

# **2022 Battle in the Valley Tournament Rules (All divisions)**

## **Tournament Director**

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### **Age Requirement**

August 31, 2022, will be the designated date to determine player's age group. Copy of the birth certificates of all players must be with you at the tournament at all times.

### **Rosters**

All rosters will be filled out on our website form.

### **Parking**

There is plenty of FREE parking available for all visitors. We are not responsible for any damaged vehicles or theft.

### **First Aid**

There will be a basic first aid kit near the concession stand "Snack Shack". Will have items such as band-aids, ice packs, etc. Please see CVLL rep near concession stand.

### **Awards**

A team trophy and individual awards will be presented to the championship and runner-up teams.

### **Baseballs/Equipment**

Game balls will be provided by CVLL for all games. Teams are to bring their own practice balls. All other baseball and safety equipment is the responsibility of each team.

### **Tournament Specific Rules**

1. The point system will be in effect two (2) points for a win, one point (1) for a tie. Tie breakers;

1. Overall record (points),
2. Head-to-Head
3. Runs Allowed
4. Runs scored
5. Coin Toss.

Forfeits are scored 7-0. Head-to-Head is thrown out if the teams tied in points have not all played each other, or they have all beat

2. Home team is determined by a coin toss at the beginning of the game until your team is seeded. Once your team is seeded the highest seed is the home team. This includes semi- finals and finals.

3. Standings will be posted, and updated via the webpage. It is important that each score is reported immediately after each game. Winning team is responsible for giving the final score to the home plate umpire.

## **Game Play**

Be prepared to start at least 20 minutes before scheduled game time. If the game before you ends before your scheduled start time, we could start up to 20 minutes early.

## **Protest**

Non-refundable protest fee of \$100 cash must be given to a tournament director before any judgment will be made on a protest. Umpire judgment calls remain the judgment of the umpire on the field. These will not be overturned. Protests on a specific play must be made before another pitch is delivered.

## **Rain**

If games are cancelled due to rain or bad field conditions 100% refunds will be given if 0 games are played due to weather. If only 1 game is played a 50% refund will be issued. If 2+ games are played, then no refunds will be given.

## **Time Limits**

Championship play does not have time limits, but the following time limits are in effect for all pool and semi-final games:

### **8u -12u will play 6 innings or 1 hr. 45-minutes**

Game will consist of 6 innings or 1hr 45-minute time limit, whichever comes first (no new inning may start after the one hour forty-five-minute time limit). In the inning where a time limit is reached, the Home Team bats if the game is tied, or they are behind. The game immediately ends if the home team gains the lead, or 3 outs are made.

If the home team has the lead when the visiting team makes 3 outs the game immediately ends. The game ends immediately if the home team is ahead and is batting when the time limit is reached. Pool Play games may end in a tie.

Semi-Final games still have a time limit, but a winner must be determined. Championship game has no time limit, but mercy rules still apply.

## **Pitching Distance & Base Length**

All Divisions – 46' Pitching mound 60' bases

## **Courtesy Runner**

A courtesy runner may be used for a pitcher or catcher – must be last batter out.

## **Mercy Rules**

12 runs after 3 innings (home team bats if behind), 10 runs after 4 innings (home team bats if behind) and 8 runs after 5 innings (home team bats if behind)

## **Infield Fly Rule**

Is in effect for all ages

## **Base Stealing**

**All age divisions** – Stealing of any base is permitted once the ball crosses the plate. No lead offs are permitted. If base runner leaves early, umpire will send them back to previous base.

## **Sliding**

Malicious contact at any base is forbidden (umpire's discretion). Base runner must slide or avoid contact

## **Shoes**

Rubber or plastic sheeted shoes only, no metal spikes.

## **Bat Rules**

Must be USA bats

## **Batting Order/Substitution Rules**

A Continuous Batting order shall be used for all games, meaning every player present for the game will bat when it is their turn in the batting order regardless of if they are in the game defensively.

**8u & 9u** will have 10 defensive players that will consist of 4 outfielders.

**12u** will play with 9 defensive players that will consist of 3 outfielders

Unlimited defensive substitutions: Any player on the team can be entered as a defensive substitution at any time but will remain in the same position in the batting order.

## **Complete Game**

For rain-out purposes or any "Act of God" (example – rain out, tornado, etc.) a game is complete after 3 innings

## Pitching Rules

A Pitcher cannot be removed from the game defensively then go back on the mound. If a pitcher is removed from his position when his team is no longer on defense, then he may be put back on the mound. Example 1: Pitcher A pitches 1 inning. His team comes into bat. Next inning Pitcher B is now pitching. Pitcher A is eligible to go back on the mound. Example 2: Pitcher A is having a hard time. Coach comes in and removes him from the mound. Pitcher A is not eligible to pitch again in this game. No limit on innings Pitched. **Each Manager is responsible for using good judgment in using their pitchers safely.**

## Ejection Policy Ejection / Suspension Policy

Manager/Coach/Score Keepers that are ejected from a game must leave the facility immediately and will be automatically suspended from the next game including semi-finals and championship games. Players that are ejected from a game will be automatically suspended from the next game including semi-finals and championship games. Parent / Fans that are ejected from a game must leave the facility immediately and will automatically be suspended for the remainder of the tournament.

## Safety Guidelines

1. Players may not wear watches, rings, pins, or other jewelry. Braclets and necklaces that have detachable safety closures are allowed. Coaches and Umpires are reminded to enforce this policy prior to the start of the game.
2. No player may wear a cast made of plaster or other material during the game.
3. All catchers must wear the proper catcher's equipment including throat guards and protective cups for males. All players shall wear protective cups for males when playing in the field, regardless of their position.
4. No on deck batters
5. Helmets must be worn by batters, base runners and any players acting as base coaches at all times. **No exceptions**
6. Catcher's mask must be worn by any player regardless of age when warming up a pitcher on the field.
7. The managers of both teams and the home plate umpire are responsible for field safety.
8. Headfirst slides are **NOT** encouraged in any age group.