



WELCOME TO THE

BLACKWOOD KIWANIS LITTLE LEAGUE

2011 9U TOURNAMENT

**BKLL 9U Tournament
Team Contact Information**

9U					
Pool Red		Manager	Home	Cell	Email
Team 1	Haddon Heights Maroon	Jim Bruno		(609) 820-5688	brune34@verizon.net
Team 2	Winslow	Bob Grzegorski	(856) 875-9584	(856) 693-3288	geribob92@verizon.net
Team 3	Glendora	Bill Fagan	(856) 627-3690	(856) 816-6721	william.fagan@level3.com
Team 4	Blackwood Red	Wayne Putney	(856) 589-4823	(856) 889-1884	putneyw@cintas.com

Pool White		Manager	Home	Cell	Email
Team 1	Blackwood Grey	Rob McKendry		(856) 889-7144	robmckendry@comcast.net
Team 2	Erial	Mike Mignone	(856) 740-2844	(856) 261-5508	mat994@comcast.net
Team 3	Haddon Heights Gold	Dave Cook	(856) 310-9093	(856) 524-3276	dcookie65@aol.com
Team 4	Brooklawn	Tim Conklin		(856) 498-0581	conklin@weberdisplay-pkg.com

Pool Grey		Manager	Home	Cell	Email
Team 1	Barrington	Jim Laphan		(856) 904-9827	laphan11@comcast.net
Team 2	Somerdale	Jack Burckley	(856) 783-2834	(609) 685-4759	vburckley41116@comcast.net
Team 3	Washington Twp.	Bob Kulinski		(609) 254-3585	bobbykfootball@yahoo.com
Team 4	Gloucester	Scott Torgun		(856) 278-0754	hcampbell35@comcast.net

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

BKLL 9U Tournament
Standings and Schedule

9U		W	L	T	PTS	RF	RA
Pool Red							
Team 1	Haddon Heights Maroon	1	0	0	3	15	3
Team 3	Glendora	0	0	0	0	0	0
Team 4	Blackwood Red	0	0	0	0	0	0
Team 2	Winslow	0	1	0	0	3	15

Pool White		W	L	T	PTS	RF	RA
Team 2	Erial	1	0	0	3	17	5
Team 3	Haddon Heights Gold	0	0	0	0	0	0
Team 4	Brooklawn	0	0	0	0	0	0
Team 1	Blackwood Grey	0	1	0	0	5	17

Pool Grey		W	L	T	PTS	RF	RA
Team 1	Barrington	1	0	0	3	5	2
Team 3	Washington Twp.	0	0	0	0	0	0
Team 4	Gloucester	0	0	0	0	0	0
Team 2	Somerdale	0	1	0	0	2	5

Games				W	L	T	PTS	RF	RA
9U				W	L	T	PTS	RF	RA
Pool Red				W	L	T	PTS	RF	RA
9UR1	1 vs 2	H.H. Maroon vs. Winslow		1	0	0	3	5	2
9UR5	2 vs 4	Winslow vs. Blackwood Red		0	0	0	0	0	0
9UR2	1 vs 3	H.H. Maroon vs. Glendora		0	0	0	0	0	0
9UR4	2 vs 3	Winslow vs. Glendora		0	0	0	0	0	0
9UR3	1 vs 4	H.H. Maroon vs. Blackwood Red		0	1	0	0	2	5
9UR6	3 vs 4	Glendora vs. Blackwood Red							

Pool White				W	L	T	PTS	RF	RA
9UW1	1 vs 2	Blackwood Grey vs. Erial		1	0	0	3	5	2
9UW6	3 vs 4	H.H. Gold vs. Brooklawn		0	0	0	0	0	0
9UW5	2 vs 4	Erial vs. Brooklawn		0	0	0	0	0	0
9UW3	1 vs 4	Blackwood Grey vs. Brooklawn		0	1	0	0	2	5
9UW4	2 vs 3	Erial vs. H.H. Gold							
9UW2	1 vs 3	Blackwood Grey vs. H.H. Gold							

Pool Grey				W	L	T	PTS	RF	RA
9UG1	1 vs 2	Barrington vs. Somerdale		1	0	0	3	5	2
9UG2	1 vs 3	Barrington vs. Washington Twp.		0	0	0	0	0	0
9UG5	2 vs 4	Somerdale vs. Gloucester		0	0	0	0	0	0
9UG4	2 vs 3	Somerdale vs. Washington Twp.		0	0	0	0	0	0
9UG3	1 vs 4	Barrington vs. Gloucester		0	1	0	0	2	5
9UG6	3 vs 4	Washington Twp vs. Gloucester							

**BKLL 9U Tournament
Schedule (Calendar View)**

Field (Time)	Monday 4	Tuesday 5	Wednesday 6	Thursday 7	Friday 8
Minors (6:00)			9UR1 (H.H. Maroon vs Winslow)	9UW4 (Erial vs. H.H. Gold)	9UW2 (Blackwood Grey vs. H.H. Gold)
Majors (6:00)			9UW1 (Blackwood Grey vs. Erial)	9UR4 (Winslow vs. Glendora)	9UG6 (Washington Twp vs. Gloucester)
Majors (8:15)			9UG1 (Barrington vs. Somerdale)	9UG4 (Somerdale vs. Washington Twp.)	9UR6 (Glendora vs. Blackwood Red)
				RAIN	RAIN

Field (Time)	Saturday 9	Sunday 10
Majors (9:00)		9UR4 (Winslow vs. Glendora)
Minors (9:00)		9UG4 (Somerdale vs. Washington Twp.)
Majors (11:15)	9UR5 (Winslow vs. Blackwood Red)	9UR3 (H.H. Maroon vs. Blackwood Red)
Minors (11:15)	9UR2 (H.H. Maroon vs. Glendora)	9UG3 (Barrington vs. Gloucester)
Majors (1:30)	9UW6 (H.H. Gold vs. Brooklawn)	9UW3 (Blackwood Grey vs. Brooklawn)
Minors (1:30)	9UG2 (Barrington vs. Washington Twp.)	9UW4 (Erial vs. H.H. Gold)
Majors (3:45)	9UG5 (Somerdale vs. Gloucester)	
Minors (3:45)	9UW5 (Erial vs. Brooklawn)	

Field (Time)	Monday 11	Tuesday 12	Wednesday 13	Thursday 14	Friday 15
Minors (6:00)	9UW2 (Blackwood Grey vs. H.H. Gold)	Semifinal: Team 2 vs Team 3	Consolation Game		
Majors (6:00)	9UG6 (Washington Twp vs. Gloucester)	Semifinal: Team 1 vs Team 4	Championship Game		
Majors (8:15)	9UR6 (Glendora vs. Blackwood Red)				

BKLL 9U Tournament Standings

9U		W	L	T	PTS	RF	RA
Pool Red							
Team 1	Haddon Heights Maroon	1	0	0	3	15	3
Team 3	Glendora	0	0	0	0	0	0
Team 4	Blackwood Red	0	0	0	0	0	0
Team 2	Winslow	0	1	0	0	3	15

Pool White		W	L	T	PTS	RF	RA
Team 2	Erial	1	0	0	3	17	5
Team 3	Haddon Heights Gold	0	0	0	0	0	0
Team 4	Brooklawn	0	0	0	0	0	0
Team 1	Blackwood Grey	0	1	0	0	5	17

Pool Grey		W	L	T	PTS	RF	RA
Team 1	Barrington	1	0	0	3	5	2
Team 3	Washington Twp.	0	0	0	0	0	0
Team 4	Gloucester	0	0	0	0	0	0
Team 2	Somerdale	0	1	0	0	2	5

Games	
9U	

Pool Red	Team	Score	Team	Score	Day	Field	Time
9UR1	H.H. Maroon	15	Winslow	3	Wed, 07/06	MINOR	6:00 PM
9UR5	Winslow		Blackwood Red		Sat, 07/09	MAJOR	11:15 AM
9UR2	H.H. Maroon		Glendora		Sat, 07/09	MINOR	11:15 AM
9UR4	Winslow		Glendora		Sun, 07/10	MAJOR	9:00 AM
9UR3	H.H. Maroon		Blackwood Red		Sun, 07/10	MAJOR	11:15 AM
9UR6	Glendora		Blackwood Red		Mon, 07/11	MAJOR	8:15 PM

Pool White	Team	Score	Team	Score	Day	Field	Time
9UW1	Blackwood Grey	5	Erial	17	Wed, 07/06	MAJOR	6:00 PM
9UW6	H.H. Gold		Brooklawn		Sat, 07/09	MAJOR	1:30 PM
9UW5	Erial		Brooklawn		Sat, 07/09	MINOR	3:45 PM
9UW3	Blackwood Grey		Brooklawn		Sun, 07/10	MAJOR	1:30 PM
9UW4	Erial		H.H. Gold		Sun, 07/10	MINOR	1:30 PM
9UW2	Blackwood Grey		H.H. Gold		Mon, 07/11	MINOR	6:00 PM

Pool Grey	Team	Score	Team	Score	Day	Field	Time
9UG1	Barrington	5	Somerdale	2	Wed, 07/06	MAJOR	8:15 PM
9UG2	Barrington		Washington Twp		Sat, 07/09	MINOR	1:30 PM
9UG5	Somerdale		Gloucester		Sat, 07/09	MAJOR	3:45 PM
9UG4	Somerdale		Washington Twp		Sun, 07/10	MINOR	9:00 AM
9UG3	Barrington		Gloucester		Sun, 07/10	MINOR	11:15 AM
9UG6	Washington Twp		Gloucester		Mon, 07/11	MAJOR	6:00 PM

**Rules and Regulations Governing the Blackwood Kiwanis Little League
9U Invitational Tournament**

A. TEAM ROSTER:

- 1) Maximum of 14 players.
- 2) There must be a minimum of nine (9) players present at the start of each game. If, for any reason, the lineup subsequently drops below 9 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 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. We will use the Delaware Valley Umpire Association.

E. GAME LOCATION:

- 1) 9U Games will be played at the BKLL Major and Minor League Field.
- 2) 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) Each team will play three games from within their pool. First place team from each pool advances. Top second place team advances.
- 3) 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.
- 4) Top four teams will advance to semifinals. (Bracket will be seeded based on Points as #3 and tie breakers as listed in #5 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.
- 5) 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). Once a tie is broken, tiebreaker rules reset.
- 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.
- 6) 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) Pool 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) 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. 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.

L. Pitching

1) Any eligible player of a tournament team may pitch.

2) Little League 9/10 Tournament Pitching Rules apply. A 9 year old player may pitch a maximum of 75 pitches per day. An 8 year old player may pitch a maximum of 50 pitches per day. If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

3) The following pitch count rest rules will be imposed:

- a) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- b) If a player pitches 51 to 65 pitches in a day, one (3) calendar day of rest must be observed.
- c) If a player pitches 36 to 50 pitches in a day, one (2) calendar day of rest must be observed.
- d) If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed.
- e) If a player pitches 1 to 20 pitches in a day, no rest is required.

- 4) A player may not pitch in more than one game in a day
- 5) A pitcher removed from the mound will not be returned to the mound in the same game.
- 6) A single pitch thrown in a game constitutes having pitched in that game. *Pitching rules #3 - #5 above applies.
- 7) A manager or coach may come out to the mound twice (2) in one inning to talk to his current pitcher, but the third time out to the mound the pitcher must be removed. The manager or coach may come out three (3) times in a game. On the fourth (4) trip out to the mound, the pitcher must be removed. This rule applies to each pitcher who enters the game.
- 8) A manager or coach may talk to the pitcher from the foul line without it being considered a trip to the mound.
- 9) Each team will sign opposing teams pitching affidavit at the end of the game.
- 10) In the event that an illegal pitcher is used, the following rule will be enforced: the game will return to the point of which the pitcher became illegal; new legal pitcher is inserted at the point of the game and the game resumes. The manager of the offending team will be ejected and suspended for the next game.
- 11) A player who has pitched more than 41 pitches in a game may not be positioned as catcher in the same game.
- 12) A catcher who has caught more than three (3) innings in a game may not pitch.

M. Fielding

- 1) The Infield Fly rule does apply in this tournament.

N. Baserunning

- 1) All runners must slide feet first. Head first slides will be called as an out. Runners may return to a base head first.

O. Team Equipment

- 1) Each team will supply its own equipment.
- 2) The pitcher's glove cannot be white nor have a substantial portion of white. The pitcher's undershirt cannot be white or gray if long sleeve.
- 3) Metal spikes are prohibited.
- 4) All batters, base runners and catchers must wear protective helmets.
- 5) All players must be in full uniform. All shirts should be uniquely numbered. Managers, coaches and scorekeepers may not wear tank tops.
- 6) The bat shall not be more than 33 inches in length, nor have a barrel in excess of 2.25 inches, and MUST BE stamped with **BPF 1.15**. Big Barrel bats are not permitted. Composite Bats, unless approved by Little League Baseball, are illegal.
- 7) All catchers must wear a protective cup, throat protector, and a chest protector with a "dickie".

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.

