

GENERAL RULES & EQUIPMENT FOR ALL AGE GROUPS:

1. Good sportsmanship must be stressed and maintained at all times.
2. Home team will be determined by schedule on Friday/Saturday and higher seed on Sunday.
3. Conduct of spectators watching the game is the responsibility of the Manager/Coaches. No foul language, smoking, alcoholic beverages or BBQ's are allowed in the entire park.
4. Players are encouraged to cheer for their teammates however no negative chanting is permitted towards the opposing team.
5. Players must wear full uniforms at all times, including baseball pants and team shirt. Players without pants or team shirts are not allowed to play. No shorts are allowed.
6. Each catcher must wear a protective cup, mask, throat protector, hard hat, chest protector and shin guards during games and while warming up pitchers.
7. Baseball shoes must have rubber spikes on the bottom. Metal spikes are not permitted 12 and under or on turf field playing surfaces.
8. A child that uses an illegal bat will be called out. Team Managers will be ejected if the bat rule is violated two times during the Tournament.
9. All batters/baserunners must wear helmets.
10. A defensive outfield shall consist of 3 players that must play on the grass. Only 4 infielders are allowed in 8u division
11. Each team will be permitted to bat nine with up to two Extra Hitters or use a Universal batting order.
12. If the Universal batting order is not used, a starting player who has been removed from the game, may be inserted once under the following conditions: a) the player must return to the original spot in the batting order, b) only a starting player is eligible to be reinserted and he may only be reinserted once per game, c) the player does not have to return to his original defensive position, and d) a pitcher after being removed from the game or remaining in the game in a different position cannot return to the game at anytime as pitcher.
13. No on-deck batter swinging a bat unless field has a designated caged warm up area. Only one warm up batter at a time is permitted in this area. If the field does not have a caged warm up area then there is no warm up batter allowed. And only the batter shall have a bat in his hands.
14. No unsupervised bat swinging or ball throwing on sidelines.
15. Bat/Helmet throwing is prohibited. The 1st time, a warning will be given. The 2nd time will result in the player sitting out the remainder of the game.
16. Field areas should be kept clean and free of litter. Equipment must be kept in the dugout or away from the playing field.
17. Catcher speed-up rule is used in all age groups. If the catcher being used defensively the next inning is on base with two outs, you can substitute a runner for the catcher so he can get dressed for the next inning. The runner will be the last recorded out in the game or will be a substitute off the bench that is not in the line-up.

SUPPLEMENTARY GAME RULES:

1. The schedule determines the home team.
2. Games consist of 6 innings for 12U and under age groups. 7 innings for 13U and older age groups. No game can have an inning start after 1:45.
3. The game will result in a tie if the score is tied at the end of the time limit on Friday and Saturday.
4. Game is considered official at the end of the 4th inning for all age groups or time limit, whichever comes first. In weather shortened games, game is official after the second inning is completed. For any games called for weather conditions, the game will revert back to the last completed inning.
5. All teams will abide by the 12 run mercy rule. Once a team is ahead by 12 runs after the opposing team has batted after 4 innings, the game is official and the score at that time is final.
6. Infield fly rule is in effect for ages 9U & up.
7. Tagging up of all bases including home is permitted for ages 9u and up.
8. No fake bunt swing is allowed 11U & under. This is for the safety of the children.
9. No dropped third strike rule 10U & under.
10. **If a player is injured and cannot return to the game their spot in the lineup WILL NOT constitute an out if they cannot bat.**
11. **All injuries must be reported to CYA during play at time of injury. Injury report forms are kept at our Snack Stand.**

Extra Hitters

1. Teams have the option of using one or two extra hitters according to the following rules and conditions:

- (a) A team must have ten or more players prior to the start of the game;
 - (b) The Extra Hitter (EH) cannot be added after the start of the game;
 - (c) A team has the option of using or not using the EH;
 - (d) The EH can be substituted for and is entitled to reentry;
 - (e) There is unlimited defensive substitution. Note: all pitching rules must be followed.
 - (f) Under no conditions may a player reenter a game in other than his original position in the batting order.
 - (g) The EH is considered a starting player. If a team elects to use an EH, they must finish the game with a player in that position in the batting order. If an EH has to leave a game for any other reason than an injury that the EH has suffered in that game, and there is no replacement for that EH, every time that EH is due to bat it becomes an automatic out.
5. The use of a DH is prohibited.

ELIGIBLE PLAYERS BY AGE GROUP:

MANDATORY FOR ALL AGE GROUPS - PROOF OF AGE (BIRTH CERTIFICATE) FOR ALL PLAYERS ON YOUR ROSTER MUST BE AVAILABLE UPON REQUEST. TEAMS CAN ASK FOR PROOF OF AGE FOR ANY PLAYER. IF PROOF OF AGE CANNOT BE GIVEN THEN THAT PLAYER IN QUESTION COULD RESULT IN NOT BEING ABLE TO PLAY IN THAT GAME.

PLAYERS MAY NOT ROSTER ON MORE THAN ONE TEAM IN THE TOURNAMENT. VIOLATIONS OF THIS RULE WILL BE A FORFEIT FOR THE OFFENDING PLAYERS TEAM.

PITCHING RULES:

1. There are no pitch count rules. However, we encourage the use of the Little League Pitch count rules. It is the responsibility of the individual team officials to ensure the well being of their pitchers regardless of what the rules allow.
2. Distance of the pitcher's rubber to Home Plate shall be 42' for 8u, 46' 9u & 10u, and 51' for 11u & 12u.
3. Pitchers are not allowed to start in consecutive games.
4. Balks – Umpires will call balks for the 11U & up age groups. One warning per pitcher per game will be provided for 11u and 12u players.
5. Mound Visits – The manager is permitted to visit the mound twice in an inning and a maximum three times per game without removing the pitcher. Injuries to the pitcher do not count as a mound visit.
6. Hit Batters – Any pitcher that hits three batters in a game must be removed from the game as a pitcher.
7. Warm-up Pitches before an Inning: Maximum of 5 warm-up pitches for any pitcher. This will keep the games moving and limit overworking a players arm.
8. Pitchers cannot use a first basemen's mitt.

STEALING / BASE RUNNERS:

1. Bases will be set at 60' for all 10u and under age groups, 75' for 11u and 12U, and 90' for 13u and older.
2. The speed up rule, for catchers only, may be applied at the discretion of the manager if there are two outs. The last batted out will replace the catcher on the base.
3. No base runner is permitted to "barrel" into another player. Base runners must slide, give himself up or go around the defensive player or they will be called out and possibly ejected from the game.
4. For 8U, 9U/10U, a runner may attempt to steal the base after the pitch crosses home plate. If the runner leaves base early, the team will be warned and the runner will return to the original base. All other runners on the warned team will be called out after the first warning.
5. No base runners 10U AND UNDER can slide head first (unless sliding back to a bag) without penalty of being called out.
6. 11U & OLDER base runners can lead and attempt to steal all bases at any time.
7. 11U & OLDER batters become base runners on a dropped third strike by the catcher when applicable.
8. 8U NO STEALING HOME- A PLAYER MAY INHERIT HOME PLATE ON CONTINUOUS PLAY ON A BATTED BALL OR BY BEING FORCED IN BY A WALK. IF A PLAYER ROUNDS

3RD BASE AND IS TAGGED OUT HE IS OUT. IF A PLAYER ROUNDS 3RD BASE AND MAKES IT HOME SAFELY HE IS TO RETURN TO 3RD BASE- NO PENALTY.

PLAYING WITH EIGHT PLAYERS:

1. A team may start the game and play with eight players. When playing with eight players, the vacant slot in the batting order is a MANDATORY out. If a ninth player arrives, he may be inserted into the game at the bottom of the lineup and will be an eligible batter the next time he is up in the order.
2. In the event of an injury that happened during the game to the ninth player, the automatic out will not apply.
3. Additional players who arrive during the game will be placed at the end of the batting order for teams that selected the universal batting order.

UMPIRE / GROUND RULES:

1. Ground rules and divisional rules will be discussed between the Managers and Umpires prior to the start of the game.
2. Umpires are to be respected. Umpires will not tolerate foul language from players, coaches or parents.
3. If a question arises pertaining to a disputed call or rule interpretation, the team manager, and only the team manager, shall have a calm discussion with the calling umpire.
4. Only the umpire can grant timeout to a player once the play is considered over by the umpire. Managers can instruct the player to call a timeout that the umpire may elect to grant.
5. If a manager, coach, parent or player is ejected from a game they must leave the field immediately. Failure to do so will result in forfeiture. Note: an ejected person should not be able to be seen or heard by the umpire.
6. Bat/Helmet throwing is prohibited and may result in ejection from the game by the umpire.

PROTESTING A GAME:

1. The only person who may protest shall be the team manager or person in charge of the team.
2. The only grounds for protest is a decision based on the interpretation of the rules, or the use of an ineligible player/bat.
3. **THE PROTEST MUST BE MADE IMMEDIATELY PRIOR TO THE RESUMPTION OF PLAY AND INDICIATED TO THE UMPIRE(S) IN A HIGHLY VISIBLE MANNER. IN THE CASE OF AN INELIGIBLE PLAYER, THE PROTEST MUST BE MADE BEFORE THE FINAL OUT OF THE GAME.**
4. The umpire in charge will notify the opposing manager that the game is being played under protest, and will make note of the protest in each team's scorebook.
5. The Tournament Director will make the decision whether the protest is upheld. If so, the game will be resumed from the point of the protest, except in the case of an ineligible player where a forfeit will result. Teams are responsible for any additional umpire fees.

FORFEITURES

1. A forfeiture will be awarded under the following circumstances:
 - a. A team is not ready to play 15 minutes after the scheduled game time.
 - b. A team is unable to field at least 8 players throughout the entire game.
 - c. If, in the Tournament Directors judgment, a forfeit is warranted.

WEATHER CONDITIONS / LIGHTNING:

1. Assume all games will be played if the weather is questionable unless called or emailed by a CYA League representative. Safety of the players is of primary concern.
2. **Poor weather prior to the start of the game** – Managers can visit our website for up to date notifications. Weather notifications are usually posted or sent to coaches before 7:00 AM the day of the games.
3. **Poor weather after the start of the game** – Umpires to determine if fields are in playable condition and will stop games if player safety is at risk. If thunder is heard or lightning is seen, during a game, the game is to be stopped immediately. The game may resume after twenty continuous minutes without thunder or

lightning. The umpire will call the game after three thunder or lightning delays. Safety is of primary concern.

4. It is an official game after two innings if the game is called for darkness or any other weather condition. The home team must bat the required number of innings if they are losing for the game to be official. The game will revert to the last completed inning if the game is called in the middle of an inning.

INJURY/ILLNESS

Any player who receives an injury (other than superficial) or becomes ill, etc., may not play anymore that day. Note that swelling, lacerations, etc. will remove an injury from the superficial status. A player who has been rendered unconscious during a game shall not be permitted play in subsequent games without written authorization from a physician. This authorization must be supplied to the league prior to the player returning to play. When a player is removed from a game for an injury / illness, all substitution rules apply. In the event of an injury that happened during the game, the automatic out, as per Rule “O”, above, will not apply. All injuries must be reported within 48 hours in writing to the League.

PLAYOFF RULES:

1. THERE IS NO TIME LIMIT TO THE CHAMPIONSHIP GAMES FOR THIS TOURNAMENT

<u>6 team Bracket:</u>	<u>5 team Bracket:</u>	<u>4 team Bracket:</u>	<u>3 team Bracket:</u>
<u>First Round</u>	<u>First Round</u>	<u>First Round</u>	<u>First Round</u>
Seed 1 & 2 - Bye	Seed 1,2 & 3 - Bye	Seed 1 Vs. Seed 4	Seed 1 - Bye
Seed 3 Vs. Seed 6 Seed 4 Vs. Seed 5	Seed 4 vs. Seed 5	Seed 2 Vs. Seed 3	Seed 2 Vs. Seed 3
<u>Round 2</u>	<u>Second Round</u>	<u>Final Round</u>	<u>Final Round</u>
Seed #1 Vs. (Seed 4 vs. 5 winner) Seed #2 Vs. (Seed 3 vs. 6 winner)	Seed 1 Vs. (Seed 4 vs. 5 winner) Seed 2 vs. seed 3	Championship	Championship
<u>Final Round</u>	<u>Final Round</u>		
Championship	Championship		

TIEBREAKER RULES:

1. 1st tiebreaker – winner of head-to-head competition
2. 2nd tiebreaker – fewest total runs against
3. If still tied, a coin toss by the league