

CONEMAUGH VALLEY YOUTH LEAGUE 7-8 MACHINE PITCH 2024 TOURNAMENT REGULATIONS

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TOURNAMENT PRELIMINARIES

(Check – In)

1. It is requested that you email or mail a copy of your roster with your registration fee prior to the tournament. Birth certificates shall be presented to one of the Tournament Directors at check in before your first game. We will keep a copy of your roster only. We will also need the name of a contact person and phone number for each team.
2. Your home league insurance information is required to enter our tournament. Please provide a copy of your insurance certificate with CVYL field listed as a covered field.
3. Home teams are determined by a coin toss for pool play games. Furthest team to travel will call the toss. A coin toss will be held by a tournament official between representatives from each team 30 minutes prior to the scheduled start time of the game.
4. The top team on the bracket shall be given the batting cage and the bottom team on the bracket shall have access to the T-Ball field for fielding practice 25 minutes prior to the scheduled starting time of the game.
5. Each team should provide a lineup to the press box 10 minutes prior to the start of the game. Revisions concerning no shows can be made up until starting time.
6. Boys are only to be on one roster. Teams are limited to 15 players.
7. Adult personnel permitted in the dugout shall be limited to: one manager, three coaches, and one scorekeeper. All coaches must be over the age of 16.
8. Only team coaches and rostered team players are permitted in the dugout area.
9. No game shall continue past the 10 o'clock curfew.
10. This is a 3-Game Guarantee tournament.

GROUND RULES – MAIN FIELD

1. Unless marked otherwise, all live-ball territory shall terminate on a line that directly connects the opposing sides of any opening in the fence.
2. A ball that becomes lodged behind anything that is attached to the inside of the fence shall be declared dead.

PLAYING RULES

1. Once the game begins, the umpires of that game are in complete and total control. Umpire's judgment is final. **Only the head coach/manager shall speak with the umpire about concerns.**
2. Games will utilize one umpire, except for the championship, which will use two.
 - a. Umpires may position themselves where they feel necessary to best call the game.
3. The score will be kept in each game, each team will keep a scorebook.
4. Teams must be ready to play 15 minutes before the scheduled start time. Please stay off of the infield during warm ups.
5. Games length is 60 minutes or 6 innings for pool play. No new inning will begin after 60 minutes of pool play games. Once an inning is started it must be finished. The umpire will announce the official start time at the first pitch. Please keep games moving. Please make decisions on injured players in a reasonable amount of time.
6. There is no time limit in any championship game unless weather delays or darkness are factors.
7. Mercy rules are 15 runs after 3 innings, and 10 after 4 innings.
8. Cheer for your team only. Cheering should not be distracting, unsportsmanlike or disrespectful. No cheering is to be directed at any opposing player or position, and must end when the coach is ready to feed the machine.
9. Games will be played with a regulation Little League baseball. (A1074LL1)
10. Teams may field 10 players at a time, but may bat the entire lineup. All players present must play a minimum of 6 consecutive outs in the field. Teams will utilize a catcher, stationed anywhere behind home plate. A maximum of two coaches may be stationed in the outfield.
 - a. Players in the outfield must start with both feet in the outfield grass.
11. A 46' pitching distance will be used. The pitching machine will be set at 40MPH.
 - a. If the machine needs to be adjusted, and is agreed upon by both managers, the adjustment will only occur at the top of the new inning.
12. Batters will receive 5 pitches to put the ball in play. Walks and strikeouts are not permitted.
 - a. At bats will end with the batter either putting the ball in play, or has accumulated 5 pitches. If the batter fouls off the 5th pitch, the at bat continues until the ball is swung at and missed, put in play, or not swung at.
 - b. Batted balls must cross the grass line in front of home plate to be considered fair. Balls not reaching the grass will be declared foul.
13. Batter's boxes are not required to be used. Batters may adjust as necessary.
 - a. UMPIRES NOTE: If a ball is obviously unhittable, (i.e., bounces before the plate, over the batters head at appreciable height) 1 extra pitch may be awarded.
14. The pitching machine, ball bucket, coach, and the cord not in contact with the ground are part of the field. Any batted ball striking them will cause the ball to become dead, and the batter awarded first base. Any runners forced to advance will be awarded the next base, if necessary.
 - a. The cord in contact with the ground is in play, and will be treated as a live ball.
 - b. A ball simply passing through the machine and not making contact is live.
15. All runners may continue to advance on any batted ball. Any overthrow to a base for a putout allows the runners to advance one additional base, regardless of the amount of overthrows. (1 overthrow, one base per play)
16. The pitcher's circle is the dirt mound on the main field. At the time of the pitch, the "pitcher" must have one foot in the dirt circle, and be in line with the machine. Pitchers are required to wear a mask.

17. Play ends when the “pitcher” possesses the ball and returns to the circle.
 - a. UMPIRES NOTE: If a batted ball is hit to the pitcher in the circle, the pitcher has two options. He may make a play on the batter or runners by throwing the ball to a base, or he may elect to simply hold the ball within the circle. If he chooses to hold the ball, all runners are entitled to one base from the time of the pitch, if forced, or may advance one base at their peril.
18. Half-way marks will be utilized on the basepaths. When the pitcher returns to the circle with the ball, runners must either continue to the base or return to the previous base, depending on their relation to the line, unless forced.
19. Interference and Obstruction will be called, infield fly will not.
20. Stealing of bases is not permitted.
21. There will be a 5 run maximum per inning, except for the declared final inning, when appropriate.
22. Courtesy Runners will be permitted for the catcher with two outs. The last out will be used.
23. Warm up balls will be allowed to be used on the field **only during the first inning.**
24. No swinging of bats or throwing balls in the dugouts. All players are expected to remain in the dugout area to keep the game moving.

Scheduling Disclaimers

It may be necessary to reduce the game guarantee due to inclement weather.

The following actions will be taken due to inclement weather.

-All games started will be completed. (If home team is winning after 3-1/2 innings, game is considered complete, 4 innings if home team is losing)

-Time limits will be reduced in order to try to get all games completed.

The tournament is for fun and a way to keep our boys playing past the regular season. Please remain positive and encouraging to the players, and respectful to the other coaches and umpires!

Conemaugh Valley Youth League/ East Conemaugh Borough Park **Regulations**

Parking

Parking for the main field is available along PA 271 and Oak Streets.

Parking is **not permitted** in the dead-end portion of Second Street (behind home plate), in any alleyway, along any yellow-painted curb, or in the Dollar General parking lot.

Parking in the lot behind the concession stand is reserved for tournament officials, concession workers, umpires, and those who have valid handicapped placards.

Pets

Pets are **not permitted** anywhere within the complex, per Borough Ordinance.

Tobacco, Vapes, Alcohol and Open Flames

Smoking, including electronic cigarettes and vapes, are not permitted anywhere within the complex. Designated smoking sections are located in the alleyways that run behind the scoreboard or along the third base line.

Alcohol is not permitted anywhere within the complex.

Due to safety concerns, grills are not permitted within the complex.

Fan, Coach, and Player Decorum

CVYL follows the Little League Zero Tolerance Policy and will not tolerate any disrespect or abuse directed at any player, coach, umpire, league official, or other spectators.

Any person who violates this policy is subject to ejection from the field complex.

Speakers and Walk-Up Music

With the growing popularity of teams opting to play walk up music and pre-recorded introductions, we would like to remind our teams that **only walk-up music** is permitted to be played. Our tournaments provide announcers to introduce the players before each at bat and music between innings. This policy is in place to ensure a family friendly experience.

On behalf of the Conemaugh Valley Youth League, thank you for your participation in this year's tournament. Play hard, have fun and good luck to all the participating teams

**THE CONEMAUGH VALLEY YOUTH LEAGUE SHALL NOT BE HELD LIABLE
FOR ANY INJURIES OCCURRING ON OR OFF THE BALLFIELD.**