



"2010 10/11 Year All-Star Classic"
Athlan Downs Fields San Ramon, CA
July 10 – July 14, 2010

TOURNAMENT DIRECTOR: Chris Gettler

LOGISTICS & RULES SUMMARY

Little League Official 2010 tournament rules with the following exceptions:

TIME LIMITS:

No new inning shall begin after 1 hour and 50 mins of game play has been recorded by the official scorekeeper (Home Team). Game times start when 1st pitch is made and a new inning starts the instant the 3rd out is made by the home team. There will be no time limit for the games in the championship rounds.

MANDATORY PLAY:

Continuous Batting rule shall be in effect and all players must play 6 defensive outs and 1 at bat, but not including games shortened by the 10-run rule. Pitch runners may be used for the pitcher or catcher of record and should be the player that recorded the last out.

PITCHING RULES

Maximum of 9 outs per game per pitcher and maximum of 10 outs per day with a maximum of 15 outs per weekend. If a pitcher pitches 10 outs in a day a day rest is needed. **30 Outs Tournament Maximum.** A catcher who catches 4 innings in a game can't become a pitcher in that game, but can catch again that day. A player that pitches more than 40 pitches can't catch in the same game, but can catch in that day.

MANAGER AND COACHES

One adult manager and up to two adult coaches shall be permitted in the dugout. Only the manager, coach(es), and players on the roster may be in the dugout. If a player acts as a base coach he/she must be the first base coach and he/she must wear a protective batting helmet while on the field. One adult must be present in the dugout at all times. Max of 14 players.

CALLED GAMES (Pool Play):

Games will not be suspended due to darkness or weather. Whoever is ahead when a game is called by the umpire or runs out of time is the winner. In the case of a tie, both teams will share the points awarded for the win.

CALLED GAMES (Single Elimination):

Due to the tight schedule, during the Championship rounds, a game must officially be completed with a winner. If a game cannot be completed due to darkness, the winner will be determined based upon the following:

- 1) Last completed inning score
- 2) Last lead at the end of a completed inning

- 3) Most Hits
- 4) Coin Flip

Key Tourney Logistics:

MANDATORY DOCUMENTS:

1. Roster (Player names, jersey #, address)
2. Medical release form
<http://www.littleleague.org/common/forms/medicalreleaseform.pdf>
3. Birth Certificates (copy is acceptable)
4. One proof of residency

SIGN-IN/Coin Flip:

All teams must sign-in at least 1 hour prior to game time to submit all documents before their first game of the tournament. For the games with a coin flip (see schedule) both managers should arrive 1 hour before game time to complete the coin flip (**Checkin-Table**). If you are late the coin flip will occur without you. Winner of coin flip can pick Home or Away. Loser of the coin flip will pick dugout.

SCOREBOOKS AND SCOREKEEPERS

Each team must provide a scorekeeper for their game. The home team of each game is responsible for keeping score in and giving the Official Score book to the Tournament Representative at the sign in area after the game. The Scorekeepers (Home and Visitors) will sit together in a designate area behind home plate. They will also keep the pitching log. The Home team is the official scorer. Pitching logs for innings(outs) pitched will be provided. Each coach must provide these at each game to the scorekeeper. Managers must sign the pitching log at the end of the game.

PRE-GAME

30 minutes prior to game, visiting team to take infield practice for 10 minutes then home team to take infield practice for 10 minutes. If the previous game runs over, then we will not take infield to stay on time. Approx. 10 minutes will be needed for introducing players, National Anthem and Little League Pledge.

PROTESTS

Proper protests must be resolved without delay. The game shall not continue until a decision is made. The final decision will be made solely by the Tournament Director who will be available and may consult with anyone to come to a final decision.

DETERMINATION OF CHAMPIONSHIP TEAMS

There are 14 teams in the tourney. Points shall be awarded after each game based on the Point System detailed below. **The Top 8 teams** based on points will advance to the Championship Bracket on Tuesday and Consolation Bracket Starting Monday. The semi-final games will start on Tuesday, July 13th and will pit Seed #1 vs. Seed #4 and Seed #2 vs. Seed #3. The winners of those games will play in the Finals on Wed, July 14th. The teams that lose in the semi-final games will play in the 3rd place game on Wed July 14th.

The Consolation Championships has #5 through #8 play on Monday July 12th. The Consolation Semi-Final will pit Seeds #5 vs. #8 and Seeds #6 vs. #7. The winners of these two games will play for the Consolation Final on Wed. July 14th.

- **Trophies will be awarded only to the 1st and 2nd Place teams.**
- **The 3rd place team and Consolation Champion will be awarded medals.**

The 1st place team in the Championship game will also receive a free team workout (pitching or hitting) from TPC (The Pitching Center) -

<http://thepitchingcenter.com>



Point Systems and Tie Breaker:

In case of a tie for points in pool play the following process will be used to determine the ranking of teams in each pool.

1. Head to head.
2. Amount of wins
3. Least total runs allowed in pool play.
4. Run differential – no team shall be allowed to earn more than 10 runs in calculating the "differential".
5. Least number of ejections of players or managers or coaches in pool play.
6. Coin toss by the Tournament Director.

<u>POINT SYSTEM Per Game</u>			
		<u>Additional Points:</u>	
WIN	= 10 points	0-2 runs allowed =	10 points
Tie	= 5 Points	3-5 runs allowed =	8 points
Loss	= 0 Points	6-9 runs allowed =	6 points
		10-12 runs allowed =	4 points
		13-15 runs allowed =	2 points
		15+ runs allowed =	1 points

Remember to Have Fun and Good Luck to ALL the Teams!!