

Cherry Hill Atlantic – Battle on the Hill

April 28 – May 1, 2022



Presenting Sponsor



7U – Coach Pitch
8U/9U/10U - 46/60 Kid Pitch
11U/12U - 50/70 Baseball
14U - 60/90 Baseball

Welcome to the 2021 Battle on the Hill

**PLEASE ADVISE YOUR TEAM FAMILIES THAT SMOKING IS
PROHIBITED AT THE FIELDS AND THROUGHOUT THE COMPLEX
AT ALL TIMES**

Tournament Rules/ Policy

REFUND POLICY

Any team that cancels its registration less than 10 days prior to the tournament start date will forfeit their entire entry fee. If no games have been played and the tournament is canceled due to weather/field conditions and cannot be rescheduled – teams will receive a refund of their entry fee minus \$100 administrative fee. After the tournament is started, any team that has completed at least one game is not entitled to any refund of their entry fee. **CHERRY HILL ATLANTIC** reserves the right to change the tournament format based on weather or other conditions. There will be no refund of entry fees due to changes in the tournament format.

Teams that have been warned about not respecting COVID expectations and subsequently removed from the tournament will not receive a refund of their registration fees.

TEAM ROSTER

1. A team consists of one (1) adult manager, two (2) coaches, and one (1) scorekeeper and a maximum of fifteen (15) players. 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 nine players (i.e. injury, etc.) an out will be recorded at the vacated position in the batting order the first time the vacated batting position comes to bat, with no penalty thereafter. **There must be minimum of 8 players to continue the game.**
2. No one other than these team members are permitted on the field or in the dugout areas at any time.
3. The team final roster and proof of insurance are to be submitted prior to each team playing its first game. If you'd like, please email the forms (as an attachment) in advance of the tournament to: or hand them to the tournament director before your first game. Roster and accompanying birth certificates are to be maintained by the manager throughout the tournament. If questioned, a player without a birth certificate shall be declared ineligible, with the team forfeiting any games in which the player participated.

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 and phone numbers.

4. A player may only be on the roster of a maximum of 2 teams from the same organization participating in the tournament as long as they are age compliant.

PLAYER AGE

1. Age cutoff for all divisions is as of April 30 of the current year.
2. Copies of birth certificates must accompany team rosters for each player and kept by the coaches. We will not collect the birth certificates.

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 and must list CHERRY HILL ATLANTIC and its Board of Directors.**

UMPIRES

1. CHERRY HILL ATLANTIC will furnish umpires for each game. Two umpires will be provided for each championship game. Umpires will call the games from behind the plate for every game.

BASEBALLS

1. CHERRY HILL ATLANTIC will supply baseballs for each game.

BATS

1. Players in all divisions, 8U-12U must use a bat approved through the USA Bat Standard.
2. **The use of USA approved Tee Ball bats are prohibited and should not enter the dugout. Teams are encouraged to perform a bat check with the umpire prior to the beginning of the game.**
3. The tournament policy for using illegal bats is as follows in compliance with Little League rule 6.06 (d):
 - a. First Offense: The batter is out
 - b. Second Offense: The batter is ejected from the game and the manager is ejected from the game.

- i. In the case of a second offense, the batter is any player on the team, not just the player who committed the first offense.
4. Bats at the 14U levels: No longer than 34 inches • No specific weight/length ratio limit • Wood, metal or composite is allowed • **Non-wood and multi-piece wood bats must be BBCOR or USA Bat certified** • Barrel diameter for any **bat** may be no larger than 2 5/8"

ELIMINATION

1. This is a Pool Play tournament (weather permitting). If the number of teams participating makes pool play impractical; an alternative format may be used (example: preliminary round of two games each, to determine seeding for single elimination play). At least three games guaranteed.
2. CHERRY HILL ATLANTIC reserves the right to modify the format (i.e. switch to single elimination) should the need arise.

DOUBLE HEADERS

1. Teams will play more than one game on at least one of the days. In most instances, however, teams will not be scheduled to play back-to-back games.

HOME TEAM

1. The home team will be decided by a coin toss fifteen (15) minutes prior to the game. CHERRY HILL ATLANTIC Tournament official, umpire, or official scorer will perform the coin toss.
2. If only one team is present for the coin toss, that team will elect home or visitor.
3. The manager or coach may represent the team at the coin flip.
4. Home teams will occupy the first base dugout (unless otherwise agreed to by both teams)

CONCESSION STAND

1. Food, candy, and beverages are available at our outside concession stands during all tournament games. Our concession stand only accepts cash for purchases.
2. Tournament t- shirts will be available for purchase at the registration tent for \$20 per shirt.

TROPHIES

1. Each player on teams (7U – 12U) finishing 1st and 2nd in their respective age brackets will be awarded a trophy or medal. Team Trophies will be given to Champions in each Division at the 14U divisions.

General Game Rules

DEFINITION OF A GAME

A game will be comprised of six (6) innings unless the following occurs:

1. A game is terminated and 4 innings have been played (3 ½ innings if the home team is leading).
2. A 'Pool' game is terminated by the game time limit rule which is: **a new inning may not begin after 1 hour and 40 minutes from the official start time** which will be announced and monitored by the game umpire. **Hard stop at 1 hour and 55 minutes.** The start of a new inning, for the purpose of this 1 hour and 40 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 40 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 41 minute mark. Games that are not completed by the 1 hour and 55 minute mark will have scores revert back to the last full inning played.
3. The 10 run "mercy rule" is in effect after 4 innings – (losing team must complete 4 innings at bat). This includes the championship game.
4. If still within the time limit, a tie game should extend to extra innings. Pool play games that are tied after the time limit is reached will end in a tie.
5. CHERRY HILL ATLANTIC tournament officials may terminate a game due to conduct that is deemed to be inappropriate.
6. 14U games will consist of seven innings if under the time restriction. 10 run/4 inning "mercy rule" is in effect for all 13/14U games.
7. **For 14U games, a new inning may not begin after 2 hours from the official start time. There is a hard stop at 2 hours and 15 minutes.**

INCLEMENT WEATHER

1. In the event of inclement weather, CHERRY HILL ATLANTIC officials will notify the manager or coach of cancellation in advance (by e-mail), when possible. If there are any doubts, assume that the game will be played.

2. In response to weather conditions, additional speed up rules may be put in place. No time limits are in place for the championship game (although championship games can be ended by 10-run rule).

CONDUCT

1. No manager or coach may come on the playing field once the game has begun until he has requested time and permission is granted by the umpire.
2. Any manager, coach, or scorekeeper ejected from any game will be expelled from any remaining games in the tournament.
3. Any team or their supporters that initiate, causes, or continue 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 the individual leave the complex.
6. Any ejection will require that individual to leave the complex.

PROTESTS

1. There are no protests permitted. The ruling of the umpire, once stated, is final and play must resume immediately. Failure to resume the game immediately will result in a forfeit.

DETERMINING WINNERS

1. Each team's scorekeeper will consult on the score after each inning of play. Any discrepancy on the score will be resolved before proceeding with the next half inning. **9U - 5 run limit for the 1st 3 innings and then last 3 innings unlimited. 8U - 5 run limit 1st 5 innings, unlimited in 6th.**
2. At the conclusion of the game, it is recommended that both team's managers and the umpire will sign the home team's book under the final score. Meaning, the home team's score book is official.
3. **A representative from EACH TEAM is responsible for reporting the final score to the tournament coordinators. Scores should be sent via e-mail to tournament@cherryhillatlantic.com and each email should have team name, opponent and appropriate division.**

DETERMINING POOL WINNERS AND TOURNAMENT CHAMPIONS

1. In pool play, the team from each pool with the best record / most points (2 for a win, 1 for a tie) will advance to the championship round.

2. A team that forfeits a game in pool play is NOT eligible to advance from their pool into the championship round / game.
3. Tie breaker procedures for determining what teams advance from a pool are as follows:
 - A. Overall record (2 points for a win, 1 point for a tie)
 - B. Two-team tie: Head-to-head (H2H) outcome of the pool game where the two teams played each other. If the two teams tied vs. each other, or if they did not play each other (possible in a pool of 4 or 5 teams), then the tie will be broken by looking at fewest runs allowed in all pool games. If still tied, tie breaker is then runs earned). If still tied, go to coin toss to determine who advances.
 - C. Tie involving 3 (or more) teams: Fewest runs allowed in all pool games. Head to head results do not impact any 3 team tiebreakers.
 - D. Coin toss is to be used after exhausting H2H, runs allowed in all pool games and runs allowed in games vs. common opponents. Runs scored by a team is not used as a criteria under any of these circumstances, so that teams are not rewarded for running up a score on a team.
4. If an uneven amount of teams is present in a division or group, a team may play four (4) games. In this scenario, that 4th game will not count towards the standings only for the team playing in their 4th game. The game will count towards the standings of the team playing only their third game.
5. Alternative format may be used if the number of teams is not suitable for pool play.
6. Championship games cannot end in a tie. There is no time limit in the championship game (other than darkness).

BATTING

1. A continuous lineup MUST be used consisting of each player on that game's roster and present at the game for teams in the 7U – 12U divisions. However, if a team is carrying more than 12 players they are not obligated to bat a lineup of more than 12. Teams do not have the option of batting just 9 to 11 if additional players are present. If a player comes late he may be added to the end of the batting order.
2. If a player is injured and is unable to bat, no out will be assessed. However, once that player's turn is skipped in the batting order, he may not return to the game.

BASE RUNNING

1. For 8U-10U, base runners must hold their bag until the ball has passed the plate. If a runner leaves early, he does so at his own risk. Umpires will enforce rules in accordance with established regulations (LL Baseball Rules Runner is not automatically called out and will be sent back without penalty if the ball is not put into play by the batter. ... if the ball is put into play, umpire is to make a judgment as to the placement of the runner (runner could be called out if the umpire thinks he would have been out if he had not left early)

2. Runners are to avoid malicious contact, and should slide or veer into 2nd, 3rd, or home if contact is imminent. Malicious contact will result in an out call and, ejection from the game. This is NOT a must slide rule It is simply a “no malicious contact” rule to avoid injuries.
3. The courtesy runner rule is in effect for catchers only. To help move games along with the time limit restrictions, catchers can be replaced on base AT ANY TIME by the last person put out on offensive team. If a team is carrying more than 12 players and not batting more than 12, the courtesy runner should be one of the players not in the current batting order, and not the last person put out. (We strongly encourage this to promote efficient games within the time limits. Have the catchers ready to go, and limit the number of warmups between innings.)

PITCHING

Play shall be in accordance with current Little League Tournament Rules with the following changes:

1. For age 8U, a pitcher may pitch no more than **two** innings per game. No pitch count rules apply.
2. For 9U – 12U, a pitcher may pitch no more than **three** innings per game. No pitch count rules apply.
3. One pitch in an in inning is considered an inning pitched.
4. On the second trip to the mound in the same inning, the pitcher must be removed.
5. Once a pitcher is removed, he cannot return as a pitcher later in that game.
6. If an illegal pitcher is used, the game will be forfeited. It is incumbent on the opposing manager to lodge protest in this case, and the protest must occur prior to the last out of the game. All efforts should be made to prevent this situation before it occurs.
7. No balks called in either 8U or 9U games
8. There are no pitching restrictions at the 13/14U level.

FIELDING

1. Free defensive substitutions are allowed at all positions with the exception of the pitching rule (once a pitcher is removed, he cannot return as a pitcher in the same game).

OTHER RULES

1. We will follow Little League Baseball official rules for anything not specifically covered in this document.

Game Rule Modifications For 7U:

1. Play will be “COACH PITCH”, with the coach pitcher to be positioned at the front of the pitching mound (approximately 38’-40’ from home plate). The Coach pitcher is not to assist the batters or base-runners in any way (including instruction). A second warning from the umpire will result in removal of the Coach pitcher.
2. Maximum of five (5) runs scored per inning (including the last inning). Six inning games, subject to time limit in place. Once a team is mathematically unable to tie or win the game; the game is over (i.e., if a team is after four leading by 11 runs innings or 6 runs after five innings).

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3. The team is to have a player positioned as “pitcher”, lined up even with the normal pitching rubber in place 46’ from home plate, and within a few feet to the left or right of the Coach Pitcher.
4. All fielders must play within reasonable (umpire’s discretion) proximity of that position’s normal location. Infielders are to be positioned not more than 5 feet inside base paths. All outfielders must be positioned at least 10 ft into the outfield grass.
5. The infield fly rule is not in effect.
6. Each team will have a batting order that includes the entire roster. All available players must bat.
7. If a player is injured and is unable to bat, no out will be assessed. However, once that player’s turn is skipped in the batting order, he may not return to the game.

8. Each batter will receive either three (3) strikes or a maximum of five (5) pitches at which point a strikeout will be recorded. A batter will not strike out on a 5th pitch foul ball but will continue to receive additional pitches as long as he fouls them off. (Must swing on 5th pitch and after any subsequent pitches that are fouled off).
9. A pitch may be discarded if the umpire, in his sole judgment, deems that it was “unhittable” and the batter did not swing. “Unhittable” is defined as a ball that hits on or before the plate or a ball that is over the batter’s head. Coaches may not argue with the umpire’s decision and may be ejected for doing so. The decision could be made on any pitch, however, it typically should not be utilized very often.
10. Bunting is not permitted.
11. A hit batter is not awarded 1st base but will continue to bat. The pitch will not count unless the batter swings at the pitch.
12. Each team will receive one (1) warning per game regarding thrown bats. The second occurrence will result in an out. This call is entirely a judgment call at the discretion of the umpire.
13. There is no stealing or advancement on wild pitches and catchers’ passed balls. Runners remain on the base until the ball is hit.
14. A runner leaving early will receive a warning from the umpire and a replay of the pitch will occur, unless defensive team benefits from play. (this could result in a “do-over” of a base hit.) Each team will be permitted one warning per game. Any subsequent violation will result in an out of the base-runner and a replay of the pitch unless

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defensive team benefits from play. “Benefit” will be determined solely by the defensive team.

15. After a ball is put into play into the outfield, the play will be ruled under “Control” by the umpire once (1) the ball is returned to the infield and is under “control” by a defensive infield player in fair territory. At this time, a base runner will be awarded the next base if, in the umpire’s sole judgment, he has crossed the

midpoint hash mark when the ball was controlled. Otherwise he must return to his previous base. If the defensive team attempts to make a play on any base-runner, play continues and runner can be tagged out. However, if runner is safe, he will be returned to the prior base if in judgment of umpire he was not past the hash mark when the ball was under "control". "Control" is defined as in the hand or glove of an infielder in fair territory of infield. (In other words, the play should continue to its natural completion and runners may be returned based on the umpire's judgment)

16. Runners can try (with the risk of being thrown out) to advance just ONE BASE on an overthrow coming from a player in the infield. There is no advancement permitted on a second overthrow on the same play. The concept of "CONTROL" as outlined above is applicable only to balls coming in from the outfield and is not applicable here on a throw from an infielder.
17. If a ball hits the Coach pitcher (unintentional), it is in play. If the umpire, in his sole judgment, believes that the Coach Pitcher did not make an adequate attempt to avoid interfering with a play, he may call the play dead and the batter/player out, with no advancement by baserunners. Otherwise, the umpire may use his Judgment in placing runners as a result of a stoppage in play due to the coach Pitcher getting in the way or colliding with a player attempting to make a play.
18. All coaches (except base coaches and the coach pitcher) will remain off the field during play.

Game Rule Modifications For 8U:

1. 5 run maximum per team - 9U 1st 3innings then unlimited for next 3 innings, 8U 1st 5innings then 6th inning is to be unlimited runs, and only if time permits under "no new inning after 1:30 rule")
2. Bunting is allowed but players are not permitted to pull back an attempt bunt and swing. The batter is automatically out if the batter pulls back from the bunt and swings at the pitch.
3. Runners are NOT permitted to take home on a wild pitch or passed ball, and cannot steal home on a throw back to the pitcher. or as a result of "baiting" the catcher. Runners can advance to 2nd and 3rd base in accordance with normal Ripken / Little League rules used for typical 46/60 play.

4. Defense in the field is limited to 9 players. The players must be positioned in traditional positions, no shift plays are permitted. Outfielders must be positioned 15 feet back from the cut of the grass where the infield meets the outfield. The batting order is not impacted by defensive lineup (free defensive substitution)
5. Runner advancement stops when the pitcher maintains control of the ball on the pitcher's mound area or time has been granted by the umpire. (need not be on the rubber itself).
6. No infield fly rule for 8U
7. Reminder: not more than 2 innings pitched per game for any pitcher in the 8U division.
8. Batter is not to advance on a dropped third strike. Batter is out.

Game Rule Modifications For 9U/10U:

1. Bunting and stealing are allowed. Bunting is allowed but players are not permitted to pull back an attempt bunt and swing. The batter is automatically out if the batter pulls back from the bunt and swings at the pitch.
2. Stealing of home base is permitted and not limited.
3. 5 Run maximum per team per inning for first three innings on the game. Innings 4 through 6 (or any extra innings) are unlimited.
4. Infield fly rule is NOT in effect for 9U.
5. Defense in the field is limited to 9 players. The players must be positioned in traditional positions, no shift plays are permitted. The batting order is not impacted by defensive lineup (free defensive substitution).
6. For 9U, a pitcher may pitch no more than **three** innings per game.
7. Batter is not to advance on a dropped third strike. Batter is out.

Game Rule Modification for 11U/12U:

1. All 50/70 intermediate baseball rules apply.
2. One balk warning per pitcher. Ball is dead and runner returns to previous base on warning. Second infraction results in a balk.
3. Drop third strike and infield fly in play.
4. No per inning run restrictions.

Tournament Contact Information

Division Coordinators:

7U: Kenneth LePosa: 908-309-1156

8U: Adam Greenberg: 609-352-6533

9U: Howie Wilensky: 609-707-0136

10U: Jon Rardin: 609-217-7352

11U: Matt Felsenstein: 732-995-2263

12U: Kevin Stever: 215-285-9463

14U: Dean Fisher: 856-701-6299

Emergency Medical Centers:

Virtua Hospital

90 Brick Road
Marlton, NJ 08053

Virtua Hospital

100 Bowman Drive
Voorhees Township, NJ 08043

Area Restaurants with Outdoor Dining:

Chickie's and Pete's

Ott's

PJ Whelihan's

Kaminski's

Pat's Select

Directions to Cherry Hill Atlantic Little League

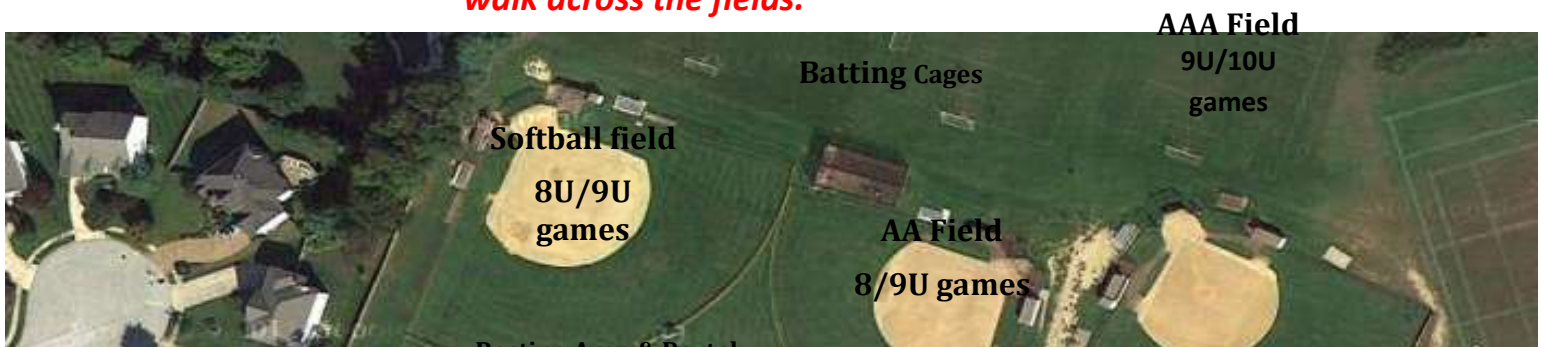
Our Complex is located at
498 E. Evesham Road Cherry Hill, NJ 08003
Garden State Rotary Complex

From Exit 32 on rt. 295 (1250 Haddonfield- Berlin Road Cherry Hill, NJ)

1. Head southeast on Haddonfield-Berlin Rd toward Dobbs Ln (1.8 mi)
2. Turn left onto E Evesham Rd (1.7 mi)
3. Complex will be on left

Map of the Atlantic Complex

There is additional parking on Evesham Road near the basketball courts and rugby field. Families are highly encouraged to park there and take the very short walk across the fields.



Location of GVAA Fields

Rabinowitz Field

320 Kresson Rd

Voorhees, NJ 08003

**Make a left out of our parking lot onto Evesham Road, a right onto Kresson Rd
and the field will be on the left hand side of Kresson Rd.**

**We thank you for participating in the 2021 Battle on the Hill Tournament.
PLEASE communicate to your team families the need to respectful of others and
follow all NJ social distance guidelines. Let's all stay safe and enjoy the
tournament.**