

CYL 9/10/11/12 Yr. Old 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. All games, except the championship & third place game or 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. 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.
3. 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.
4. 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.
5. 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.
6. 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.
7. Each team is responsible for their own insurance.
8. Flip of coin will determine the home team. The home team will keep the official scorebook and is also responsible for recording innings pitched. Both coaches must sign off on the score and innings pitched at the end of the game.
9. Managers/coaches must report all pitching, position, and batting line-up changes. Games in which an ineligible pitcher or player has been used will be forfeited.
10. A manager or coach may not leave the bench areas except to confer with players or with the umpires. This must be done only when time is called and granted by the umpire. No manager/coach will be allowed behind the backstop at anytime during the game.
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. Pitchers will be limited to pitching a total of ten (10) innings for the tournament. These innings may be pitched in any combination but may not exceed six (6) innings per day. Once a pitcher is removed from a game, he may not return to pitch in that game. One pitch constitutes an inning. This does not include warm-up pitches.
14. Trips to the mound by a manager or coach may not exceed one (1) trip per pitcher in any one (1) inning. The second trip shall result in the removal of that pitcher from the game as a pitcher. No more than two (2) minutes will be allowed for a trip to the mound to confer and/or change pitchers. A maximum of three (3) trips per pitcher, per game will be allowed. The pitcher must be removed on the fourth trip.
15. A pitcher will be given five (5) warm-up pitches between innings. Ten (10) pitches will be allowed for a new pitcher.
16. The balk rule will not be used.
17. Teams may choose to bat their entire roster (bench bat) or choose to bat only their starting defensive line-up. If a team chooses to bench bat, they will be granted free defensive substitution. Pitcher substitution rules still apply. Alternatively, if a team chooses to bat only their starting defensive line-up, proper substitution rules apply. Any starting player may re-enter the game one time, provided his replacement completes at least one (1) inning. The player must re-enter in the same batting position.
18. For 9 & 10 yr. olds only, you will be allowed to start ten (10) defensive players in the field with the tenth player being an extra outfielder. All other age levels will start nine (9) defensive positions.
19. A courtesy runner will be allowed for an injured player and must be used for the catcher when there are two (2) outs. Courtesy runners must be put in before pitches are made to the next batter when it is for the catcher. Courtesy runners must be the last recorded out if batting the entire roster, or a player who is not in the game if batting only the defensive line-up.
20. 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.
21. Stealing is allowed but no leading off. 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.
22. The infield fly rule will not be used.
23. Hitters may not advance on a dropped third strike.
24. If a batter shows bunt, they cannot pull back and swing away. The batter will be called out without warning if this happens.
25. No infield practice is allowed before games.

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