

## **2024 CPYL Tournament Rules**

### **Revised 10/16/2024**

- 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 tournament (weather permitting), 2 pool games and the single elimination bracket play on Sunday.
- A coin flip determines the home team during pool play, and the 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. Please see Pitch Counts at the end of this document). 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, 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 the entire roster; open defensive substitutions; no mandatory play rules or player rotation rules for pay to play tournaments (though encouraged).
- 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 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 games unless extra innings are needed.
- Players that arrive late may be 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.
- In the event of a forfeit, the score will be recorded 0-16.
- 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 a 12U AL team is picking up a player, they must use a 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 the team is mathematically eliminated.
- Run rule score will be recorded even if the 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 allowed to finish the batter if they hit their daily pitch count max.** They will need to be substituted out once the batter is finished and all pitches still count towards that pitchers total pitch count and rest days.

## **Pitch Counts (10U):**

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

## **Pitch Counts (12U):**

- Tournament pitching rules – 75 per day, and 125 maximum per weekend.

## **Pitch Counts (14U):**

- Tournament pitching rules – 95 per day, 125 max 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. Daily and Tournament limits are posted above. In addition to the limits, CPYL teams participating in CPYL pay to play tournaments 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 - his 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:** The following rest rules for pitchers apply to a players pitch count coming into and after a tournament. The pitch count rules above apply DURING tournament play.

**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

**14U**

- 71 pitches or more requires 3 days rest.
- 51-70 pitches require 2 days rest.
- 31-50 pitches require 1-day rest.
- 30 or less 0 days rest required.

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