



WELCOME TO THE

BLACKWOOD KIWANIS LITTLE LEAGUE

2011 8U and 7U TOURNAMENTS

8U					
Pool Red		Manager	Home	Cell	Email
Team 1	Blackwood Red	Tom Guadagno		(856) 371-3769	bowhunter111069@aol.com
Team 2	Glassboro	Jeff Cucchi		(215) 450-7770	jcucchi@hrsi1.com
Team 3	Glendora	Bob Hughes		(609) 647-6887	
Team 4	Gloucester	Greg Coxe	(856) 456-3767	(856) 229-5116	gcec1182@aol.com

Pool White		Manager	Home	Cell	Email
Team 1	Blackwood Grey	Greg Iannelli	(856) 740-1029	(215) 805-2109	g-inle1@comcast.net
Team 2	Kingsway	John Spicer		(856) 649-3423	john.spicer@pseg.com
Team 3	Haddon Heights	Bruz Speakman	(856) 546-9188	(856) 470-8504	bruzspeak@aol.com
Team 4	Erial	Vince Pace	(856) 401-1029	(610) 207-8277	vpace@bdpnet.com

7U					
Pool Red		Manager	Home	Cell	Email
Team 1	Glendora	Dave Covely		(856) 986-2258	dcove39@comcast.net
Team 2	Haddon Heights	Pat DiCostanzo	(856) 547-6351	(610) 517-5738	patdicostanzo@gmail.com
Team 3	Blackwood Red	Mike Davenport	(856) 232-0526	(856) 430-6960	daven923@comcast.net
Team 4	Magnolia	Brent Allen		(856) 373-6305	sballen10@clear.net

Pool White		Manager	Home	Cell	Email
Team 1	Blackwood Grey	John Nace	(856) 227-5757	(856) 373-2232	johnnace@comcast.net
Team 2	Mt. Ephraim	Mike Killeen	(856) 933-0252	(609) 209-9501	mckilleen@verizon.net
Team 3	Erial	Fred Shawver	(856) 566-5752	(856) 217-2546	MeganFred@comcast.net
Team 4	Gloucester	Jim Hagan	(856) 456-0673	(609) 923-0451	

BKLL Tournament Director	Bob Mullan		(856) 889-4579	romullan@comcast.net
BKLL President	Ben Zanghi		(856) 275-1905	benzanghi@comcast.net

BKLL 8U and 7U Tournaments
Standings and Schedule

8U		W	L	T	PTS	RF	RA
Pool Red							
Team 1	Blackwood Red	1	0	0	3	14	1
Team 3	Glendora	1	0	0	3	13	7
Team 4	Gloucester	0	1	0	0	7	13
Team 2	Glassboro	0	1	0	0	1	14

Pool White		W	L	T	PTS	RF	RA
Team 1	Blackwood Grey	0	0	0	0	0	0
Team 2	Kingsway	0	0	0	0	0	0
Team 3	Haddon Heights	0	0	0	0	0	0
Team 4	Erial	0	0	0	0	0	0

7U		W	L	T	PTS	RF	RA
Pool Red							
Team 1	Glendora	1	0	0	3	11	5
Team 3	Blackwood Red	0	0	0	0	0	0
Team 4	Magnolia	0	0	0	0	0	0
Team 2	Haddon Heights	0	1	0	0	5	11

Pool White		W	L	T	PTS	RF	RA
Team 1	Blackwood Grey	0	0	0	0	0	0
Team 2	Mt. Ephraim	0	0	0	0	0	0
Team 3	Erial	0	0	0	0	0	0
Team 4	Gloucester	0	0	0	0	0	0

Games		Teams	Day	Field	Time
8U					
Pool Red					
8UR6	3 vs 4	Glendora vs. Gloucester	Thu, 07/14	MAJOR	6:00 PM
8UR1	1 vs 2	Blackwood Red vs. Glassboro	Thu, 07/14	MAJOR	8:15 PM
8UR5	2 vs 4	Glassboro vs. Gloucester	Sat, 07/16	MAJOR	8:30 AM
8UR4	2 vs 3	Glassboro vs. Glendora	Sat, 07/16	MAJOR	1:00 PM
8UR2	1 vs 3	Blackwood Red vs. Glendora	Sat, 07/16	MAJOR	3:15 PM
8UR3	1 vs 4	Blackwood Red vs. Gloucester	Sat, 07/16	MAJOR	5:30 PM

Pool White		Teams	Day	Field	Time
8UW6	3 vs 4	Haddon Heights vs. Erial	Fri, 07/15	MAJOR	6:00 PM
8UW1	1 vs 2	Blackwood Grey vs. Kingsway	Fri, 07/15	MAJOR	8:15 PM
8UW5	2 vs 4	Kingsway vs. Erial	Sat, 07/16	MAJOR	10:45 AM
8UW3	1 vs 4	Blackwood Grey vs. Erial	Sat, 07/16	MAJOR	7:45 PM
8UW4	2 vs 3	Kingsway vs. Haddon Heights	Sun, 07/17	MAJOR	3:15 PM
8UW2	1 vs 3	Blackwood Grey vs. Haddon Heights	Sun, 07/17	MAJOR	5:30 PM

7U		Teams	Day	Field	Time
Pool Red					
7UR1	1 vs 2	Glendora vs. Haddon Heights	Thu, 07/14	MINOR	6:00 PM
7UR5	2 vs 4	Haddon Heights vs. Magnolia	Sat, 07/16	MINOR	8:30 AM
7UR2	1 vs 3	Glendora vs. Blackwood Red	Sat, 07/16	MINOR	3:15 PM
7UR6	3 vs 4	Blackwood Red vs. Magnolia	Sat, 07/16	MINOR	5:30 PM
7UR4	2 vs 3	Haddon Heights vs. Blackwood Red	Sun, 07/17	MINOR	1:00 PM
7UR3	1 vs 4	Glendora vs. Magnolia	Sun, 07/17	MINOR	3:15 PM

Pool White		Teams	Day	Field	Time
7UW1	1 vs 2	Blackwood Grey vs. Mt. Ephraim	Fri, 07/15	MINOR	6:00 PM
7UW5	2 vs 4	Mt. Ephraim vs. Gloucester	Sat, 07/16	MINOR	10:45 AM
7UW2	1 vs 3	Blackwood Grey vs. Erial	Sat, 07/16	MINOR	1:00 PM
7UW3	1 vs 4	Blackwood Grey vs. Gloucester	Sun, 07/17	MAJOR	10:45 AM
7UW4	2 vs 3	Mt. Ephraim vs. Erial	Sun, 07/17	MINOR	10:45 AM
7UW6	3 vs 4	Erial vs. Gloucester	Sun, 07/17	MAJOR	1:00 PM

BKLL 8U and 7U Tournaments
Schedule (Calendar View)

Field	Monday 11	Tuesday 12	Wednesday 13	Thursday 14	Friday 15
Minors (6:00)				7UR1 (Glendora vs. Haddon Heights)	7UW1 (Blackwood Grey vs. Mt. Ephraim)
Majors (6:00)				8UR6 (Glendora vs. Gloucester)	8UW6 (Haddon Heights vs. Erial)
Majors (8:15)				8UR1 (Blackwood Red vs. Glassboro)	8UW1 (Blackwood Grey vs. Kingsway)

Field	Saturday 16	Sunday 17
Majors (8:30)	8UR5 (Glassboro vs. Gloucester)	
Minors (8:30)	7UR5 (Haddon Heights vs. Magnolia)	
Majors (10:45)	8UW5 (Kingsway vs. Erial)	7UW3 (Blackwood Grey vs. Gloucester)
Minors (10:45)	7UW5 (Mt. Ephraim vs. Gloucester)	7UW4 (Mt. Ephraim vs. Erial)
Majors (1:00)	8UR4 (Glassboro vs. Glendora)	7UW6 (Erial vs. Gloucester)
Minors (1:00)	7UW2 (Blackwood Grey vs. Erial)	7UR4 (Haddon Heights vs. Blackwood Red)
Majors (3:15)	8UR2 (Blackwood Red vs. Glendora)	8UW4 (Kingsway vs. Haddon Heights)
Minors (3:15)	7UR2 (Glendora vs. Blackwood Red)	7UR3 (Glendora vs. Magnolia)
Majors (5:30)	8UR3 (Blackwood Red vs. Gloucester)	8UW2 (Blackwood Grey vs. Haddon Heights)
Minors (5:30)	7UR6 (Blackwood Red vs. Magnolia)	
Majors (7:45)	8UW3 (Blackwood Grey vs. Erial)	

Field	Monday 18	Tuesday 19	Wednesday 20	Thursday 21	Friday 22
Minors (6:00)		8U Consolation Game	7U Consolation Game		
Majors (6:00)	8U Semifinal: Pool White #1 vs. Pool Red #2	7U Semifinal: Pool White #1 vs. Pool Red #2	7U Championship Game		
Majors (8:15)	8U Semifinal: Pool Red #1 vs. Pool White #2	7U Semifinal: Pool Red #1 vs. Pool White #2	8U Championship Game		

BKLL 8U and 7U Tournaments
Standings and Schedule

8U		W	L	T	PTS	RF	RA
Pool Red							
Team 1	Blackwood Red	1	0	0	3	14	1
Team 3	Glendora	1	0	0	3	13	7
Team 4	Gloucester	0	1	0	0	7	13
Team 2	Glassboro	0	1	0	0	1	14

Pool White		W	L	T	PTS	RF	RA
Team 1	Blackwood Grey	0	0	0	0	0	0
Team 2	Kingsway	0	0	0	0	0	0
Team 3	Haddon Heights	0	0	0	0	0	0
Team 4	Erial	0	0	0	0	0	0

7U		W	L	T	PTS	RF	RA
Pool Red							
Team 1	Glendora	1	0	0	3	11	5
Team 3	Blackwood Red	0	0	0	0	0	0
Team 4	Magnolia	0	0	0	0	0	0
Team 2	Haddon Heights	0	1	0	0	5	11

Pool White		W	L	T	PTS	RF	RA
Team 1	Blackwood Grey	0	0	0	0	0	0
Team 2	Mt. Ephraim	0	0	0	0	0	0
Team 3	Erial	0	0	0	0	0	0
Team 4	Gloucester	0	0	0	0	0	0

Games

8U		Team	Score	Team	Score	Day	Field	Time
Pool Red								
8UR6	Glendora	13	Gloucester	7	Thu, 07/14	MAJOR	6:00 PM	
8UR1	Blackwood Red	14	Glassboro	1	Thu, 07/14	MAJOR	8:15 PM	
8UR5	Glassboro		Gloucester		Sat, 07/16	MAJOR	8:30 AM	
8UR4	Glassboro		Glendora		Sat, 07/16	MAJOR	1:00 PM	
8UR2	Blackwood Red		Glendora		Sat, 07/16	MAJOR	3:15 PM	
8UR3	Blackwood Red		Gloucester		Sat, 07/16	MAJOR	5:30 PM	

Pool White		Team	Score	Team	Score	Day	Field	Time
8UW6	Haddon Heights		Erial		Fri, 07/15	MAJOR	6:00 PM	
8UW1	Blackwood Grey		Kingsway		Fri, 07/15	MAJOR	8:15 PM	
8UW5	Kingsway		Erial		Sat, 07/16	MAJOR	10:45 AM	
8UW3	Blackwood Grey		Erial		Sat, 07/16	MAJOR	7:45 PM	
8UW4	Kingsway		Haddon Heights		Sun, 07/17	MAJOR	3:15 PM	
8UW2	Blackwood Grey		Haddon Heights		Sun, 07/17	MAJOR	5:30 PM	

7U		Team	Score	Team	Score	Day	Field	Time
Pool Red								
7UR1	Glendora	11	Haddon Heights	5	Thu, 07/14	MINOR	6:00 PM	
7UR5	Haddon Heights		Magnolia		Sat, 07/16	MINOR	8:30 AM	
7UR2	Glendora		Blackwood Red		Sat, 07/16	MINOR	3:15 PM	
7UR6	Blackwood Red		Magnolia		Sat, 07/16	MINOR	5:30 PM	
7UR4	Haddon Heights		Blackwood Red		Sun, 07/17	MINOR	1:00 PM	
7UR3	Glendora		Magnolia		Sun, 07/17	MINOR	3:15 PM	

Pool White		Team	Score	Team	Score	Day	Field	Time
7UW1	Blackwood Grey		Mt. Ephraim		Fri, 07/15	MINOR	6:00 PM	
7UW5	Mt. Ephraim		Gloucester		Sat, 07/16	MINOR	10:45 AM	
7UW2	Blackwood Grey		Erial		Sat, 07/16	MINOR	1:00 PM	
7UW3	Blackwood Grey		Gloucester		Sun, 07/17	MAJOR	10:45 AM	
7UW4	Mt. Ephraim		Erial		Sun, 07/17	MINOR	10:45 AM	
7UW6	Erial		Gloucester		Sun, 07/17	MAJOR	1:00 PM	

**Rules and Regulations Governing the Blackwood Kiwanis Little League
8U and 7U Invitational Tournament**

A. TEAM ROSTER:

- 1) Maximum of 14 players.
- 2) There must be a minimum of ten (10) players present at the start of each game. If, for any reason, the lineup subsequently drops below 10 players (i.e. injury, etc.), an out will be recorded at the vacated position in the batting order.
- 3) No one other than these team members are permitted on the field or in the dugout areas at any time.
- 4) The team final roster and proof of insurance must be maintained by the manager at all times. A representative of the Blackwood Kiwanis Tournament Committee may ask to review the information anytime throughout the tournament. The rosters must include:
 - (1) team name,
 - (2) player's name,
 - (3) player's date of birth,
 - (4) player's uniform number, and
 - (5) coaches names & phone numbers.
- 5) Teams will field ten (10) players, including four (4) outfielders. No short fielders will be permitted. The outfielders must be positioned no closer than 15 feet beyond the crest of the infield. If team has nine (9) players, then the normal baseball positions will be fielded. One defensive coach will be allowed in the outfield and must position themselves beyond the outfielders before the play begins.
- 6) The front of the pitcher's area is located 40 feet from home plate (see K below).
- 7) Stopping Play – e.g. control in the infield (see O below).
- 8) Teams must bat their full roster in rotation. Continuous batting order with free substitution.

B. PLAYER AGE:

- 1) The player's age group is determined by player's age as of April 30, 2011.
- 2) Copies of birth certificates must accompany team rosters for each player.

C. INSURANCE:

- 1) Insurance coverage is the responsibility of the individual teams entered into the tournament. A copy of the insurance policy must be maintained together with the team roster.

D. UMPIRES:

- 1) Blackwood Kiwanis Little League will furnish umpires.

E. GAME LOCATION:

- 1) 8U Games will be played at the BKLL Major or Minor League Field.
- 2) 7U games will be played at the BKLL Major or Minor League Field.
- 3) If inclement weather affects the scheduling of games, alternate offsite fields may be used.

F. DETERMINING BRACKETS, WINNERS AND TOURNAMENT CHAMPIONS

- 1) This is a Pool Play tournament (Weather permitting). Three games guaranteed.
- 2) 3 points for a win, one point for a tie and zero points for loss. Forfeits – game will be considered ending 6-0 for the winning team.
- 3) Teams from each bracket with the most points will advance to a single elimination bracket (Bracket will be seeded based on W/L Record and tie breakers as listed in #4 below). The two middle seeds (2 vs 3) will play and the #1 seed will play the #4 seed (best second place team based on tiebreakers), and the winners play in the championship round.
 - a.) If there are only 2 brackets then the top two teams of each bracket advance. The #1 team from Pool A will play the #2 from Pool B and the #1 team from Pool B will play the #2 from Pool A. The winners will play in a championship game.
 - b.) If there is 1 bracket then top 2 teams from the bracket play based on record and tie breakers (if needed-see #4 below) will play in a championship game.
- 4) In the event of a tie in the standings at the conclusion of pool play, the following procedures will serve as tiebreakers (in the case of a three-way tie, the procedure will go to step b.) first)
 - a.) Points earned (if applicable)
 - b.) Head-to-head results (if applicable)
 - c.) Average runs allowed per games played
 - d.) Lowest single game runs allowed (e.g. cannot win this tiebreaker with a forfeited game, would go to the next lowest single game)
 - e.) Each subsequent lowest single game runs allowed (2nd lowest for each team, 3rd lowest for each team, etc.)
 - f.) Coin Flip
 - g.) Championship games can not end in a tie.
 - h.) Blackwood Kiwanis Little League reserves the right to place certain teams (if two or more are entered from the same league) in opposing brackets.
- 5) BKLL reserves the right to modify the format of tournament should inclement weather cancel games (i.e. switch to fewer games or single elimination).

G. GAME DRAW:

- 1) First round pairings will be chosen by lottery.
- 2) Dates/Times/Field Locations will be provided by e-mail and posted on the BKLL official website at <http://www.bkll.com>. Weekday games will typically start at 6:00pm, except if altered or changed by the BKLL officials.

H. HOME TEAM:

- 1) The home team will be decided by a coin flip 15-20 minutes prior to the game. A BKLL Tournament official, umpire, or official scorer will perform the coin flip.
- 2) If only one team is present for the coin flip, that team will select home or visitor.
- 3) The manager or coach may represent the team at the coin flip.
- 4) Based on coin flip the visiting team will occupy their dugout of choice.

I. DEFINITION OF A GAME:

- 1) A game will be comprised of six (6) innings unless the following occurs:
 - a) A game is terminated and 4 innings have been played (3½ innings if the home team is leading).
 - b) A game is terminated by the game time limit rule which is:
 - 1.) A new inning may not begin after one hour and 45 minutes from the official start time, which will be announced and monitored by the game umpire. The official scorer will write the official start time in their book. **Note:** The start of new inning, for the purpose of this 1 hour 45 minute rule, is defined as the last out of the previous inning. Therefore, if the last out of an inning is recorded at or before the 1 hour 45 minute mark, the next inning is to be played regardless of the fact that the first pitch of the new inning may not be delivered until the 1 hour 46 minute mark.
- 2) Games that are "suspended" prior to one of these occurrences due to weather or darkness may be rescheduled and will resume at the point of suspension (i.e. unless the game is official as defined in #6 below).
- 3) BKLL tournament officials may terminate a game due to conduct that is deemed to be inappropriate. The score upon termination will be official, reverting back to the last complete inning. No continuation will ensue – e.g. the game is complete. If less than 4 innings, this game will not be included in tie breaker analysis. If the offending team is leading, the game will end in forfeit with a score of 6-0.
- 4) **Scorekeeping** - each team must confirm the score with each other between innings; BKLL Tournament Director is the official scorebook.
- 5) **There can be a maximum of 5 runs scored in an inning except in the 6th inning or any extra innings (e.g. unlimited runs can be scored).** If, after a completed inning – 3 ½ innings if the home team is leading, and the difference in score at any time is ten (10) runs, the game is officially over.
- 6) A game is considered official if 4 or more innings have been played (losing team has had at least four at bats.) This rule applies in situations where weather, darkness, or other causes make calling a game in the best interest of all concerned. The score of a called game will revert to the last complete inning, unless the home team is at bat and ahead in the score. If this occurs, the score existing will be official.

J. INCLEMENT WEATHER:

- 1) In the event of inclement weather, BKLL officials will notify the manager or coach of cancellation in advance (by phone, email, and/or text message), when possible.
- 2) If there is any doubt, assume the game will be played.

K. Position of Players / Coach Pitcher

- 1) The player pitcher must start with one foot in the pitcher's mound and not in front of the coach pitcher. The pitch must be an overhand pitch. The coach pitcher must start pitching on the 40 foot line.
- 2) Players must play within reasonable proximity to their normal playing positions as determined by the umpire. For example, infielders should be no closer to the batter than five (5) feet in front of the baselines between first and second bases and second and third bases. Outfielders must be at least 15 feet from the crown of the infield/dirt area. An outfielder can make any play at first base.
- 3) The front of the pitcher's area is located 40 feet from home plate.
- 4) Once an inning has started, coaches are not permitted to change a player's defensive position, unless an injury forces removal of a player.
- 5) The coach pitcher may not field the ball or otherwise interfere with the fielding team. If the ball is hit in such a way that the coach pitcher cannot avoid being hit, the ball will be declared dead, base runners will return and a "no pitch" will be called.
- 6) The coach pitcher should try to kneel down or leave the field after the ball is put in play in a manner, which would not obstruct the play of the ball in any way. If, in the umpire's judgment, the coach pitcher is an obstruction, the ball is dead, runners will return to their original base and a "new pitch" will be declared.

7) The coach pitcher may not coach base runners while on the field, a first-time warning will be issued. A second warning merits removal from the field. Each team must have a first and third base coach to aid runners on bases.

L. Player Injury

- 1) In the event of an injury to a defensive player, which is deemed serious by the umpire, play will be stopped immediately and the ball is declared dead. The runners may advance to the next base, if they were between bases and running toward the next base.
- 2) In the event of injury, the ball is in play until the umpire calls time out. Time out should be called immediately at any time the umpire feels an injury is serious and merits urgent attention.
- 3) If an injury is to the fielding team, the batter and runners will be awarded the base to which they are headed.
- 4) If the batter is injured while batting and cannot continue his turn, the next player in the batting order will come to bat with the same count (pitches thrown) the preceding batter had before the injury.

M. Batting

- 1) The batter will be allowed six pitches to hit the ball. Either after 3 swinging strikes or at the end of six pitches, if the batter has not put the ball in play, he/she is out and a strikeout is recorded.
 - 1a) If the last pitched is a foul tip/ball the player gets an additional pitch to complete the 'at bat'. At that point, the batter either puts the ball in fair play, hits a foul tip/ball or is out. If the pitch is a foul tip, see 1a).
- 2) All balls hit in fair territory are in play.
- 3) Bunting is not permitted.
- 4) A batted ball must reach the infield grass or otherwise marked position if playing on a "skin" infield.
- 5) A batter hit by a pitched ball is NOT awarded first base. The pitch counts as one of the six allowed each batter.
- 6) The Infield Fly rule does NOT apply in this tournament.

N. Baserunning

- 1) No base stealing is permitted. Runners will remain on the bag until the ball is hit.
- 2) A runner leaving the base before the ball is hit will constitute a warning by the umpire to the team coach. Each team will be permitted only one warning per game. Any further base violation will be declared an out by the umpire.
- 3) All runners must slide feet first. Head first slides will be called as an out. Runners may return to a base head first.

O. Stopping Play

- 1) After a ball is put into play by being hit, play will be stopped only when:
 - a. The ball is returned to an infielder and is under control in the infield – fair territory (both feet in the dirt portion of the field either fair or foul.)
 - b. The umpire calls time out.
- 2) In the event of an overthrow from an infielder to another infielder or the ball is thrown from the outfield to the infield the runners may advance as far as they can until the ball is in the control of an infielder in the dirt portion of the field (e.g. anywhere inside the crest of the infield in fair territory). **At that point the runner may only advance to the next base and does so at his own risk.**
 - (2a) - If the runner is past the halfway point when the ball is in control in the infield, he will be called out or safe at the base. If the runner is not yet at the halfway point when the ball is in control, the runner

may advance to the next base but does so at his own risk and may be called out. If he arrives safely at the next base, he will be sent back to the preceding base.

Note: If an overthrow occurs at this point (i.e. when an infielder follows through with a play from the outfield after establishing control), the players cannot advance any further– play stops. See 2a above.

P. CONDUCT:

- 1) No manager or coach may come on the playing field once the game has begun until he has requested the umpire permission.
- 2) Any manager, coach, or scorekeeper ejected from any game will be expelled from their next game in the tournament. 2nd game ejection will be expelled for remainder of tourney. Additionally, any BKLL tournament official may, at their judgment, decide that the expelled managers or coaches are not permitted back for the remainder of the tournament.
- 3) Any team or their supporters that initiate, causes or continues any problems will cause that team to be expelled from the tournament without refund of the entrance fee.
- 4) Any player who throws bats, helmets, gloves or other equipment may be, at the umpire's discretion, ejected from the game.
- 5) The use of profanity will result in the ejection of that manager, coach or player from that game and will require that individual to leave the complex.
- 6) Any fan ejected from the field will not be allowed to return back for the remainder of the tournament.

Q. OTHER

1. With the exception of these rules, the official regulations and playing rules of Little League Baseball will apply.