

# CONEMAUGH VALLEY YOUTH LEAGUE

## 10 & UNDER 2023 TOURNAMENT REGULATIONS

### TOURNAMENT PRELIMINARIES

1. It is requested that you email, text, or mail a copy of your roster with your registration fee at least one (1) week prior to the tournament. Birth certificates shall be presented to one of the Tournament Directors at check-in before your first game. We will keep a copy of your roster only. We will also need the name of a contact person and phone number for each team. Girls are only to be on one roster. Teams are limited to 15 players that are all from the same independent original season recreational league.
2. Home teams are determined by coin toss. Furthest team to travel calls the toss. A coin toss will be held by a tournament official between representatives from each team 40 minutes prior to the scheduled start time of the game at the tournament director's tent.
3. After the coin toss, the home team shall have access to the batting cages and the away team shall have access to the T-Ball field. After 15 minutes, the teams will switch locations and the home team shall have access to the T-Ball field and the away team shall have access to the batting cages.
4. Highest seeded teams are home teams in the elimination round
5. Each team should provide a lineup to the press box prior to the start of the game. Revisions concerning no shows can be made up until starting time.
6. All coaches must be 18 years of age or older. Coaching personnel shall be limited to: one manager, three coaches, and one scorekeeper. **Only team coaches and rostered team players are permitted in the dugout area.**
7. No game shall continue past the 10 o'clock curfew.

#### **Scheduling Disclaimers:**

**It may be necessary to reduce the game guarantee due to inclement weather.**

The following actions will be taken due to inclement weather.

- All games started will be completed. (If home team is winning after 3-1/2 innings, game is considered complete, 4 innings if home team is losing)
- Time limits will be reduced in order to try to get all games completed.
- If all pool play games cannot be completed then the tournament director will make an effort to make sure all teams play an equal amount of games.
- No pool play games will extend into Sunday. Brackets will be determined by the "Seeding and tiebreaker determiners" from above.

#### **Fan Behavior**

CVYL follows the Little League Zero Tolerance Policy and will not tolerate any disrespect to any player, coach, umpire, league official, or other spectators. Managers or acting managers or coaches whom violate this policy are subject to ejection from the field complex. Managers are responsible for the behavior of their fans. Fans that violate this policy along with the manager or acting manager are subject to ejection from the field complex.

## GROUND RULES – MAIN FIELD

1. Unless marked otherwise, all live-ball territory shall terminate on a line that directly connects the opposing sides of any opening in the fence.
2. A ball that becomes lodged behind anything that is attached to the inside of the fence shall be declared dead.

## PLAYING RULES

1. Once the game begins, the umpires of that game are in complete and total control.
2. The infield fly rule will be enforced.
3. The dropped 3rd strike rule will not be used.
4. Interference and obstruction shall be called.
5. All runners entering second, third, or home must attempt to slide feet first or make every attempt to avoid all contact on any “close play” occurring at those bases. If a runner does not slide and there is contact, the ball is dead and the runner shall be declared out. The interpretation of a “close play” shall be solely decided by the umpires in charge. The ruling also applies when the fielder is attempting to possess the ball at or near said bases and is in position to make the tag. In the above mentioned plays, obstruction by said fielder may only be called if a slide occurs.
6. Teams must be ready to play by the end of the previous game. At the end of a game, teams getting ready to play the next game are to enter the gate near the concession stand. Teams that just finished playing will exit the gate behind the press box. **Teams are to stay off the infield until the game is ready to begin.**
7. For all pool play games, no new inning will start after 70 minutes. There is no tiebreaker in pool play games. The umpire will announce the official start time at the first warm up pitch. Please keep the games moving. Please make decisions on injured players in a reasonable amount of time. **Note:** Once an inning is started, it must be finished unless the home team is winning once time has elapsed of 70 minutes. If time elapses while the home team is batting and winning, the drop-dead rule will be applied.
8. For all pool play games, MVP medals will be awarded. Please have your teams remain at home plate after shaking hands while you decide a recipient for these medals.
9. For all elimination games, the international tie-breaker will be used, if needed, in the inning after 70 minutes of play. There will be no time limit for any championship game unless weather delays or darkness or the 10 o'clock curfew are factors. The international tiebreaker will only apply after 6 innings of play have been completed in the championship game.
10. **Infield/outfield warm-up balls will only be allowed in the first inning. Pitchers will get 5 warm-up pitches in the first inning and 3 thereafter.**

11. **There will be a 5 run max per team per inning for innings 1 – 4, inning 5 will be a catch up inning and the 6<sup>th</sup> inning or the last inning based on time limit, will be unlimited.**
12. **Mercy rules are 12 runs after 3 innings, and 10 after 4 innings.**
13. A team should field 10 players and may bat 11 players. Extra-hitters may enter the game. If she does, the player she replaces becomes the EH. The use of the EH is optional. However, once you begin the game one way or the other, you must continue that way throughout the game. EH does not have to play the field. If there is an incidence where a team has only 9 players due to injury or prior commitments, the team may play with 9 players. If you have 10 players in your dugout, it is strongly encouraged that they all play the field. If your team drops down to 8 players for any reason, you must concede an out for the 9th player.
14. Use courtesy runners for pitchers and catchers. The courtesy runner must be a substitute player. If a substitute player is not available then the last batted out is the courtesy runner.
15. Cheer for your team only. Cheering should not be distracting, unsportsmanlike or disrespectful. No cheering is to be directed at any opposing player or position. All cheering must stop when the pitcher and catcher are set for delivery.
16. Only the manager is permitted to speak to an umpire. Coaches should speak to their managers, not the umpires.
17. **Base to base steal attempts will be limited to three (3) per inning. A fourth steal will be permitted each inning but only if it is from third to home. This fourth steal attempt may be used at any time during an inning. A runner may not leave the base until the ball passes the batter.**
18. If a runner is thrown out stealing, that will count as a steal attempt.
19. Only one (1) base can be obtained on an overthrow for each runner.
20. I cannot stress enough the importance of keeping the games moving and being ready to play on time or quite possibly being ready to play 15 minutes before your start time. I tried to limit the number of back-to-back games. If you have to play a back-to-back game please understand that the games are still to stay on schedule.
21. Please do not allow your teams to run the bases after the game.

## **PITCHING REGULATIONS**

1. Pitchers are limited to 3 innings per game. Throwing one pitch is counted as a full inning. Pitchers may elect to start with the non-pivot foot behind the pitchers plate or may elect to take a step back while in their motion, so long as that foot comes forward with delivery.

2. No more than 2 walks are permitted per inning. After two (2) walks have been issued and the batter earns a walk count, the offensive team's coach will throw up to 3 pitches (exception: the 3<sup>rd</sup> coach pitch is fouled off...the coach receives an additional pitch(es) until no pitch is fouled off to the batter). Coach must pitch from the 35' rubber. The umpire will continue to use the strike count already on the batter, and will continue to call balls and strikes on all pitches thrown by the coach. All strikes thrown by the coach (and strikes assessed by missed swings/foul balls) will be added to the prior strike count against the batter. At any point that the batter accumulates three strikes, the batter is out.
3. An 11" ball will be used.
4. A 35' pitching distance will be used.

**\*All other playing rules shall be imposed from the ASA Playing Rules 2016 Edition.**

**\*Seeding and tiebreaker determiners:**

1. Record
2. Head to Head
3. Runs allowed
4. Runs scored
5. Coin toss

Please contact one of the tournament directors if you have any questions:  
Nikki Molnar 814-421-2632

## **Conemaugh Valley Youth League/ East Conemaugh Borough Park Regulations**

### **Parking**

Parking for the main field is available along both sides of State Rt. 271.

Parking in the concession stand lot is for CVYL officials only.

No CVYL parking beyond the orange cone on the dead end of Second Street.

Parking for the Tee-Ball Field is available along both sides of Oak and First Streets.

Parking in the Dollar General parking lot is prohibited.

### **Pets**

There are no dogs allowed on the field complex property. East Conemaugh ordinance# 13.1

### **Items Prohibited**

Smoking, tobacco products, and alcohol are not permitted on the field complex property.

East Conemaugh ordinance# 13.1 Designated smoking sections are located in the concession stand alley and Citron Alley behind the outfield.

No vaping is allowed on field complex property.

Due to safety reasons, no grills will be permitted on field complex property.

**On behalf of the Conemaugh Valley Youth League, thank you for your participation in this year's tournament. Play hard, have fun and good luck to all the participating teams**

**THE CONEMAUGH VALLEY YOUTH LEAGUE SHALL NOT BE HELD LIABLE FOR ANY INJURIES OCCURING ON OR OFF THE BALLFIELD**