



GENERAL INFORMATION AND TOURNAMENT RULES

PLAYER ELIGIBILITY AND FORMAT

Teams entered into the Sussex Insurance South Van Little League Victoria Day 9/10 Invitational tournament are to be "Minor" 9 & 10 year olds. Only players playing in the Minor Division of your league or lower are eligible to compete.

An 8 team format has been established as follows: Teams are divided into 2 groups of 4 that play a round robin within in their own group. The top two teams from each group will advance to the playoff rounds as follows. First place teams in each group play in the Gold Medal Game, Second place teams will play in the Bronze medal game.

The tournament winner will receive a championship trophy with their League Name, Team Name and Year engraved on the trophy. The runner-up will receive a second place trophy and will also have their League Name, Team Name and Year engraved on the trophy. Both the Championship Team and Runner Up will be required to come back the following season to return the trophies and defend them. Players on championship team, 2nd place team and 3rd place will receive individual medals to keep.

LOCATION - South Van Little League plays at South Memorial Park on Joan and Phil Lake Diamond located on 41st Avenue & Ross Street.

ENTRANCE FEE - 1 box of 12 balls from each team and 18 League pins for exchange. Pin trade will occur at Opening Ceremonies.

PARKING - There is parking permitted on both sides of all of the streets adjacent to Memorial Park South. There is also a parking lot south of the main diamond behind the lacrosse box off Ross Street.

ALL PLAYERS BAT

All players listed on the official game roster/batting order will bat regardless of whether they are in the active defensive line-up or not.

MINIMUM NUMBER OF PLAYERS FOR GAMES

1. A team may start a game with no less than eight (8) players.
2. For a team that plays with eight players the ninth position in the batting order will be ruled an automatic out.



TEAM DEFINITION-ROSTER

1. Eligible teams must be made up of Minor division players or lower.
2. The official roster may include up to 13 players and 3 coaches.
 - a. Teams must be a HOUSE TEAM from your MINOR Division of predominantly 9 and 10 year old players.
 - b. Teams may not have more than 2 Little League age 11 year olds. These 11 year olds MUST be on the official roster of the team playing in the tournament and not call ups.
3. CALL UPS: Maximum of 3. Call ups may be from another minor team or a team from the level below in your league.
 - a. Call ups will not be eligible to pitch, and must wear the jersey of the team that they regularly play for in house league.

MINIMUM PLAY

1. Each player on the game roster must play a minimum of nine (9) defensive outs and have one (1) at bat.
2. Any team that has a player not meeting these requirements in a full six inning game will have disciplinary action taken at the discretion of the Tournament Directors. Coach suspension mandatory and possible forfeiture of points in standings.

INJURY / DISCIPLINE AND SICKNESS:

The minimum play rule will not apply under the following circumstances:

1. Injury: If the player in question is injured and cannot play.
2. Discipline: If disciplinary action is required against the player in question.
3. Sickness: If the player in question becomes sick and is unable to play.

In those situations, the umpire, opposing coach and scorekeeper must be notified and the affected player(s) may be removed from the game line-up.

SCHEDULED START TIMES / GRACE PERIOD AND FORFEITS

1. All games will start at their scheduled time.
2. If one or both teams has less than eight (8) players at the scheduled start time a grace period of five (5) minutes will be allotted to the affected team(s).
3. If one team only has less than eight (8) players at the end of the grace period, that team will automatically forfeit the game.

If both teams have less than eight (8) players after the allotted grace period the game will be ruled a “non-game.” (See “Points” for scoring info.)

PROTESTS

In the event of a game delay due to a protest, the acting tournament official(s), in consultation with the umpire, will resolve and rule on the issue immediately. This decision shall be considered final.

SCOREKEEPING & ANNOUNCING

Although every effort is made to provide an in-house scorekeeper and announcer for each game, when this is not possible it will be the responsibility of the Home team to provide an official scorekeeper.

POINTS

Points are awarded as follows:

Win – 2, Tie – 1, Loss – 0, Forfeit - Win (2 pts) for remaining team, Loss (0 pts) for forfeiting team. Non-game (see above) - 2 losses

Scores recorded as 0-10 for both non game and forfeit. In the case of a cancelled/rainout game the score will be recorded as 0-0

STANDINGS AND TIE BREAKING CRITERIA

A winner from each pool will be declared according to the following criteria. If tied at each point, move to the next to declare seeding.

Criteria #1: Most points

Criteria #2: Highest no. of games won.

Criteria #3: Head to head results.

Criteria #4: Lowest average #of runs allowed per defensive innings played.

Criteria #5: Highest average number of runs scored per offensive innings played.

Criteria #6: If still cannot determine higher seed-Coin toss

PLAYOFF GAMES

Refer to schedule for playoff match-ups. Home and Away teams will be determined by a coin toss before each game. 1st place vs 1st place in Championship Game, 2nd vs 2nd in Bronze medal Game

WEATHER

In the event of rain, teams must still show up and be ready to play at their scheduled game time. Factors such as field conditions, severity of rain and player safety will be considered before a decision to play is made. The game may or may not proceed at the discretion of the umpire in consultation with a tournament official. Failure to show up will result in a forfeit or non-game.

INNING RUN LIMITS

The 1st and 2nd inning will have a maximum of three (3) run limits. 3rd, 4th and 5th inning will have a maximum of five (5) run limits. The 6th inning will be open. In the playoff round, the 6th and all subsequent innings (as needed) will be open innings. No inning prior to the 6th inning will be declared an Open Inning at any time. The run limits in simple format is 3-3-5-5-5-Open

COACHES

1. Coaches must wear long pants.
2. In each team's defensive half of the inning, coaches must remain in the dugout, except to confer with a pitcher or umpire. A coach may stand in the area immediately in front of the dugout entrance.
3. No smoking will be permitted in the park.
4. Both base coaches may be adults as long as there is a 3rd coach in the dugout.



BASE RUNNING

Stealing/attempting to steal bases is allowed as per normal Little League rules. Please see Little League Rule book

PITCHING RULES

1. The maximum number of innings an individual can pitch in one game is two (2) innings. One pitch thrown constitutes an inning pitched.
2. A pitcher will be removed if three (3) batters are hit in the same inning or four (4) batters in one game.
3. Consecutive game pitching is allowed, however a pitcher may only pitch a **MAXIMUM** of 6 INNINGS in the entire tournament, including playoffs.
4. Coaches will be allowed to warm up pitchers
5. A manager or coach may come out twice in one inning to confer with the same pitcher. On the third visit, that pitcher must be removed from the pitcher's position.
6. Pitching Distance is 46 feet for all pitchers.

PINCH RUNNING

Pinch runners are not allowed except in the case of injury or under special circumstances (of which the umpire must be informed before the game). If the umpire allows the pinch runner, it must be the player who was the last out for his/her team.

DEFENSE COMPOSITION

A maximum of 10 players are allowed on defensive field at any time. We are utilizing the position of "Rover" in this tournament. Rover must start each defensive play (every pitch) on the outfield grass.

MERCY RULE [ALL GAMES]

All games are subject to the mercy rule including Round Robin and Playoffs. If after 4 innings the visiting team is ahead by ten (10) or more runs, the game is over and the visiting team is declared the winner. If after 3 & 1/2 innings the home team is ahead by ten (10) or more runs, the game is over and the home team is declared the winner.

DUGOUT RULES & FAN PROTOCOL

1. No one except players, managers and coaches shall occupy the dugout during a game. All playing equipment must either be in or behind the dugout and not in the playing field.
2. Only water is allowed in the dugout. No food of any kind unless a medical reason can be provided in writing from a doctor or medical specialist.
3. No jewellery is to be worn on the field. If jewellery can't be removed, it must be taped.
4. Attempts to distract or intimidate opposing players will not be permitted. Coaches will be asked to assist in controlling offending fans.
5. 1st infraction: player/coach will be warned.
6. 2nd infraction: player/coach will be removed from the game.
7. 3rd infraction: Discretion of the tournament committee, including possible game forfeiture.
8. Harassment of any kind directed towards the umpires will not be tolerated.



GAME TIME RESTRICTIONS

At the start of the game, the official scorekeeper will make note of the “Official Game start time”. (When umpire signals “Play Ball” for first pitch)

No new inning will start after 1 hour 50 minutes from official start time. The time stamp signifying the end of an inning is when the third out is made. Should the time limit be reached before the start of the 6th inning, no other inning will be declared open. The run limits remain the same as 3-3-5-5-5. Only the 6th inning (and subsequent innings in playoff games) shall be open

Special note: The tournament committee reserves the right to change any or all scheduled game times and lengths as a result of bad weather delays or any other unforeseen circumstances.

MINIMUM GAME LENGTH

For the purposes of this tournament, a game may be considered complete after 4 full innings have been played unless the Home team is leading after 3 & 1/2 and does not require their 4th at bat. This definition will be enforced if the tournament game schedule is adversely affected by poor weather or in a mercy situation. (See “Mercy Rule” Definitions)

RAIN DELAYS, SUSPENDED & CANCELLED GAMES

Rain delays & game suspensions will be determined by the umpires. In the event that a game is delayed or suspended, every effort will be made to play it out to at least the “Minimum game length” requirements.”) Note: The committee reserves the right to impose a time restriction on the game once it has resumed. Rain outs will be ruled a “Cancelled game” and will be scored as a 0-0 tie

TROPHY PRESENTATIONS

Immediately following the completion of the final (and bronze) game, there will be a brief closing ceremony and trophy presentation to the winning team and runner-up.

COACH'S REMINDERS

1. Hand in 1 dozen game balls and 18 league pins to tournament official to be traded at Opening Ceremonies.
2. Submit lineup sheet to official scorekeeper 30 min. prior to start of each game.

PLEASE NOTE: These rules are in addition or alteration of Little League International Rules. If a rule is not covered here the Little League Rule Book will guide the decisions.

