

CONEMAUGH VALLEY YOUTH LEAGUE

11-12 YEAR OLD TOURNAMENT REGULATIONS

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TOURNAMENT PRELIMINARIES

1. This will be a round-robin tournament.
2. Entry fee will be \$100.00 and 6 new *Little League* approved baseballs.
3. A roster of all players must be presented to this organization not later than the first scheduled game that said team is scheduled to play, preferably at the pairings meeting.
4. Each player must present a proof of age to be eligible. All persons must meet the qualifications of a 12-year old according to the current year's Little League® Age Chart.
5. A coin toss will be held by a tournament official between representatives from each team 30 minutes prior to the scheduled start of the game to determine the home team during pool play competition. If a representative is not available the tournament official shall act as the representative in his stead. The higher seed will determine the home team during elimination play.
6. During pool play, the team listed first on the bracket shall be given the batting cage and the team listed second on the bracket shall have access to the T-Ball field for fielding practice 25 minutes prior to the scheduled starting time of the game. 15 minutes prior to game time teams shall swap places. Teams should report to the main field for play no later than 5 minutes prior to start time. During elimination play, the high seed will be given fielding practice first.
7. Each team may carry up to 15 players and one bat person.
8. A team must field nine players to start play. Once play has started a team may continue with eight players. In this case, the vacated spot in the batting order shall be considered an out.
9. Each team should provide a lineup to the press box 10 minutes prior to the start of the game. Revisions concerning no shows can be made up until starting time.
10. Adult personnel permitted in the dugout shall be limited to: one manager, three coaches, and one scorekeeper.
11. All games shall be six innings unless the mercy rule is implemented. If a game is called at any time on account of weather or darkness, the game shall resume from the point in which it was called. No game shall continue past the 10 o'clock curfew.
12. In case of rainouts, all games shall be moved back on the schedule.

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. Book rules will determine the placement of runners.

PLAYING RULES

1. Once the game begins, the umpires of that game are in complete and total control.
2. The *infield fly rule*, *interference*, and *obstruction* shall be called.
3. Balls travelling out of play shall be dead and each runner shall be awarded two bases from the last base legally touched at the time of the throw. If the errant throw comes as a result of being the initial play by an infielder the position of the runners are determined at the time of the pitch. One base shall be awarded on a ball thrown by the pitcher from the pitcher's plate.
4. A player in the starting lineup who has been removed for a substitute may reenter the game once, in any position in the batting order, provided that his substitute has played a minimum of six consecutive defensive outs and has completed on turn at bat. A pitcher cannot reenter the game as a pitcher. Only a player in the starting lineup may reenter the game, except in the case of an injury.
5. No courtesy runners or special pinch runners shall be permitted.
6. If a coach at either first or third base makes contact with a runner on the base paths with the intention of aiding said runner, the runner shall be called out.
7. Any team using an ineligible player will lose by forfeit the game(s) in which said player has participated.
8. A mercy rule shall be in effect. The rule is ten runs after 4 innings or fifteen runs after 3 innings.
9. All runners entering second, third, or home base must slide feet first or 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 a fielder possesses the ball at or near said bases and is in position to make a tag. In the above mentioned plays, obstruction by said fielder may only be called if a slide occurs.
10. Protests shall only be considered when based on the violation or misinterpretation of a rule, use of an ineligible pitcher, or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Only managers of the contesting teams have the right to protest a game. Coaches are allowed to protest in the absence of the manager. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. A protest made due to the use of an ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpires leave live ball territory at the end of the game. Protests shall be ruled on by the umpires and the tournament officials immediately.
11. Umpires and league officials shall be in authority to act on any and all conduct and/or unsportsmanlike behavior of any player, coach, or observer.

12. No profane language, alcoholic beverages, or tobacco products shall be permitted on the premises. Penalty is removal from game and grounds.
13. Each manager shall be responsible for their players' conduct. League officials shall be responsible for spectator's conduct. Penalty is possible forfeiture of game.
14. On the first offense the umpire will warn the team that throws a bat unintentionally. On the second and subsequent offenses of a team during the same game, the play will be called dead, and the present batter will be called out with no advance of runners.
15. Trophies shall be awarded to members of the champions and the runners-up.

PITCHING REGULATIONS

1. Once a pitcher is removed for any reason, he cannot pitch in that game again. No exceptions.
2. No balks or illegal pitches shall be called. If such a situation presents itself, the umpire shall call time and allow the pitcher to reset.
3. No pitcher may pitch more than 9 innings for the duration of the tournament. One pitch in an inning constitutes an inning pitched.
4. A player listed as the starting pitcher on the lineup sheet must start the game.
5. A list of the pitchers' innings and eligibility as a starter shall be listed near at the concession stand.
6. Once the game begins, if a manager or coach approaches or crosses the baseline to talk to the pitcher a trip to the mound shall be assessed. On the second trip to the mound in the same inning or the third trip of the game the pitcher must be removed but may play other defensive positions.

****All other playing rules shall be imposed from the Little League Playing Rules 2021 Edition.***

Tournament Director Mark Miller CVYL phone # 814-244-0635

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