



# 2012 BJLBA 11-12 All-Star Invitational Tournament

## Information and Special Rules



**Tournament Date:** July 27 - 29

**Age:** 11 & 12 Year Old      **Eligibility:** 11 and under must not turn 12 prior to May 1<sup>st</sup>. 12 and under must not turn 13 prior to May 1<sup>st</sup>.

**Cost:** \$250 / Team

**Format:** Round Robin pool play seeded into single elimination bracket. Each team is guaranteed to play four games

**Tournament Director:** Dave Harmon      Email: [tournamentdirector@bjlba.org](mailto:tournamentdirector@bjlba.org)

**Entry Deadline:** One week before the start of each respective tournament to guarantee a spot in the field.

Please contact the tournament director to determine space availability before submitting application materials. Interested teams should submit a complete team roster and payment prior to entry deadline. Payment must be received in full to guarantee a spot in the tournament field. All invitational tournaments are limited to eight (8) teams. All games will be played at the Winslow Sports Complex.

**NO TRAVEL TEAMS PLEASE. THESE TOURNAMENTS ARE INVITATIONALS FOR LEAGUE ALL-STAR TEAMS**

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### **Roster:**

Each team will have a minimum of 10 players and a maximum of 15 players. Each team must submit a roster with tournament registration materials. Coaches are required to register their teams at least 30 minutes prior to first game. Registering coaches must provide a completed roster including name, uniform number and age with date of birth – INCLUDING an accompanying copy of the player's birth certificate.

### **Scheduling:**

The pool play schedule will be available the Tuesday prior to the first day of the tournament. All head coaches will be contacted at the completion of the scheduling process. When pool play is completed, teams will be placed in their respective positions on the single elimination bracket according to their standing. Schedules and brackets will be posted outside the concession stand.

### **Substitutions & Batting Lineups:**

Free substitution. Batting lineup equals the number of players in attendance.

### **Coaches:**

Each team shall have a maximum of four coaches. Coaches (other than the pitching coach) and base coaches will coach from foul territory in the general area of the dugout only.

**Awards:**

1st, 2nd Place

Individual Trophies

**Directions:**

*From the North...*

Travel South on Hwy 37 to Bloomington, pass the exits for Hwy 46, 3rd Street & 2nd Street. At the next traffic light, make a left hand turn (East) at the Tapp Road intersection. Go East on Tapp Road for slightly less than 2 ½ miles thru the So. Walnut St Intersection (Tapp Road will turn into Country Club Rd and then Winslow Road after the So. Walnut St intersection). After the So. Walnut St intersection go about ½ mile thru one stop sign and one traffic light. After the traffic light go about ½ mile and turn left at the YMCA sign (Highland Ave). Turn into Winslow Sports Complex at the next right.

*From the South...*

North on Hwy 37 to Bloomington, exit at So Walnut St/So Old State Road 37. Go North on So. Walnut St/So. Old SR 37 for about 3 ½ miles and turn right at the Winslow Rd intersection. After the intersection go about ½ mile thru one stop sign and one traffic light. After the traffic light go about ½ mile and turn left at the YMCA sign (Highland Ave). Turn into Winslow Sports Complex at the next right.

**Home Team:**

Home team will be decided by the flip of a coin prior to each game. A representative from each team must be present during the toss. Coin toss will be administered by the tournament director or the head umpire on the field.

**Scorekeepers:**

The team, designated as the home team, will be required to supply an official scorekeeper to maintain the official scorebook. The scorekeeper must complete, sign and turn in the official score summary card to the concession stand after both team's coaches have initialed the summary.

**Scoreboard:**

The team, designated as the visiting team, will be required to supply a scoreboard operator. The scoreboard operator must be an adult and will supervise the score tower.

**Tiebreakers will be determined by:**

1. Best Record
2. Head-to-Head Competition
3. Fewest Defensive runs allowed for the **entire** tournament
4. Coin Flip

**Completed Game:**

All games will be 1 hour and 50 minutes in length. No new inning will start after the time limit has expired.

1. Games called due to weather will be suspended. The tournament director will modify the tournament schedule to assure that all games are completed.

**Head Umpire:**

The home plate umpire is the head umpire in charge of the game. All conflicts will be resolved with the head umpire having the final say.

**Protests:**

Coaches must inform the home plate umpire of the protest immediately after the alleged infraction. Play will be suspended until the protest is resolved. The decision of the tournament director, in concurrence with the umpire shall be final. Judgment calls cannot be protested.

**Conduct:**

If the conduct of a coach, player, parent or fan is such that it is demeaning, UN-sportsmanlike, or profane, the umpire will eject them from the ballpark for the remainder of the day. Failure of the ejected individual to leave will result in a forfeit by the offending team.

**NO alcoholic beverages and NO tobacco products are allowed in the Sports Complex.**

**Tournament Format:***ROUND 1*

The first round will consist of pool play. There will be two pools of four teams each. Each team will play the other three in their pool one time. The second round will be a single elimination format with teams seeded as follows:

*POOL 'A'*

Team 1 (best record in pool play)

Team 2

Team 3

Team 4 (worst record in pool play)

*POOL 'B'*

Team 1 (best record in pool play)

Team 2

Team 3

Team 4 (worst record in pool play)

*ROUND 2*

Game 1 Team A-1 vs. Team B-4

Game 2 Team A-2 vs. Team B-3

Game 3 Team A-3 vs. Team B-2

Game 4 Team A-4 vs. Team B-1

*ROUND 3*

Game 5 Winner Game 1 vs. Winner Game 3

Game 6 Winner Game 2 vs. Winner Game 4

*CHAMPIONSHIP GAME*

Game 7 Winner Game 5 vs. Winner Game 6

**NOTE:** All teams are guaranteed a minimum of four games. BJLBA reserves the right to adjust pool setups based on number of teams entered.

## 11 & 12 old Playing Rules are Cal Ripken Tournament as modified below:

- The standard game is six (6) innings in length.
- 1:50 time limit.
- 10-Run rule after 4 innings
- Teams may play up to nine (9) players in the field. The entire roster will bat except for injury or illness. A player that is removed from the lineup due to injury or illness will not be allowed to return to that game. The removed player is allowed to play in any subsequent games. An out will NOT be assessed for any player removed from the roster due to an injury or illness. No additions to the game roster will be allowed after the start of the game.
- A game shall be forfeited unless a team can field a minimum of eight players.
- Free substitution
- Pitcher may pitch no more than 6 innings in any two consecutive games. One pitch delivered in an inning is considered a full inning pitched.
- Pitcher is removed on the 2nd trip to the mound in the same inning.
- A player once removed as a pitcher may not pitch again in the same game.
- No balks.
- If a runner is advancing to a base and a play is being attempted the runner MUST SLIDE into the base. Runners must avoid collisions as all bases.
- Fielders cannot occupy a base or base-path unless they are in the act of fielding the ball or making a play.
- The runner may not leave their occupied base before the ball crosses the plate.
- A player may not advance to first base on a dropped third strike.
- The bat may not exceed 33" in length, and the bat barrel may not exceed 2 ¼" in diameter. Only 2 ¼" barrel non-wood bats marked BPF 1.15 will be allowed. Wood 2 ¼" barrel bats are allowed. In addition, composite bats not listed on the approved Little League bat lists (see links below) may not be used during this tournament.

[http://www.littleleague.org/Assets/forms\\_pubs/2011ApprovedNonWoodBatList.pdf](http://www.littleleague.org/Assets/forms_pubs/2011ApprovedNonWoodBatList.pdf)

[http://www.littleleague.org/Assets/forms\\_pubs/ApprovedCompositeBats-large-11.pdf](http://www.littleleague.org/Assets/forms_pubs/ApprovedCompositeBats-large-11.pdf)

If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues. A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter. Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.