

CYL 8U Tournament Rules

Revised July 2010

1. Each game will consist of six (6) innings unless there is a tie or a team is ahead by ten (10) runs after five (5) innings or fifteen (15) runs after four (4) innings. All games, except games ending in a tie, will have a time limit of 1 hour and 30 minutes. No new inning will begin after this time limit expires. The last out of an inning will determine if a new inning can be started.
2. There is a maximum of six (6) runs per inning, except the last inning which is unlimited.
3. Team rosters must be turned in to the Tournament Director prior to your first game. All players must have competed in the same program during the regular season. You may have up to fifteen (15) players on your roster however trophies and medals are provided for only twelve (12) players. Player ages will be determined as of April 30, 2010. Proof of age should be available upon request.
4. Please have your team report not less than thirty (30) minutes before your game is scheduled to begin. If a game is cancelled, the tournament officials will make every effort to notify the team coach ahead of time.
5. No games will be postponed except for weather related conditions. If a game is in progress and must be called due to the weather, that game will be considered a complete game if four (4) or more innings have been played. If the home team is leading and is at-bat in the bottom of the fourth inning, this will be considered a complete game regardless of how many outs have been recorded. Less than four (4) innings played will be rescheduled and started from the point that it was postponed.
6. Unsportsmanlike conduct by players, coaches or fans will not be tolerated. Misconduct will result in an immediate warning or possible ejection from the game. If ejected, the player, coach or fan must leave the immediate playing area and meet with the Tournament Director before being allowed to participate in another game. The use of tobacco or alcoholic beverages is prohibited on the playing field and bench areas.
7. A protest will be considered only in the case of a misinterpretation of a printed rule from either these local rules or the official rulebook. The Tournament Director will be available and must be notified before play is resumed, otherwise the protest does not exist. An umpire's judgment call cannot constitute the basis for a protest. The Home Plate Umpire will make the final decision.
8. Each team is responsible for their own insurance.
9. Flip of coin will determine the home team. The home team will keep the official scorebook. Both coaches must sign off on the score sheet at the end of the game.
10. Games in which an ineligible player has been used will be forfeited. Forfeited games will be scored 6-0.
11. Team managers or coaches may coach the bases. No team will be allowed more than one (1) manager and three (3) adult coaches at the games. One (1) authorized coach or manager must remain on the bench during the course of the game. All coaches must be registered with the team roster.
12. Little League rules shall prevail, except those changed by the Tournament Committee and listed below.
13. The batting team coach pitches to his own players. There will be a 14 foot circle around the 43 foot rubber and the pitching coach must pitch from inside this circle.

14. The coach that is pitching cannot field the ball. However, if the pitching coach is hit by a batted ball, the play is dead and the pitch is not counted as one of the seven (7) pitches. The pitching coach must attempt to get out of the way of a batted ball or else the batter will be called out. The defensive player fielding the ball must start with at least one foot in the circle.
15. The defensive team is allowed one coach on the field besides the coach that is pitching.
16. Each batter will receive seven (7) pitches unless the batter strikes out swinging. No tees will be used. If after seven (7) pitches the batter has not hit the ball, the batter will be considered out.
17. If the batter fouls-off the 7th pitch, it will be considered a foul ball and the batter will get another pitch. If the batter continues to foul-off pitches past the 7th pitch, the batter will continue to get more pitches until the ball is hit fair or the batter strikes out.
18. All players on the roster must bat in the line-up. Late arrivals will be added to the bottom of the order.
19. The defensive team will have ten (10) players in the field. Games may be played with eight (8) players with the ninth and tenth spot in the batting order being an out.
20. The outfield will consist of four (4) players. The infield needs to be in regular fielding positions.
21. One warning will be given per team for a thrown bat. A second thrown bat will result in an out.
22. Helmets must be worn from the time a batting team player leaves the dugout until they return.
23. Runners will be called out if they: a) do not slide when played on at a base or attempt to get around a fielder who has the ball and is waiting to make the tag, b) slide head first while advancing to a base (head first back into a base is allowed), c) intentionally or deliberately run into a fielder to interfere with play. The umpire's judgment will determine if a slide is needed.
24. Stealing is not allowed. The ball must have crossed home plate before runners can leave the base. If a player does lead off, the player will be called out and the play will be dead. No warnings will be given.
25. No runner may advance when the pitching coach has control of the ball inside the 14 foot circle.
26. The infield fly rule will not be used.
27. No bunts.
28. No infield practice is allowed before games.
29. The catcher should wear full catcher's gear, including helmet, chest protector, shin guards, and protective cup.

Questions, please contact Mark Doornink at 715-823-9106 (home) or 559-684-2404 (cell)
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