2022 HCYP Invitational Tournament Rules

I. PLAYER AND TEAM INFORMATION

a) Players age cutoff date is May 1st of the tournament year. Younger players may play up in the higher age bracket.
b) Teams may have no more than 14 players.
c) All teams must complete and submit the Waiver and Release of Liability document prior to the first game of the tournament. This document will serve as your team's official roster. A manager/coach must have a copy of the official roster and a copy of EACH player's birth certificate at every game.

II. SPORTSMANSHIP

a) Poor sportsmanship will not be tolerated by any managers, coaches, score keepers, players, parents or spectators. A warning will be issued after the first offense by the umpire. A second offense will result in immediate ejection of the offender from the game.
b) Anyone ejected will be suspended from participating in the next game, and could face possible expulsion from the next, including the Championship Game. All ejections must be immediately reported to Tournament Director for evaluation.
c) Any acts of physical aggression towards any official, player or coach will result in immediate ejection from the premises for the remainder of the tournament.
d) Only the Head Coach from a team is permitted to approach an umpire or league official to discuss ruling calls. Arguing of judgment calls (e.g. balls/strikes, out/safe etc.) will not be tolerated and will be considered poor sportsmanship.
e) Only players and coaches will be permitted on the field of play. The hitting team may provide 1st and 3rd base coaches. At no time can the base coaches pass the halfway point towards home plate. All other coaches MUST remain in the dugout unless a time out is granted. Coaches who unlawfully leave the dugout will receive one warning. Subsequent infractions will result in immediate ejection for the remainder of the game.
f) Players, coaches, managers, parents, spectators, and umpires are not permitted to use alcohol, non-prescription drugs of any kind or profanity on HCYP premises. Penalty is ejection from the game.
g) Smoking is NOT permitted anywhere in the park, including the wooded areas surrounding the fields.

III. PLAYING CONDITIONS

a) The Tournament Director (or designee) makes all decisions concerning the conditions of playing fields prior to the game. Teams will be notified as soon as possible if a game needs to be postponed due to inclement weather.
b) Once a game has started, the Tournament Director or umpire may stop a game due to weather conditions or darkness. Lightning and/or thunder will result in an immediate stoppage of all games for a duration of 30 minutes from the time of the most recent detection. For safety reasons, everyone must shelter in a vehicle during lightning/thunder delays. The pavilion is not an appropriate place to shelter during weather delays.
c) Weather related make-ups or continuations will be rescheduled by the Tournament Director when possible.
d) No infield practice will be allowed prior to a game. Warm-up is permitted in the outfield grass only.

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IV. TOURNAMENT RULES

1. GENERAL

a) Major League Baseball - American League Official Rules are in effect, unless modified below.
b) All participating teams must wear uniquely numbered uniforms/jerseys. If a player attempts to enter the game as either a fielder or batter wearing the same number as another player, the player will be considered ineligible.
c) Batters and base runners must wear protective helmets. All male players must wear a protective cup, regardless of position. All catchers must be properly equipped.
d) (8U Only) Four outfielders are permitted. Outfielders must start each play in the outfield grass area.
e) (8U-12U) Metal spikes are NOT permitted, (14U) Metal spikes ARE permitted.
f) Bat size restrictions are listed below. If a player uses an illegal bat, the player will be called out for that at bat. USSSA and USA standard bats will be allowed for this tournament.

Age Group	Barrel Diameter	Drop Restrictions
8U	2 3/4 inches	unlimited
10U	2 3/4 inches	unlimited
12U	2 3/4 inches	unlimited
14U-15U	2 3/4 inches	-3 max *
* This requires that the weight cannot be less than the length in inches by more than 3.		

g) Teams will have game balls provided by HCYP.
h) Field dimensions are as follows:

Age Group	Base Paths	Pitching Distance
8U	60 Feet	42 Feet
10U	60 Feet	46 Feet
12U	70 Feet	50 Feet
14U-15U	90 Feet	60 Feet 6 Inches

2. GAMES

a) Home team for pool play games will be determined via a bocce ball type roll of a baseball after the coach and umpire meeting. Each team will select one team player to roll a baseball from 1st base to 2nd base. The team whose player's ball comes to rest closest to 2nd base (whether it is in front, to the side, or behind) will choose to play as the HOME or AWAY team.
b) Dugout assignment will be on a first come first serve basis.
c) Teams must have at least eight players (nine for 8U) to start a game. If at any point during the game a team has less than eight players (nine for 8U), a forfeit will be declared. In the case of a forfeit, the winning team will be awarded one run per inning.
d) (8U-12U) Six innings will constitute an official regulation game.
e) (14U-15U) Seven innings will constitute an official regulation game.

3. SEEDING FOR BRACKET PLAY

a) Best record
b) Head to head competition (two teams only)
c) Fewest runs allowed
d) Total run differential for games played (NOTE: there is a max run differential recorded of 12 runs per game)
e) Most runs scored
f) Coin flip

4. REPORTING GAME RESULTS

a) Both teams will provide an official score keeper.
b) The winning team and losing team MUST both submit a Game Summary text to the onsite coordinator immediately following a game. Contact information for the onsite coordinator and a summary of the information to be provided via text will be provided before the tournament starts to each team's head coach. Any scores not turned in within one hour will be recorded as a tie and each team will be assessed 1 run per inning for the purpose of runs allowed and 0 runs for all other tie breaker and seeding rules. Onsite coordinator information will be available at the Pavilion. For all offsite games, the coordinator will be easily identifiable.
c) Game results, standings and pitcher inning counts will be maintained by each team and available for review throughout the tournament.

5. TIME LIMITS

a) The head umpire's watch is the official game clock.
b) No new inning may begin after one hour and forty-five minutes for all age groups. The next inning officially starts right after the 3rd out of the previous inning. See exception for Championship games.
c) A new inning begins the moment the previous inning ends.
d) An inning started must be completed unless the home team is leading or takes the lead during its final at bat. In the event of a hard stop, if the HOME team is losing at the time of the hard stop, the game will revert back to the previously completed inning. If the HOME team is winning at the time of the hard stop, the game will end as if the current inning was played to completion. If it is determined that the HOME team is stalling to force the game to revert back to the previous inning, the tournament director reserves the right to extend the game and allow the current inning to play to completion.
e) A game halted in progress due to inclement weather shall be official after four innings (3 ½ innings if the home team is leading).
f) An official pool play game that has a tied score at the end of the last completed inning shall be recorded as a tied game. Each team will be awarded ½ a point for the purpose of tie breaker and seeding rules.
g) If a game is stopped for any reason (e.g., inclement weather) BEFORE it becomes official, the game will be considered suspended and will be resumed from the point of curtailment at a time scheduled by the Tournament Director. The elapsed time will be recorded at the time of curtailment, and the resumed game will be given the balance of two hours less the recorded elapsed time.
h) In an elimination game, when the time limit has been reached and the score is tied at the end of an inning, the game will continue one inning at a time until a winner is determined. In the event of playing during extra time, each half-inning with start with the player making the last out (either batted or on the base path) as a runner on 2nd base.

i) All bracket play games will also have a no new innings rule after one hour and forty-five minutes. Mercy rules will be in effect.

j) Championship games will have no time limits. Mercy rules will not be imposed.

k) At the discretion of the Tournament Director, any game may be shortened due to inclement weather, including excessive heat. All attempts will be made to ensure that semi-final and championship games are played to completion.

6. RUN LIMIT

a) (8U Only) A team can score a maximum of 5 runs in an inning. In the sixth inning and all subsequent innings there is no maximum run limit.

b) (10U Only) A team can score a maximum of 6 runs in an inning. In the sixth inning and all subsequent innings there is no maximum run limit.

c) (12U Only) A team can score a maximum of 8 runs in an inning. In the sixth inning and all subsequent innings there is no maximum run limit.

d) (14U-15U) A team can score a maximum of 8 runs in an inning. In the seventh inning and all subsequent innings there is no maximum run limit.

7. MERCY RULE

a) (8U-12U) 15 runs after 3 innings, 12 runs after 4 innings, and 10 runs after 5 innings.

b) (14U-15U) 15 runs after 4 innings, 12 runs after 5 innings, and 10 runs after 6 innings.

c) Home team does not bat or stops batting if ahead by mercy.

8. RUNNERS

a) (8U Only) Leading is not permitted. Stealing is not permitted. Advancing bases is only permitted as a result of a batted ball or a walk. The ball is considered dead once any defensive player has control of the ball while on the pitching rubber. Any runner that has advanced less than half way must return to the previous base.

b) (10U Only) Leading is not permitted. Stealing is permitted after the pitch crosses home plate. If a base runner leaves a base early, the play will continue until the umpire calls time. The defensive team will have the option to accept the outcome of the play or to replay the pitch (i.e. deem the pitch a no-pitch). First offense is a team warning, and for any subsequent offense(s), the base runner is out; all other base runners must return to the base previously occupied; and a batter/runner must return to batter's box (unless the defensive team chooses to take the outcome of the pitch).

c) (12U-15U) Leading and stealing are permitted any time the ball is in play.

d) A courtesy runner may be used for the pitcher and catcher of record at any time during an inning. A courtesy runner is strongly encouraged, but not required to be used for the catcher when there are two outs. Courtesy runners are the player(s) who made the most recent out(s).

e) There is no must slide rule. However, a runner MUST attempt to avoid contact when a play is being made at a base or home plate. A runner will be called out if a collision occurs with a defensive player on a close play when a runner does not slide, or if in the opinion of the umpire, such action is an attempt to deliberately interfere with a play being made.

f) Head first slides are NOT permitted. A runner diving back to a base is not considered a head first slide.

9. DROPPED THIRD STRIKE

a) (8U-10U) Dropped third strike rule is NOT in effect.
b) (12U-15U) Dropped third strike rule is in effect.

10. INFIELD FLY

a) (8U Only) Infield fly rule is NOT in effect.
b) (10U-15U) Infield fly rule is in effect.

11. BUNTING

a) (8U Only) No bunting is permitted. A bunt will result in the batter being out and the runners will not be permitted to advance.

b) (10U Only) Bunting is permitted. However, no slash bunting is allowed. Slash bunting occurs when a batter squares to bunt and then swings away. The batter will be declared out and the runners will not be permitted to advance.

c) (12U-15U) Bunting is permitted.

12. BATTING LINEUP

a) (8U Only) Teams may choose between the following 2 lineup options: bat 10 (all fielders) or bat the entire lineup. Each team must announce their options when exchanging line ups with the other team at the pregame conference with the umpire.

b) (10U-15U) Teams may bat nine (9), the entire roster or any number in-between. However, once the number of batters is established, it must remain the same throughout the game. A substitute is defined as any player not placed in the original batting line-up to begin the game. As soon as a substitute bats or runs for another player, the substitute and the original starter are locked into that batting line-up slot and either one may bat or run at any time (in that line-up position only). Each team must announce their options when exchanging line ups with the other team at the pregame conference with the umpire.

c) If a player is ejected, an out will be recorded each time the ejected player's spot in the lineup is reached.

d) When batting the lineup, a late arriving player may be added to the lineup in the last position in the batting order.

e) A player leaving the game early, for any reason other than ejection, can be deleted from the line-up without penalty of an out if notification is given to the opposing coach and umpire prior to start of the game. Otherwise, a player leaving the game for a reason other than injury will have an out recorded each time the player's spot in the lineup is reached.

13. INJURY

a) If a player is injured, that spot in the lineup will be skipped with no penalty of an out.

b) Once a player misses an entire at bat due to an injury, that player is not eligible to return to the game in any capacity.

c) If an injury occurs during an at-bat and the player cannot continue the at-bat, the next batter will take over that at-bat and assume the count. If an injury occurs while on the base paths, the player that made the last recorded out will take the place of the injured player on the bases.

14. PITCHING

Pitching limits.

Age Group	Innings Per Game	Innings Per Day	Innings in Tournament
8U	4	4	8
10U	4	5	10
12U	4	6	12
14U-15U	4	6	12

a) One pitch in an inning constitutes one inning pitched.

b) (10U-15U) Intentional walks may be declared before the first pitch is thrown, without having to throw four balls. No intentional walks allowed for 8U.

c) (8U-10U) NO balks will be called, (12U-15U) Balks will be called with one warning per Team.

d) (8U-10U) No pitcher shall intentionally throw a curve ball that requires twisting of the arm. Intentionally thrown curves will be called balls.

e) A player who is removed from the pitcher position may not return to the pitcher position during that game.

f) A manager/coach is allowed one conference per pitcher per inning to confer with his pitcher. The pitcher must be replaced after the 2nd conference in the same inning. If at any time a player, including the catcher, goes first to the dugout and then immediately to the mound, this will be considered a conference by the manager/coach.

15. PROTESTS

a) NO protests will be permitted on any umpire judgment calls.

b) All disputed rules shall be resolved immediately before play continues.

c) If there is a valid dispute over a rules issue, the decision of the Tournament Director (or designee) will be final.

d) If a manager/coach questions the eligibility of a particular player(s), he may do so privately with the Tournament Director (or designee). All such inquiries will be investigated and eligibility questions resolved immediately.

16. INELIGIBLE PLAYER

a) If it is determined that an ineligible player has participated in any game(s), including an ongoing game, the offending team will forfeit any such game(s). If it is determined that a winning team used an ineligible player(s), the score for the opposing team will be either the number of runs that team scored, or one run per scheduled inning, whichever is greater. The offending team will record a score of zero for any such game(s). A pitcher that continues to pitch beyond their game, day or tournament pitch limit will be considered an ineligible player.