. No new inning can start after 1 hour and 15 minutes. No drop dead rules, except due to darkness in umpire's discretion. Game times and schedules will issued at the managers meeting.

VII. PLAYER UNIFORM & EQUIPMENT

1. Each member of competing teams must wear complete uniforms, including hats, jerseys with numbers, pants and socks.
2. Baseball shoes with metal spikes or cleats are not permitted.
3. Batting helmets must include ear flaps.
4. Catching equipment must consist of a full helmet, face mask, throat guard, chest protector and shin guards.
5. The barrel of the bats may not be any larger than 2.25" (little league or T-ball approved).
6. Baseballs will be RIF 5's.
7. All players must wear protective cups.

VIII. UMPIRING

Two umpires will be scheduled for all games. Only in emergencies will a game be covered by one umpire. It is expected that managers, coaches, parents, fans, and players treat umpires with total respect since they are the authority figure.

IX. APPLICATION OF RULES.

If: (i) a circumstance develops that is not covered by these rules; or (ii) a dispute arises concerning the interpretation, enforceability or application of these rules; or (iii) a change to any of these rules is deemed necessary or desirable, only the League President or Tournament Director will have authority to make any such decisions. The decision of the League President or Tournament Director will be deemed final.

X. SNACK BAR

The snack bar will be opened during the duration of the tournament, closing just after the ending of the last game of the day.

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To guarantee your team's placement in this year's tournament, applications and fees must be received by June 30, 2009.

League Name: _____

President's Name _____

Phone Number: _____

Team Name _____

Managers Name _____

Phone Number _____

Fee: \$450.00 per team

Make Check Payable To: **Encino Little League**

Insurance Company: _____

Policy Number: _____

Insurance Phone Number: _____

Mail application and fees to:
Jeff Cohen
19725 Anadale Drive
Tarzana CA 91356

