**23rd Annual Kurt Lindquist Memorial Tournament**  
**2024 Tournament Information**  
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**Contact Information:**

**Tournament Director**

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**Game Schedules**

Games are scheduled to begin on or around July 1, 2024 (subject to change) with the single elimination playoffs starting the last week of July for the U10 & U12 divisions. Championship games are scheduled for July 30th and 31st in both divisions as well (subject to change). Please be aware that schedules are subject to change.  Games and standings will be posted on our web site: [www.farmingtonlittleleague.com](http://www.farmingtonlittleleague.com)

**Tournament Structure**

U10 – 8-10 teams

* 5 games of pool play
* Games held Mondays, Wednesdays, and Saturdays
* Make up dates are usually Friday or Sunday
* Single elimination playoff for all teams (subject to change)
  + First Round:  TBD
  + Quarterfinals:  TBD
  + Semifinals:  TBD
  + Finals:  TBD

U12 – 8-10 teams

* 5 games of pool play
* Games held on Tuesdays, Thursday and Saturdays, Sundays
* Make up dates are usually Friday or Sunday
* Single elimination playoff for all teams (subject to change)
  + First Round:  TBD
  + Quarterfinals:  TBD
  + Semifinals:  TBD
  + Finals:  TBD

District Level teams

* 3 games of pool play
* Games held Fridays, Saturdays, and Sundays
* Single elimination playoff for all teams (subject to change)
  + First Round:  TBD
  + Quarterfinals:  TBD
  + Semifinals:  TBD
  + Finals:  TBD

**Playoff Seeds**

The playoff seeds will be determined by the following criteria:

* Winning percentage (ties count as half win / half loss), then
* If tied, head to head competition, then
* Runs allowed

In terms of head to head competition as a tiebreaker, all tied teams do not need to play one another as long as one team played both. For example, if one team beat all the other teams, they would get the better seed. If one team lost to both teams, they would get the worse seed. If that doesn’t resolve the tie, you then look at the runs allowed to eliminate one of the teams. If runs allowed is used for tiebreaker, the lowest runs allowed will get the better seed. Then, we revert back to head to head competition for the remaining teams.

**Fields**

All games will be held at the Farmington Little League complex (Wanomassa St. or Woewassa St. off Route 4). We have 4 fields (Grouten, Dubiel, Baily and Welch). The Grouten field is a lighted field. The Bailey field is primarily used for softball, so the pitching rubbers on the field are at 35 and 40 feet. We have an artificial mound that will be used for Baily games. Please make sure the pitching rubber is 46 feet from home plate.

**Concession Stand**

Our concession stand is run by league volunteers and has a full menu.

**Bathrooms**

Bathrooms are located on the side of the concession stand (facing Dubiel field).

**Rain Out Notices**

Check our web site ([www.farmingtonlittleleague.com](http://www.farmingtonlittleleague.com)) for rain out notification which will be a scrolling banner across the top of the page. We will reschedule as soon as possible if the games are cancelled. Friday and Sunday are reserved for rain out games. If games are cancelled on a particular night, the games will move to next available rain out day.

**Proof of Age**

**On the first day of games please arrive 45 minutes prior to the start of your game**.  Stop by the Pavilion near the concession stand to verify the age for your teams.  Every player must have a birth certificate.  Managers must have a copy of each player’s birth certificate during each game.

**Game Scores**

The winning teams’ Manager MUST record the score of the game on the web site immediately following each game (See page 8 for instructions).

**Game Balls**

Game balls will be distributed to each home team prior to each game. Extra game balls (if needed) will be located in the equipment shed on each field. FYBL will also supply the game balls for playoff games.

**Sportsmanship**

Managers, we would like to stress good sportsmanship at all times for coaches, players and fans. Our words and actions guide these young children. Let’s teach them how to play baseball and how to properly respect others, umpires, and the rules of little league. Any unsportsmanlike conduct should be directly reported to the Tournament Director.

**Batting Cages/Fields**

At the Farmington complex, we have (4) batting cages. The cages behind the concession stand are used by the teams whose games are on Dubiel and Welch. The cages by the equipment shed are used by teams whose games are on Baily and Grouten.

Field - Home team has the field until up to twenty minutes before the start of the game. Visiting team then has the field till game time.

Batting Cages - Visiting team occupies the batting cages until twenty minutes before the start of the game. Home team then has the cages until game time.

For the weekday night games on Grouten, each team will have the field for a maximum of 10 minutes.

**Dugouts**

Home team occupies the first base dugout, and the visiting team shall occupy the third base dugout.

**Rosters**

1. Send electronically as soon as possible. Teams shall have a minimum of 12 players and a maximum of 15 players. Eligible players can not be a member of an All Star tournament team, unless your team is in the district level of the tournament. (A waiver of the district rule must be presented to the Tournament Director). The manager of each team MUST have a copy of each player’s birth certificate at every game. The manager may ask the Umpire in Chief to check any player’s birth certificate. If the birth certificate is not at the game, the player in question must be removed immediately. If the manager cannot provide a birth certificate of the removed player before the tournament ends, ALL games the player in question played in shall be considered a forfeit.

Please include date of birth on your rosters.

1. Any roster change after the first game must be approved by the tournament director.

**Preliminary**

1. Teams are randomly assigned as home and visitor. This will be reflected in the schedule. During the playoff round, the higher seed will be considered the home team.
2. The decision of the Tournament Director is final.
3. No inning can start after 8:15 P.M. (non-lighted fields) 10:00 P.M. (lighted fields).  The Umpire in Chief and/or the Tournament Director shall stop play if conditions warrant. The inning starts at the time of the last out of the previous inning. For the 5:30 weekday game on Grouten, no inning can start after 7:30 PM.
4. Both managers MUST complete the pitch count information on the FYBL web site. Pitch counts shall be entered in the “Comments” sections of the “Results” page. The winning manager must record the winning score immediately following the game.
5. It is each team’s and league’s responsibility to have proper and safe equipment and to ensure each member on the roster has proper insurance.

**Playing Rules**

1. Official 2024 regular Major Little League playing rules shall govern tournament play with exceptions as noted.
2. Unsportsmanlike conduct such as, throwing of bats, gloves, helmets, hats, and harassing opponents is NOT permitted.

First occurrence – Umpire shall give a verbal warning to the entire team.  
Second occurrence (by any member of the team) – Umpire has the discretion to eject the player in question.

1. Continuous batting order applies to the entire roster on every team. Each team will field 9 players (3 outfielders only). Each player must play a minimum two innings in the field. In the event a player does not meet the minimum playing requirements, the player shall play the entire next game in the field.
2. Due to the continuous batting order, no one can enter the game as a pinch runner unless the player is injured. If injured, the last player who was out will be the pinch runner. If a player gets injured during an at bat and cannot continue, the last player who was out will replace the batter with the current count.
3. Dropped third strike **will not** be enforced (except in U12 district level play).
4. Stealing of home **will** be allowed.
5. Managers/Coaches/Assistants are NOT allowed to warm up pitchers in between innings. Only players are able to warm up pitchers wearing a catcher’s mask. This is a Little League rule and will be enforced.
6. **Ending a Game**
   1. If a game is called due to darkness or rain, the score at the previously completed inning will determine the winner. If the home team is winning in an incomplete inning, the home team shall be the winner. In this situation, the team is released from the 2 inning playing rules.
   2. 4 innings must be complete, if the home team is losing. 3 ½ innings must be completed if the visiting team is losing.
   3. 9 players qualify as a team for play. If a team cannot field 9 players, the game will be delayed ten (10) minutes from the official start time in order to field a team. If, after a 10 minute wait, a team cannot field an official team, they will forfeit the game.

   
**Pitching Rules**

   
2018 Little League Pitch Count Rules apply.

   
The table below gives an overview of the number of pitches that will be allowed per day for each age group.

   
**Pitching Guidelines:**

|  |  |
| --- | --- |
| **League Age** | **Pitches Per Day** |
| 11 -12 | 85 |
| 9 – 10 | 75 |
| 7 – 8 | 50 |

   
**Exception**: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

**A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

**If a player catches in 4 or more innings, they are not eligible to pitch in the remainder of the game.**

The following is the required rest for pitchers:

|  |  |
| --- | --- |
| **# of Pitches** | **Rest Required** |
| 66 or more pitches | 4 calendar days rest |
| 51 – 65 pitches | 3 calendar days rest |
| 36 – 50 pitches | 2 calendar day rest |
| 21 – 35 pitches | 1 calendar day rest |
| 1 - 20 pitches | No calendar day rest required |

1. A pitcher who reaches his/her imposed days of rest threshold while facing a batter to continue to pitch until the current batter has been retired or reaches base.  For example, if Bob has 19 pitches and faces a new batter and pitches 6 pitches to the new batter.  His total pitch count is 25, but his days of rest will be based on 20 pitches (so no rest needed in this case).
2. All pitching from the mound @ 46 feet
3. Manager must remove pitcher when pitch limit is reached – pitcher may finish batter to which he is pitching.
4. Teams should agree on pitch count between innings
5. Both teams should count pitches for each team, compare between innings and at the end of the game.
6. All pitch counts must be entered onto the FYBL web site after immediately following each game.
7. A player once removed from the mound may not return as a pitcher in the same game.
8. Violation of these rules is subject to protest and can result in forfeiture by action of the tournament director.
9. Manager may visit same pitcher twice in one inning – third time Manager must remove that pitcher.

**Composite Bats – Follow Little League Rules**

This tournament follows Little League rules regarding composite bats. The list of approved bats is on the Little League website (dated 5/13/2015). If you have composite bats, it is the responsibility of the team’s manager to demonstrate that a bat is on the Little League approved list. If the manager cannot demonstrate it is, the bat will be removed from play. If a bat is deemed to be ineligible, it must be removed from the dugout. If that bat is used during the game, the player and manager will be ejected from the game.

**Proper on Field Conduct**

The below items are intended to reinforce proper Little League etiquette as outlined in the rules.

1. No ball/strike calls, on field decisions as they relate to safe/out calls, etc. are to be challenged by any Manager/Coach. It is the umpire’s discretion to remove a player/coach from the game if these calls are challenged. This includes “Chirping” from the dugout. “Chirping” is grumbling about plays/calls from the dugout loud enough for the umpire to hear.
2. If a Manager wishes to clarify a call based upon LL Rules, they must call time out after the play and politely ask the umpire about the call/ruling. Regardless of the outcome, the Manager must accept that decision and not further challenge the umpire.
3. Managers/coaches are also responsible for the conduct of their players and parents. Anyone who is disrespectful to the umpire or any opposing player or coach should be removed from the game or the stands.  The umpire has the ability to make that decision as well.
4. Maximum of 3 coaches are to be in the dugout. No one is allowed behind the batter’s box. No other parents or coaches are allowed in the dugout**.  During the game, all coaches must remain in dugout (or coach bases). No coach should stand in front of dugout on the field of play.**
5. If poor sportsmanship/conduct is witnessed by the Tournament Director or a member of the Farmington Youth Baseball Board of Directors, we reserve the right to remove that person from the game.
6. We will be using teenager umpires for some of our games. These umpires have umpired Major Leagues games in our regular season and have the experience to do Lindquist games. Please treat our teenager umpires (and all umpires) with respect.

**Miscellaneous** 

1. Exchange lineups before the start of each game – latecomers may be added at time of arrival to the end of a lineup.  Note: latecomers lose their right under the minimum playtime requirement.
2. All scheduling is subject to change.  Farmington All-star games shall take precedence on field.
3. The tournament Director will arrange make-up games.
4. Infield fly rule will be in effect.
5. Maximum Runs Per Inning – A maximum of 5 runs per inning for U10, 6 runs per inning for U12 can be scored in **any inning** (including the 6th inning and later).
6. Mercy Rule - If the team losing has been up at least 4 times and cannot tie the game by end of 6 innings, game will be over.
7. If a live ball goes under a fence or stuck in a fence, the closest player shall wave his hat, the ball is dead and the umpire shall award the batter/runners the bases allowed by rule.
8. No donuts or weights of any kind are to be used on the bats or in the on deck area. Little League has no on deck area. Bats are only to be swung at home plate.
9. We all want to win, but let’s not forget to have some fun too. This tournament is for the players and we want them have a great time playing baseball.
10. If there are any problems, please let the tournament director know as soon as possible and they will do their best to resolve to your satisfaction. We hope you and your players have a fun, safe, and positive experience at Lindquist this year!

**Website Instructions**

Please use the following instructions to log onto the web site.

1. Go to [www.farmingtonlittleleague.com](http://www.farmingtonlittleleague.com)
2. In the upper right hand corner of the page, click on Admin
3. Enter your Logon ID (email address):
4. Enter your password (passwords will be supplied)
5. You should now be logged onto the web site

**How to Get to your Team Page**

1. After you are logged into the system, Select “Team” from the top page of the web site page.
2. Select: “Summer Tournaments 2024”.
3. Select your League: “2024 Lindquist”
4. Then select your team.
5. You should then see a screen that has your team name.
6. From this page, you can do several things:
   1. On the left navigation, you should see the following menus:
      1. **Schedule:** Once the game schedule is loaded, you will be able to see your games here.
      2. **Results:** This will show the results for each game
      3. **Standings:** Will show the League standings.

You can also direct your team to this page to see results, standings, etc.

**How to input Game Scores & Pitch Counts**

1. From your team page above, select “Results” from the left navigation.
2. Identify the game you want to update. On the same line as the game, on the right side, is an icon of a paper and pencil. Click on this.
3. Pitch counts shall be entered in the comments section