

2019 CPYL Tournament Rules

Revised 12/20/2018

NFHS Baseball and CPYL league rules, regulations apply with the following exceptions noted below

- ZERO TOLERANCE POLICIES ARE IN AFFECT AT THE CPYL COMLEX. Any player, manager, coach or fan ejected from a game must leave the facility immediately and will serve a minimum 1 additional game suspension. During the suspension the ejected person may not be at the ballpark.
- This a 3 game guarantee tournament, 2 pool games and the single elimination bracket play on Sunday.
- A coin flip determines home team during pool play, home team for bracket play is determined by the higher seed.
- Home team is responsible for keeping the official scorebook. Visiting team is responsible for keeping pitch count (for 9/10U and 11/12U ONLY). Please see Pitch Counts at end of this document). 13/14U will go with number of outs: 21 for a day; 24 for the tournament (if a pitch is thrown in an inning, a pitcher is credited with 1 out). Teams should confirm pitching numbers and score between innings to avoid disputes. Teams need to provide their own score book. Pitch counts will be kept on file by the tournament director and displayed on the bracket when score is entered after the game.
- Umpires will keep official score cards that must be signed after the game by each team; both managers need to verify player pitch counts or outs if 13/14U, player # and SCORE before signing cards.
- Each team must supply two new baseballs for each game; 1 for T-ball and 7/8U.
- Teams bat entire roster; open defensive substitutions; no mandatory play rules or player rotation rules for pay to play tournaments.
- No head first slides when advancing to another base, runner will be called out. Diving back into a bag is ok; head first slides allowed in 13/14U ONLY.
- No slashing (showing bunt, then pulling back and hitting away).
- Runners should avoid contact, intentional contact or malicious contact in the umpires opinion will result in a player ejection and minimum 1 game suspension
- Throwing the bat will result in a 1 warning per player, 2nd occurrences will result in the batter being out.
- The catcher position must be in full gear including a cup except for t-ball
- 5 run limit per inning for all age groups except 13/14U, 8 run is used at 13/14U.
- **Regular season time limits apply to Championship game unless extra innings are needed.**
- Players that arrive late maybe added to the bottom of the batting order. The umpire and opposing team need to be notified.

- A forfeit will be declared 10 minutes after start time if a team cannot field the required # of players.
- After the tournament begins a team may add a player only to fill the required number of players on the field and not as a supplemental player. The guest player must bat last and play outfield.
- Guest players must be a Registered CPYL player for the season in question. Lower division registered players are allowed to play as guest players in upper divisions. For example: If 12U AL team is picking up player, they must use player from another 12U AL team or players from both 10U AL and NL as their guest player. They cannot use a player that is registered to play 12U NL. NL division team picking up a player can use both NL players or AL players from their division and lower.

SEEDING DETERMINATION:

1. Win/Loss Record
2. Head to Head (when only two teams are tied that have played each other).
3. Total Runs Allowed
4. Total Run Differential (runs for minus runs against).
5. Coin Toss

Run Rules:

- 15 after 3, 10 after 4, 8 after 5 or team is mathematically eliminated.
- Run rule score will be recorded even if home team does not get their last at bat. (Visiting team goes up 18 -2 during the 4th inning, home teams does not bat (they can only score 15 runs in the next 3 innings so game over, score is recorded as 18 -2)

Tie Breakers:

- During Pool Play: If the score is tied after regulation time or regulation innings the game is over and score is recorded as a tie.
- During Bracket Play: If time has expired or innings have been reached the Texas tiebreaker will be used. Each team puts the last 3 batters from the previous innings on base as follows:
 1. Runner on 1st, 2nd, and 3rd with 1 out for the first 2 innings (2 outs for 6U)
 2. Most innings won (check score book to see who won the most individual innings – like match play in golf)
 3. Last inning led (who held the last lead at the end of a completed inning.
 4. Coin flip

Pitch Counts:

- A pitcher is not allowed to exceed the daily or weekend pitching limit under any condition. Failure to comply will result in forfeit of game.

Pitch Counts (10U):

- Tournament pitching rules – 75 per day, and 100 maximum per weekend

Pitch Counts (12U):

- Tournament pitching rules – 100 per day, and 125 maximum per weekend.

Pitch Counts (14U):

- Tournament pitching rules – 21 outs per day, and 24 outs maximum per weekend.

Game Times:

6U	1:00	6 innings
8U	1:15	6 innings
10U	1:25	6 innings
12U	1:35	6 innings
14U	1:45	7 innings

Rain Out Refunds:

- Full refund if no games are completed.
- 66% refund if one game is completed
- 33% refund if two games are completed
- No Refunds if three games are completed

Suspended Games:/Complete:

- A game shall be ruled as official and complete if it is called by umpires or the tournament director due to rain, inclement weather, lighting failure, or other reasons beyond our control, provided 4 innings have been completed.
- If 4 innings have not been completed, the game shall be suspended, and resumed from that point, when safe play can be resumed. Elapsed game time shall be recorded, and any remaining game time limit shall also be resumed from the point of suspension.

Pitch Counts 101:

10U – 14U will follow CPYL Pitch Count rules with the exception of the game limit. Daily and Tournament limits are posted above. In addition to the limits, CPYL teams participating in CPYL pay to play tournaments (i.e. April Fools, Cinco de Mayo, etc..) must abide by the CPYL rest rules once the tournament is complete and regular season games are played.

For instance, using 10U as an example:

- The Expo's pitch 4 kids all weekend
 1. Pitcher 1 pitches 33 pitches on Friday, 0 on Saturday, and 0 on Sunday
 2. Pitcher 2 pitches 28 pitches on Friday, 0 on Saturday, and 2 on Sunday

3. Pitcher 3 pitches 10 on Friday, 15 on Saturday, and 19 on Sunday
 4. Pitcher 4 pitches 4 pitches on Friday, 20 on Saturday, and 42 on Sunday
- In this example the pitchers are eligible to take the mound after the tournament on the following days:
 1. Pitcher 1 can pitch Monday – 1 day rest required - he rest day was on Saturday and Sunday
 2. Pitcher 2 can pitch Tuesday - 1 day rest required - his rest day is Monday
 3. Pitcher 3 can pitch Wednesday – 2 day rest required - his rest day is Monday and Tuesday
 4. Pitcher 4 can pitch Thursday - 3 day rest required - his 3 days rest is on Monday, Tuesday, and Wednesday.

Rest Rules:

10U

- 61 pitches or more requires 3 days rest
- 41 – 60 pitches requires 2 days rest
- 21 – 40 pitches requires 1 day rest
- 20 or less requires 0 days rest

12U

- 66 pitches or more requires 3 days rest
- 46 – 65 pitches requires 2 days rest
- 26 – 45 pitches requires 1 day rest
- 25 or less requires 0 days rest

CPYL reserves the option to forfeit games due to rule violations as they are discovered and verified