



JOEY MOORE MEMORIAL TOURNAMENT

JUNE 23th to JUNE 28th, 2018

Welcome to the Joey Moore Memorial Tournament. We are thrilled to have 14 teams this year, 10 teams in the “A” Bracket and 5 teams in the “B” Bracket. All teams are guaranteed four games. Pool play in the A Bracket will be Saturday and Sunday with all teams playing three games including a double header on one of the days. Pool play in the B Bracket will include four round-robin games between Saturday and Wednesday. Both A and B Championship games will be Thursday night. We wish all teams the best of luck and look forward to a great week of baseball honoring Joey Moore.

CHECK-IN PROCEDURE

Registration: Friday Night June 22nd

Same procedures as last year with all teams being required to sign in and register on Friday June 22nd between 5:00-6:30pm at [The Growler](#) in Danville (515 San Ramon Valley Blvd, Danville, CA 94526). All teams will report to a tournament representative to submit their mandatory documents for review, including:

- 1) Tournament Roster (Must include player’s full name and jersey#)
- 2) [LLB Medical Release Form](#)
- 3) Birth Certificate (copies accepted)
- 4) Three forms of proof of residence
- 5) Manager’s Phone # and Backup Team Rep for Emergency Purposes

Rosters

All teams will be limited to 14 active players identified at the time of sign-in. All players shall be the appropriate league age for the tournament as identified by the 2018 Little League Baseball Official Regulations and Playing Rules. 8 year olds will NOT be allowed to participate in this 9 year old tournament.

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Home/Visitor – Pool Play

For Pool Play, Home and Visitor have been pre-determined and are listed in the game schedule. Every team is Home team at least once. Home team takes the 1st base dugout while Visiting team takes the 3rd base dugout.

Home/Visitor - Bracket Play

In Bracket Play, the higher seeded team is home team. If teams are “equal” after the normal tie-breaking procedures, a coin flip will determine home team.

Scorebooks and Scorekeepers

All games will be scored this year by DLL volunteers on Gamechanger. Game links can be found on the DLL website (www.danvillelittleleague.net) or the [Gamechanger tournament page](#). After each game, the scorekeeper will transfer pitch counts and catcher innings to pitching affidavits and have them signed by each manager. These counts will be available at the tournament table as well as on Gamechanger.

Warm Ups

We have limited space at Osage so warm-ups will be restricted to specific areas. See Field Map for specific areas designated as “warm-up areas”. When no game is played directly before we will adhere to the following schedule:

30 minutes prior to game time	Visitors take Infield
20 minutes prior to game time	Home takes Infield
10 minutes prior to game time	Team Introductions
5 minutes prior to game time	Umpire Meeting at Home Plate

On Saturday and Sunday when there is a game preceding there will be no infield as that time will be spent prepping the field for the next game. Warm-ups will be restricted to the designated areas and team introductions will begin 10 minutes prior to game time.

Batting Cage – We have only one batting cage. It can be used on a first come-first served basis.

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General Playing Rules

District 57 Summer Tournament Policy

All games will support Policy Letter #18. Please make sure to read this letter as it covers a few issues specific to tournament play such as a 50 pitch limit (soft limit, can finish batter) per game for ALL pitchers in the 9-12yr old age groups.

Mandatory Play

Every player on the team roster must play six (6) defensive outs. No requirement for innings played in the infield. Continuous batting will be used for all games.

Time Limit and Complete Games

Pool Play Games – Saturday and Sunday only

1. No new inning shall begin after 1:50 hours from the official start time as kept by the official scorekeeper and plate umpire. A new inning is considered to start when the 3rd out is recorded in the bottom half of the previous inning. A hard stop of 2:10 is in effect and score will revert back to the previous inning if reached. Games must complete four (4) innings.
2. Pool play games that are tied and subject to the time limit or darkness will be counted as a tie.
3. Pool play games will not exceed six (6) complete innings. If a game is tied after the conclusion of the 6th inning the game will be considered a tie, regardless of how much time is left.

Bracket Round

1. There will be no time limit for bracket games unless it becomes too dark. If a game is approaching a time when darkness might come into effect, the home plate umpire will consult with both managers and call for the last inning to be played. This must be done after the 3rd out of the bottom of the previous inning.
2. Bracket round games may not end in a tie so extra innings will be played to determine a winner if the game is tied after six (6) innings.

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3. If a game is tied and darkness comes into effect, the game will be concluded at 4pm the next day.

Five Run Rule

There will be no 5 run per inning maximum in this tournament.

Ten Run Rule

If after 4 innings (3 ½ if the home team is ahead) one team has a lead of ten (10) or more runs, the team with the least number of runs shall concede victory to their opponent.

Manager/Coaches

One adult manager and up to two adult coaches shall be permitted in the dugout. Only the manager, coaches, and players on the roster may be in the dugout. If a team has only two manager/coaches, a player will act as 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.

Official Rules

All play will follow the 2018 Tournament Rules and Guidelines for Little League Baseball as found in the 2018 Little League Baseball Official Regulations and Playing Rules.

Pitching Rules

The pitching rules for the tournament will follow the 2018 Tournament Rules and Guidelines for Little League Baseball as found in the 2018 Little League Baseball Official Regulations and Playing Rules, as well as the [D57 Policy Letter #17 for summer tournament play](#). These are as follows:

Up to 20 pitches.....no rest required/may pitch next day
21-35 pitches.....1 day of rest required
36-50 pitches.....2 days of rest required
50 pitch max.....3 days of rest required

For all pitch limit thresholds (including the 50 pitch limit), a pitcher may finish the batter if the limit is reached before the at bat is complete. Scorekeepers keeping the pitch count log must circle the limit pitch so that the tournament directors know what threshold was reached even if the pitcher goes over to complete the at bat. No player may pitch in more than one game per day regardless of how many pitches they threw in the first game. Under no circumstances shall a player pitch in three (3) consecutive days.

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Catching rules are also in effect with a pitcher who has pitched more than 40 pitches unable to catch the remainder of the day, and a catcher who has caught more than three innings unable to pitch the remainder of the day.

PLEASE NOTE THAT IF A PLAYER/TEAM VIOLATES THE PITCHING OR CATCHING RULES, THE MANAGER WILL BE EJECTED FROM THE GAME AND SUSPENDED FOR THE NEXT GAME. THERE WILL BE NO FURTHER PUNISHMENT ON THE PLAYER.

Tournament Format

“A” Bracket

Pool Play: 10 teams in 1 pool. 3 game pool play. Minimum 4 games/team.

Bottom 2 teams play a Consolation Game on Wednesday night.

Teams finishing 1st-8th advance to a single elimination bracket with Quarterfinals on Tuesday night, Semifinals Wednesday, and Finals on Thursday.

“B” Bracket

Pool Play: 4 teams in 1 pool. 3 game pool play. Minimum 4 games/team.

Seedings for the Wednesday Consolation and Thursday Finals will be determined after pool play completes on Monday.

Tie Breaker

1. Fewest ejections of the manager and/or coaches
2. Highest Winning Percentage
3. Head-to-Head winner (if two teams only are tied and they played one another)
4. Least Number of Total Runs Allowed
5. Total Run Differential (Total Runs Scored less Total Runs Allowed)
6. Coin Toss by the Tournament Director

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