

TOURNAMENTS 2019 /2020

*****ATTENTION*****

TEAMS DROPPING OUT OF A TOURNAMENT WITHIN THIRTY DAYS OF THE EVENT DATE WILL NOT BE ELIGIBLE TO RECEIVE A REFUND. IF THERE IS A TEAM ON THE WAITING LIST OF A SOLD OUT TOURNAMENT TO REPLACE YOUR TEAM AND THE SCHEDULE HAS NOT YET BEEN POSTED, A CREDIT MAY BE ISSUED TO A FUTURE TOURNAMENT AT THE DISCRETION OF CITY OF YUMA.

CITY of YUMA Youth Baseball **TOURNAMENT RULES**

Note: These rules are for City of Yuma Baseball Tournaments only.

General Conduct Rules

We have had an increasing amount of threats and violence take place during youth events. Acts of Violence and consumption of alcohol at youth events is unacceptable and creates a negative experience to all spectators and players.

1. No drinking before and in between games for any coach. Coaches caught or suspected will be removed from coaching that day.
2. Anyone caught with outside alcohol/drugs including parking lots in all venues will be ejected from the park and local law enforcement will be notified to enforce local statues of the parks.
3. Obscene gestures and foul language will result in offenders being ejected from the park.
4. Threats of violence or acts of violence including parking lots, will result in following penalties:
 1. 911 called by staff and will seek a police report, most likely resulting in charges to be filed.
 2. Coaches/Parents/Fans involved will be ejected from the park and face suspensions from City of Yuma Parks and Recreation Department.
 3. A Player of ejected legal guardian/parent will be taken out of the game and have to leave also. (It's not our goal to punish players for out of control parents/coaches but because we are not legal guardians and cannot take custody of children to finish a game when parents have to leave the park immediately.)
5. Artificial Noise Makers are prohibited.
6. Music can be played during non-live ball action however the volume is not to be heard by surrounding fields. Tournament staff has the right to disallow the usage of music for the remainder of the event if deemed inappropriate or at a high volume.

NOTE: Our staff is not trained investigators; they have been instructed to eject all suspected parties involved of any violations listed above. Coaches please enforce parent conduct within your teams and set a high example for your players. We need to create a healthy and safe environment for all those that play and attend City of Yuma events.

7. Due to excessive damage to the outfields.
 - Any Player and Team that dig holes in the outfield will face penalties.

1st Offense: Player removed from the game & cannot re-enter.
2nd Offense by same Team: Manager Ejected from the game
Limit of 2 coaches outside the dugout, all others have to be inside.
No Buckets allowed outside the dugouts.

TEAM REGISTRATION and ADMINISTRATION

REGISTRATION:

1. Teams must register with the City of Yuma Parks and Recreation Department with full payment within designated registration period.
2. Teams must have a completed Roster with parent signatures at Team check in.
3. Teams required to turn in Team Roster with Manager signature.
4. Teams required to present a copy of Birth certificates or State issued ID card or Passport for every player on your roster.
5. All teams must check in 1.5 hours prior to first scheduled game at the park you're playing at.
6. No players may be penciled in once roster is submitted.
7. Any Team knowingly using illegal players shall be subject to discipline ranging from forfeiting a game, tournament disqualification and suspension from all City of Yuma sanctioned leagues and tournaments for up to a year.

AGE DIVISIONS:

7U-18U Age divisions:

1. Based upon player's age as of May 1st, of current year, league age. Example - 12U players cannot turn 13 prior to May 1st, to play in that division.
2. Players may play up 2 ages, but not down in age.
3. Players may only play on one team during a tournament.

ROSTER FREEZE

1. Frozen roster begins at presentation of TEAM ROSTER check in.
2. All roster questions will be treated as a protest and will require a \$50 protest fee. If you win the protest you will receive your money back.
3. NO PARENTS ARE ALLOWED TO QUESTION ROSTERS OR RULES.
MANAGER'S ONLY

The following penalty(s) could be placed on a team found to break the above rules. The penalty is up to the (Tournament director).

1. Player or players disqualified from the tourney.
2. Forfeit of games (All Fees are lost)
3. Team disqualified from the tourney (All fees are lost)
4. Manager suspension.

REFUND POLICIES:

1. No refunds within 30 days of tournament when dropping out.
2. Exception; is a Rainout Refund which will be refunded minus \$25 Administration Fee for a 2 day tournament and \$50 Administration Fee for a 3 day tournament unless funds are applied towards another Tournament.

Rainout policy is as follows for 3 game guarantee:

1. No games played: Full Refund minus admin fee (credits will not have admin fee)
2. 1 game is started: Half Refund
3. 2 games started: No Refunds

Rainout policy is as follows for 4 game guarantee:

1. No games played: Full Refund minus admin fee (credits will not have admin fee)
2. 1 game is started: 2/3 refund
3. 2 game is started: 1/3 refund
4. 3 games started: No Refunds

No gate refunds, nor rain checks, at any time. Tell your players and fans, if play is in doubt due to inclement weather or rain, to wait until play begins to enter park.

SUSPENDED/COMPLETE GAMES:

1. 6 Inning Game = 3 innings or 2.5 if home team is ahead (Will constitute a complete game during inclement weather or light failure.)
2. 7 Inning Game = 4 innings or 3.5 if home team is ahead (Will constitute a complete game during inclement weather or light failure.)
3. If the 3-4 innings have not been completed, game will resume from when the game was suspended.

PLAYER SAFETY RULES

DISTANCES:

7U/8U = 40' mound/60' bases,
9U-10U = 46' mound/65' bases,
11U-12U = 50' mound/70' bases,
13U = 54' mound/80' bases,
14U-18U = 60.6 mound/90' bases

Bat Regulations:

7u-13u

1. USSSA Stamp,
2. Wood
3. USA Bat Stamp

14U

1. BBCOR
2. Wood
3. USSSA Stamp -5
4. USA Bat Stamp -5

15U-18U

1. BBCOR
2. Wood

Illegal Bat Penalties

If an illegal bat is discovered after a fair batted ball and before the next pitch legal/illegal or play

1. The offended coach has the option of selecting the outcome of the play or the penalty.
2. If penalty is chosen: 1. The batter is out. 2. Bat removed. 3. All runners return to the base legally occupied at the time of the pitch.
3. Should a second infraction occur: 1. The manager is ejected. and 2. The offended coach gets to choose the outcome of the play or the penalty again as stated.

NOTE: There shall be no penalty for discovery of an illegal bat until a fair batted ball occurs. If an illegal bat is discovered during the AB, the bat is then removed from the game.

METAL CLEATS:

1. No Metal Cleats allowed in 12U and younger age divisions.
2. No Metal Cleats allowed on portable mounds at any park.

CATCHERS HELMET:

1. Age divisions 12U and younger, catchers must wear protective helmet that covers both ears and the back of the head.

GAME BALLS:

1. 2 new game balls will be provided by City of Yuma for every game.
2. Teams will provide one new back-up ball for each game if needed.

FOUL BALLS:

1. The Team at bat shall supply a runner to retrieve any and all foul balls and shall immediately return them to the home plate umpire.

COACHES BUCKETS:

None allowed outside of the dug outs or on the playing field

PITCHING LIMITATIONS:

7U-12U = 6 innings in a day and 8 in the tournament.

13U-14U = 7 innings in a day and 8 in the tournament.

A player that pitches more than three (3) innings in one day MUST rest the next day.

15U-18U = No Limit (Use Common Sense and pitch count)

One pitch in a new inning is considered a full inning no matter how many outs.

Violation of this rule:

1. Pitcher being removed from the mound.
2. The manager will be ejected from the game and cannot participate in the next scheduled game.

NOTE: If a Team violates this rule a second time in a tournament,

1. Game will be forfeited.
2. Scorecards that are signed by each manager at the end of the game determine pitching infractions.
3. Please confirm pitching is documented on card is correct before signing.
4. Teams must monitor the opponents pitching and report any violations.
5. Once a pitcher is removed from the mound, that pitcher may not pitch again in that game.

INTENTIONAL PITCH AT BATTER:

1. Penalty- If the umpire believes such a violation has occurred, a warning shall be issued to the pitcher and both opposing coaches that future violations by any pitcher will be cause for immediate ejection of the pitcher and the coach from the game.

NOTE: If, in the umpire's judgment, the situation warrants drastic action to defuse a potentially volatile situation,

2. The umpire may eject the pitcher without warning.
3. Each coach should be warned, but the coach of the offending team should not be ejected at that time unless the umpire believes it is appropriate.

ADDITTION: A warning may be issued to both teams before the start of the game or at any time during the game.

FORCE PLAY SLIDE RULE:

1. A runner may slide in any direction away from the fielder to avoid making contact or altering the play of the fielder.
2. Runners are never required to slide, but if a runner elects to slide, the slide must be legal.
3. If contact is made on either side of the bag or behind the bag, the ball is immediately dead. The runner is out, interference is called and the batter/runner is also called out.

COLLISSION RULE HOME PLATE: If a defensive player has the ball in hand ready to make a tag, the offensive player must apply one of the following:

1. Proper Slide going into the base
2. Go around the defensive player
3. Give your-self up
4. Go back

MALICIOUS CONTACT:

1. If the official in charge of the game judges that there has been malicious contact initiated by a player, the offending player will be called out and ejected from the game.
2. This includes a player / runner leaving their feet (jumping over) to avoid a tag. If contact is made with the defender, it is at the judgment of the official to rule malicious or not.
3. Leaving your feet (jumping over) to avoid a tag will be an automatic out. The ball is immediately dead and all runner (s) will return to the base they last legally occupied at the time the umpire ruled the ball is dead and the runner jumped over the defensive player.
4. Player ejections that results in a team having less than 9 players, game will continue if the team has 8 eligible players, however an out will be taken when the ejected player is due to bat in the line-up.
5. Teams falling short of 8 players due to player ejections will forfeit that game.

EJECTIONS:

1. Any player, manager, coach or parent ejected from the game or after a game is concluded may carry an additional game suspension to be served at next scheduled game upon discretion of the tournament director and umpire in chief.
2. Ejected managers, coaches or fans must leave the immediate area of the ball fields; they may remain in the parking lot or out of the immediate area from the field.
3. Managers are responsible for the conduct of his players and fans.

GAME PROCEDURAL RULES

HOME TEAM:

1. Determined by coin flip
2. Keep official scorebook
3. All changes going through home plate umpire.
4. In playoff rounds, the higher seed will have choice of Home or Visitor.
5. Dugouts are not assigned; first team to arrive has choice.

TIME LIMITS:

Pool Play and Playoff Games:

Divisions

7U-12U

1. 6 innings with no new inning after 1:30.

13U-18U

1. 7 innings with no new inning after 1:45.

*Please have your team ready to play up to 15 minutes prior to the posted game time in case of a run rule in a prior game.

Time Limits in Championship Games are as follows:

No New Inning after:

7U-12U = 2:00

13U-18U = 2:30

TIE GAMES:

1. In Pool Play a tie stands and will not be played out.
2. Playoffs and Championship Games will be played out in extra innings or after time limit has expired using the California Tie Breaker.
(A runner will start at second base. Runner cannot be a player who is or was in the game, even if they are a starter with reentry remaining. If a team has no substitution, then last batted out will be the runner. Game will be played until a winner is determined.)

RUN RULES:

1. 15 run rule after 3 innings or 8 run rule after 4 innings in 6 inning games,
2. 15 run rule after 3 innings or 12 run rule after 4 innings or 8 run rule after 5 innings in 7 inning games.

LINE-UP OPTIONS:

7U-14U

1. Bat 9 players
2. Bat 10 players using an Extra Hitter. (The EH is considered a defensive player and may switch in and out defensively.)

NOTE: DH Elective

9U-14U

1. DH can be used in 9U-14U
2. Teams may bat a nine (9) player line-up
3. Team may bat a nine (9) player line-up with a Designated Hitter (DH)
4. Teams may bat a ten (10) player line-up with an Extra Hitter (EH)
(The EH is considered a defensive player and may switch in and out defensively.)
5. Teams may bat a 10 player line-up up with a DH and EH,
6. Designated Hitter (DH) can be used for age's 9u thru 14u
(Note: The DH can be used for any position player.)
7. Starters may re-enter one time only in their original batting order.
8. Teams may play with 8 players, but an out will be recorded each time the 9th spot comes up.
9. 9th player may be added in the 9th spot at any time during the game.

15U-18U

1. Bat 9 players
2. Bat 10 players using an Extra Hitter. (The EH is considered a defensive player and may switch in and out defensively.)
3. Starters may re-enter one time only in their original batting order.
4. Teams may play with 8 players, but an out will be recorded each time the 9th spot comes up.
5. 9th player may be added in the 9th spot at any time during the game.

COURTESY RUNNERS:

1. Allowed for the pitcher or catcher at any time.
2. The runner cannot be a player who is or was in the game, even if they are a starter with re-entry remaining.
3. If the team has no substitution left then, the last batted out can be used as a courtesy runner.
4. Same runner cannot run for both the pitcher and catcher in the same inning.

INTENTIONAL WALKS:

1. A defensive coach simply needs to announce to the home plate umpire that he desires to intentionally walk the batter.
2. No pitches are thrown.

MISSED BASES: Requires an appeal play.

PROTEST:

1. All protest will be ruled on immediately by tournament director and Chief umpire.
2. Only a rule interpretation can be protested not a judgment call.
3. \$50 fee is required to protest a call and will be refunded if the protest is upheld.

PARK RULES

Park Rules Posted

1. All persons at Pacific Avenue Athletic Complex or satellite fields must observe all posted park rules at entrance of the parks.
2. Any persons violating park rules will be asked to refrain from conduct or asked to leave the park.

GATE FEES:

1. Pacific Avenue Athletic Complex will have gate charges.
2. Gate fee for Pacific Avenue Athletic Complex is \$5 person (8 \$under Free).
3. Players and coaches, up to 14 total, will have free entry.

CONCESSIONS:

1. The Pacific Avenue Athletic Complex reserves the rights to all concessions.
2. Only water is allowed in the park.
3. Concessions for satellite parks may be issued with a \$25.00 vendor fee.

TRASH:

1. Each Team is responsible for cleaning their dugout before they exit the field

7U/8U RULES

7U/8U & UNDER KID PITCH RULES

ALL Rules above apply with slight modifications listed below:

1. Nine (9) defensive players will play in the field.
2. Balk rules will not apply.
3. Batters may not advance to first (1st) base on a dropped / missed third (3rd) strike by the catcher.
4. **Only 5 runs Max per Inning can be scored thru first 3 innings in 7U Only***
5. Bunting is allowed
6. No lead-offs. Players cannot leave base until after ball crosses home plate.
7. Stealing is allowed. Runners may advance once the ball is passed home plate at their own risk. If a player leaves early and is thrown out, he is out. If he is safe, he must return to previous base. 2nd offense by same player in same inning will result in out. If ball is hit, the defensive team has the option of the result of the play or dead ball and runner returns and hitter hits again.
8. Stealing home is not allowed. Home plate is dead. Runner on 3rd must be forced home by a walk, HBP, or advance on a hit ball.
9. Once the ball is thrown back to the pitcher by the catcher or any fielder at the conclusion of a play, at the umpire's judgment, all base runners must return to their previous base if they are not at least halfway to next base.
10. No new inning after 1:30