



**ENCINO LITTLE LEAGUE**  
**6 YEAR OLD (& UNDER)**  
**COACH PITCH BASEBALL TOURNAMENT**  
*July 9, 2010 to July 11, 2010*

April 2010

Dear League President:

Encino Little League cordially invites you to participate in our annual 6 year old invitational "Coach 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 Friday, July 9, 2010 through Sunday July 11, 2010.

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 \$400.00. All players must be league age six (6) as of April 30, 2010. 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 6, 2010** at a time and place to be determined. 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, 2010**.

We look forward to your participation.

Sincerely,

Brad Wolk  
Encino Little League 6U Tournament Director  
Cell No.: (310) 415-9644  
Email Address: [bwolk@drypak.com](mailto:bwolk@drypak.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. Players ages 6 years old or younger as of 4/30/10.
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 three (3) 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. Lower seed gets its choice (home or away team) in elimination games.

## **V. PLAYING RULES**

The basic playing rules shall be those contained in the 2010 Edition: *Official Regulation and Playing Rules of Little League Baseball*. The following modifications shall apply:



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. A coach from the defensive team shall stand behind the catcher to assist throwing the ball back to the coach-pitcher (in order to speed up play). The coach behind the plate may not “coach” in any fashion or interfere with a ball in play.
3. Each team will be required to bat around. All players present at the start of the game shall be listed on a batting order to be given to the 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.**
4. Each batter shall receive a maximum of five (5) overhand pitches from the batter’s coach, 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.” The coach can sit or kneel (no standing) at the designated spot (approximately 35’ from the batter). It is also recommended for the safety of the coach that each coach who is pitching wear a glove.
5. The child playing pitcher on defense must stand behind the coach pitching for the team at bat and must have at least one foot inside the dirt area marked for the pitcher until the batter has made contact with the ball.
6. No outfielder may make a play covering a base—the outfielder must throw the ball to an infielder that is covering the base or tagging the runner-- unless during a “pickle”. Outfielders must begin the play behind the back of the infield dirt.
7. 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 (marked) between the bases at the time the ball was under control by the pitcher in the pitching area, to be determine solely at the discretion of the umpire(s). The pitching area is defined as the circled area around the pitchers mound. The circle will be clearly marked on each field. At least one foot in the circled area with control of the ball will constitute the stop of play.
  - a. Once a play is ruled dead, it’s dead. There can not be any subsequent plays made by the pitcher or any other player on that play. Any attempt at throwing out a runner, etc will not count.
  - b. A base runner may only advance one base on an overthrow per play (even when plays include multiple overthrows). In this regard, the pitching circle is considered a base.



Example # 1: Ground ball hit to the shortstop is overthrown to 1B. The runner may only attempt to advance to 2B. If the runner attempts to run past 2B he can not advance, but he can be called out if tagged out. The play at 2B is a “free” play for the defense. The runner can not advance further than 2B, but he can be called out if tagged out before arriving at 2B.

Example # 2: Ball hit to outfield is overthrown to Pitcher. Runners may only advance one base from point where they were if the pitcher had caught and controlled the ball inside the pitching circle. If a runner going to 2B had not crossed the halfway hash mark, he could only advance to 2B. If he had crossed the hash mark, he could attempt to advance to 3B. However, this is also a free play for the defense and those runners trying to advance bases on overthrows can be tagged out.

Example # 3: Ball hit to outfield is thrown to Pitcher standing outside the pitching circle. Play remains live. Pitcher (or any other player) can attempt to make a play until the pitcher places one foot inside the pitching circle while controlling the ball.

8. Four (4) coaches are allowed on the field / dugout per team. All other adults must be in the stands. Coaches may be on the field as follows:
  - a. Two (2) defensive coaches are allowed on the field in foul grounds to assist in aligning and instructing the players. Defensive coaches are not permitted to touch or interfere with the ball. The other two (2) coaches must remain in the dugout.
  - b. Three (3) offensive coaches are allowed on the field: One (1) pitcher; one (1) in the first base coach’s box; and one (1) in the third base coach’s box. The remaining coach is to remain in the dugout area to get the next batter ready and make sure next inning’s catcher is dressed.
9. A manager or coach not assigned to the field as per paragraph 8 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.
10. “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.
11. 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, assuming time permits in pool play until there is a winner.
12. **EXCEPTION: 15 Run Mercy Rule:** *Mercy Rule applies to when one team is leading its opposition by fifteen (15) or more runs and the opposition team (the team losing) has had at least four innings of at bats. In this situation, the game will end at that point as a regulation game. If the Home team is up by 15 or more runs after 3.5 innings they do not need to bat in the bottom of the 4<sup>th</sup> inning.*
  13. If a player is removed from the lineup, regardless of cause, 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.
  14. 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.
  15. 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 at any time. 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.
  16. Ground rules for the conduct of the games will be discussed with both managers during the coin flip at the onset of each game.
  17. Throwing of a bat is prohibited. If in the umpires 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 the next player (and each successive player) who throws the bat will be called out if a bat is thrown again.
  18. 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!!
  19. 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 be 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.
8. Only the batter may hold a bat. No bats may be swung in the dugouts, on the field, outside the dugout, etc.

## **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! See rule 18 above.

## **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. We do not allow outside food into the complex. Liquid for the dugouts is acceptable.

If you have any questions, give me a call at (310) 415-9644 or send an email to me at [bwolk@drypak.com](mailto:bwolk@drypak.com)

Thank you and good luck.

Brad Wolk



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**6 YEAR OLD AND UNDER**  
**COACH PITCH BASEBALL TOURNAMENT**

To guarantee your teams placement in this years tournament, applications and fees must be received by **June 30, 2010.**

League Name: \_\_\_\_\_

President's Name \_\_\_\_\_

Phone Number: \_\_\_\_\_

Team Name \_\_\_\_\_

Managers Name \_\_\_\_\_

Phone Number \_\_\_\_\_

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Fee: \$400.00 per team

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

Insurance Company: \_\_\_\_\_

Policy Number: \_\_\_\_\_

Insurance Phone Number: \_\_\_\_\_

Mail Application and fees to:  
Brad Wolk  
Dry Pak Industries  
16055 Ventura Blvd., Suite 725  
Encino, CA 91436

