



HCYP Tournament Rules

2023/2024

Sponsored by Howard County Youth Program (HCYP)
Kiwanis Wallas Park
3300 Norberts Way
Ellicott City, MD 21042

Tournament Website:

<https://hcyp.teamsnapsites.com/tournaments/>

Tournament Check In

Rosters

No check-in is required. Managers must enter their rosters into the tournament registration system. Refer to the registration confirmation email for details. It is not necessary to carry a copy of your roster during tournament play. Managers must carry proof of player age during tournament play – either a birth certificate or State issued identification card. Age cutoffs are listed on the tournament registration page.

Certificate of Insurance

Please email your certificate of insurance to the Tournament Director prior to the tournament and keep a copy of your insurance with you during tournament play. If you haven't provided your certificate of insurance, your team will forfeit all games until it is presented. Certificate Holder Block should say:

Howard County Youth Program, Inc.
PO Box 6441
Ellicott City, MD 21042

Tournament Director Contact Information

Email: hcyptourneys@gmail.com

Tournament Format

Pool Play Games

- Games are played on Friday night and Saturday.
- All teams play two (2) pool games. Home and Away status is determined by coin flip.

Elimination Play Games

Results are used to seed Championship and Consolation brackets. Seeding will be determined by:

1. Record
2. Head-to-head record (Only used when two teams are tied. Does not apply when 3 or more teams are tied)
3. Runs allowed
4. Runs scored
5. Least runs allowed in a single game
6. Coin toss

Bracket format will vary based on the number of teams registered, below are examples of possible brackets (subject to change):

- Eight (8) teams or less – All teams advance to the Championship Bracket
- Eight (8) – Fifteen (15) teams – Eight (8) teams advance to the Championship Bracket; Remaining teams play one consolation game
- Sixteen (16) or more teams – Top eight (8) teams advance to the Gold Bracket; Teams nine (9) – sixteen (16) advance to the Silver Bracket; Remaining teams play one consolation game

Umpires

- 8U – 1 Umpire for all games
- 9U – 10U - 1 Umpire for Pool games and 2 Umpires for all elimination games
- 11U – 18U – 2 Umpires all games

Baseballs

Field Marshalls will be at each field to provide baseballs to the umpires. At the start of each game, at least one new baseball will be put into play. Please note that we will reuse game balls that are still playable. In the event of weather, we ask that coaches carry towels to help keep baseballs dry.

Rules and Gameplay

If not specified herein, all games will follow MLB Official Baseball Rules (no pitch clock or defensive shift rule is enforced).

Prior to Game Start

All teams are expected to be at the fields ready to play 30 minutes before their scheduled game time. Please be prepared to start games early if the field and umpire are ready to play.

Batting cages are first come/first served but are limited to 20 minutes per team. No infield use in pre-game is permitted.

Line-ups

Teams may bat nine (9), the entire roster or any number in-between. Once the number of batters is established, it must remain the same throughout the game. When a player is removed for the lineup for any reason, a substitute player should be inserted into that batting position. If a substitute is not available, an out will be recorded unless the player was removed due to injury. A team may play with a minimum of eight (8) players but must start the game with nine (9). Teams playing with eight (8) must take an out each time the missing player(s) batting position comes up unless that batting position was vacated due to injury.

A substitute player, who is not in the original batting line-up, may bat or run for another player. The substitute and the original starter are locked into that batting line-up position and either may bat or run at any time in that line-up position only.

Defense and offense are not coupled. Players do NOT have to be in the batting lineup to play in the field. Free defensive substitution is permitted.

Ending a Game

Time limits are listed in the rules reference guides at the end of this document. Ties are permitted in pool play. There will not be extra innings in pool play. In elimination play, after the time limit is reached, international rules will be used to decide tie games. The last batted out from the previous inning will be placed on 2nd Base with zero outs for each team in the inning after the time limit is reached.

The mercy rules for all age groups are:

- 15 runs after 3 Innings (2½ if the home team is ahead)
- 10 Runs after 4 innings (3½ if home team is ahead)
- 8 runs after 5 innings (4 ½ if home team is ahead)

Score Reporting

The home team will be the official scorebook. Immediately following the conclusion of each game, BOTH winning and losing teams are responsible for submitting scores by texting results to the tournament officials.

Text Results To: See emailed instructions from Tournament Director

Score Format: Age Division, Winning Team Name / Score – Losing Team Name / Score

8U, HCYP Blue 8 – HCYP White 6

Pitching

There are no pitch count limits, but coaches should use their best judgment. Please reference Pitch Smart guidelines found here: <https://www.mlb.com/pitch-smart/pitching-guidelines>. Once a pitcher is removed from the mound, they may not return to pitch in the same game.

Courtesy Runners:

Courtesy runners are allowed for the pitcher or catcher at any time. Please have that player ready immediately to keep up the pace of play. If batting the entire roster, the last batted out will be the courtesy runner. Otherwise, the courtesy runner should be a bench player.

Headfirst Slides

For ages 8U-12U there are no headfirst slides into a base except when going back to a base. For 13U and up, headfirst slides are allowed everywhere.

Music

Music is allowed, but it must not be excessively loud or contain inappropriate lyrics. Walk up songs are permitted but must be stopped when the batter steps into the batter's box.

Ejections

Poor sportsmanship will not be tolerated by players, coaches, and fans. Coaches and fans ejected from a game must exit the park immediately and not return for the rest of the tournament. Players may stay with their respective teams in the bleacher area (not bench) but may not participate in the rest of the current game and the next game. In the event this rule is not followed, the team will forfeit the rest of the tournament.

Weather Delays

In case of weather delays immediately before or during a game, the following procedures will be followed:

1. If the maximum number of innings for a complete game has been reached by the original time limit, the game will be considered complete.
2. If the maximum number of innings has not been reached by the original time limit, the game will continue up to the required innings for a complete game.

3. If a game is delayed in the top of an inning and cannot be resumed, the score will revert to that of the completion of the last full inning played.

The condition and availability of fields, along with the weather forecast may cause the tournament director to adjust these procedures as necessary, including adjusting time limits and advancing the higher seeded team of a game that cannot be completed due to weather, field, or schedule constraints.

Protests

Protests are not permitted. Coaches may politely ask the umpire who made the call to clarify a rules interpretation, but the umpires will make a final decision on the field.

Tournament Rules Reference Guide – 8U – 10U

	8U	9U / 10U
Field Dimensions	Basepaths 60'; Pitching Mound 40'	Basepaths 60'; Pitching Mound 46'
Game Length	6 Innings	6 Innings
Complete Game	3 Innings	3 Innings
Time Limit (Pool/Elimination)	No New Inning After 1:45 Minutes	No New Inning After 1:45 Minutes
Time Limit (Championship)	No Time Limit	No Time Limit
Leads	No	No
Stealing Bases	Not Permitted	Yes – After Pitch Crosses Plate
Stealing Home	No	Yes
Head First Slides	No – Back To Base Only	No – Back To Base Only
Dropped 3 rd Strike	No	No
Courtesy Runner	Pitcher/Catcher Any Time	Pitcher/Catcher Any Time
Run Limits (per inning)	5 Runs for Innings 1-5 No Limit Innings 6+	None
Mercy Rule	15 Runs After 3 Innings 10 Runs After 4 Innings 8 Runs After 5 Innings	15 Runs After 3 Innings 10 Runs After 4 Innings 8 Runs After 5 Innings
Home/Visitor	Pool Play – Coin Flip Elimination – Higher Seed Choice	Pool Play – Coin Flip Elimination – Higher Seed Choice
Batting	9 up to the Entire Roster	9 up to the Entire Roster
Defense	Free Substitutions	Free Substitutions
Pitching Limitations	None – Recommend Pitch Smart	None – Recommend Pitch Smart
Balks	None	None
Cleats	Rubber	Rubber
Infield Fly	No	No

Tournament Rules Reference Guide – 11U – 13U

	11U / 12U	13U
Field Dimensions	Basepaths 70'; Pitching Mound 50'	Basepaths 90'; Pitching Mound 60'6"
Game Length	6 Innings	7 Innings
Complete Game	3 Innings	4 Innings
Time Limit (Pool/Elimination)	No New Inning After 1:45 Minutes	No New Inning After 1:50 Minutes
Time Limit (Championship)	No Time Limit	No Time Limit
Leads	Yes	Yes
Stealing Bases	Yes	Yes
Stealing Home	Yes	Yes
Head First Slides	No – Back To Base Only	Yes
Dropped 3 rd Strike	Yes	Yes
Courtesy Runner	Pitcher/Catcher Any Time	Pitcher/Catcher Any Time
Run Limits (per inning)	None	None
Mercy Rule	15 Runs After 3 Innings 10 Runs After 4 Innings 8 Runs After 5 Innings	15 Runs After 3 Innings 10 Runs After 4 Innings 8 Runs After 5 Innings
Home/Visitor	Pool Play – Coin Flip Elimination – Higher Seed Choice	Pool Play – Coin Flip Elimination – Higher Seed Choice
Batting	9 up to the Entire Roster	9 up to the Entire Roster
Defense	Free Substitutions	Free Substitutions
Pitching Limitations	None – Recommend Pitch Smart	None – Recommend Pitch Smart
Balks	Yes – 1 Warning Per Pitcher	Yes – No Warnings
Cleats	Rubber	Rubber or Metal (No Metal at Blandair Park)
Infield Fly	Yes	Yes

Tournament Rules Reference Guide – 14U+

	14U+
Field Dimensions	Basepaths 90'; Pitching Mound 60'6"
Game Length	7 Innings
Complete Game	4 Innings
Time Limit (Pool/Elimination)	No New Inning After 1:50 Minutes
Time Limit (Championship)	No Time Limit
Leads	Yes
Stealing Bases	Yes
Stealing Home	Yes
Head First Slides	Yes
Dropped 3 rd Strike	Yes
Courtesy Runner	Pitcher/Catcher Any Time
Run Limits (per inning)	None
Mercy Rule	15 Runs After 3 Innings 10 Runs After 4 Innings 8 Runs After 5 Innings
Home/Visitor	Pool Play – Coin Flip Elimination – Higher Seed Choice
Batting	9 up to the Entire Roster
Defense	Free Substitutions
Pitching Limitations	None – Recommend Pitch Smart
Balks	Yes – No Warnings
Cleats	Rubber or Metal (No Metal at Blandair Park)
Infield Fly	Yes
Bat Restrictions	Wood or BBCOR Certified Only