



Memorial Day Tournament 2021 - 10U

Contact Information / Rules / Schedule

Tournament Director:	Jeff Moody	Kondor378@gmail.com
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Rosters:

- 1) Minimum Tournament Roster size is 10 and Maximum size is 14. In Game maximum roster is 14, minimum is 10.
- 2) Rosters must be submitted to the Tournament Director via email before 5/21/21. Kondor378@gmail.com and somersllb@gmail.com
- 3) All players should be Little League Age 10 or under. Please include DOB on the submitted roster. We are utilizing Little League age chart.
- 4) Players are **NOT** allowed to participate on more than 1 team in the same division during the tournament.
- 5) Coaches, players and spectators are expected to apply good sportsmanship throughout the entire tournament.
- 6) Any questions / in game disputes should be directed to the Tournament Director.
- 7) Coaches should wear appropriate attire. No jeans or sleeveless shirts.
- 8) Lunch will be provided to all teams on Saturday.

Games:

- 1) Played at Somers Minors / Majors complex, 600 Main Street.
- 2) Not to exceed 2-hour timeline (Other than semi-final and championship games which have no time limit). Umpire will maintain game start time. The umpire will inform each team when the game has reached the 2 hr. mark. If an inning has **NOT** completed within the 2-hour timeframe the game result will revert back to the score at the end of the previous inning. If the score is tied the game will end in a tie.
- 3) In order to optimize the 2-hour limit teams are asked to hustle their teams in and out between innings. Try to have a player teed up to warm up your pitcher if your catcher is on the base paths while your team is hitting. Courtesy runners will **NOT** be allowed for any player unless an injury occurs. See below for additional details.
- 4) Teams will play at least 3 games. Home and away will be determined by coin flip at home plate. Championship game Home/Away team will be determined by coin flip.
- 5) Games will have one umpire.
- 6) Unlimited Runs. 10 run mercy rule after 4 innings.
- 7) Lineups should be presented between coaches 15 minutes prior to each game.
- 8) Infield warm-ups not allowed. Outfield area only.
- 9) Continuous batting order for all players on the bench and in uniform.
- 10) Batting order must stay the same unless an injury occurs. Injured players removed from the lineup will **NOT** be counted as an out. The injured player that has left the batting order will **NOT** be allowed to return for that game. An injured player requiring a courtesy runner (last out) or position substitution will be allowed to return to the game unless they have missed their spot in the batting order.
- 11) LL approved bats only.
- 12) If any player is ejected from a game, the player's turn in the line-up will be recorded as an out for the remainder of that game.
- 13) Coaches ejected during any game will be out for that game and the next.
- 14) Coaches, please inform your parents alcohol and tobacco are prohibited at all times. Ejection may take place for the remainder of the game and possibly the tournament at the discretion of the Tournament Director.
- 15) Players must play in the field at least 3 innings / 9 outs
- 16) Courtesy runner allowed for injury only. Last out is used as courtesy runner.
- 17) Unlimited position substitutions. Follow coaches agreed pitcher / catcher rules.
 - a) Pitchers
 - i) Maximum of 6 innings / 18 outs during the entire tournament. A pitcher can pitch no more than 4 innings in a day.
 - ii) 4 innings max per day. **NOT** to exceed 6 innings / 18 outs for the entire tournament (to include championship). 1 pitch thrown constitutes an inning.
 - iii) Pitchers throwing 40 or more pitches in a game cannot assume the catcher's position after pitching.
 - iv) In Game pitchers and their recorded innings pitched should be provided / emailed to the Tournament Director immediately after the end of each game.
 - b) Catchers
 - i) Will **NOT** be allowed to pitch in a game if they have previously caught more than 3 innings in said game.
- 18) Base running
 - a) Players must slide or avoid contact. No head first slide / dive unless going back to a base.
 - b) Unlimited steals.
 - c) Drop 3rd strike is **NOT** in effect.

- d) Infield fly **DOES** apply.
- e) No metal spikes.
- 19) Championship game
 - a) Top 2 teams will move on to final game.
 - b) Divisional tie breaker
 - i) Head to Head
 - ii) Lowest total combined runs allowed
 - iii) Coin flip

(1) Somers		
(2) Tolland		

Division	Day	Minors Field		Majors Field	
	Saturday 5/29			Noon	Somers v Tolland
		2:00 pm	Tolland v Somers		
	Sunday 5/30	Happy Memorial Day		2:00 pm	Somers v Tolland
				4:00 pm	Tolland v Somers
	Monday 5/31			10:00 am If needed	Somers v Tolland

*Championship game has no time limit.