2021 CMCBL Tournament Rules

Regular season CMCBL rules are in effect, except where noted in CMCBL Tournament rules.

CHECK-IN: All teams should check-in with the Tournament Tent or Tournament Officials upon arrival for their first game of the tournament.

TEAM ROSTER: At check-in, teams will submit a roster form with player names, age, and jersey numbers. Roster will also list Coaches and cell numbers.

If teams find they are short of players they should consult with Baseball leaders in their town. All member associations agree that 1) teams short of players cannot use Gopher State players to compete in the CMCBL tournament, and 2) if 2 CMCBL teams combine to compete in the tournament, all players on those teams must have the opportunity to participate.

CONDUCT: Unsportsmanlike conduct will not be tolerated. Any player, coach or spectator ejected from a game is ejected for the remainder of the tournament. Ejected players, coaches, or spectators are not allowed at tournament fields or parks. Umpire discretion is final in all cases.

GAME BALLS: Each team will supply one new ball per game.

GAME LENGTH: All games will have a time limit, with no new inning beginning after 1 hour, 45 minutes after first pitch. It is important that Coaches note the start time of each game, and communicate with the opposing coach and umpire about when the final inning is declared and the 5-run/8-run limit is waived.

MERCY RULE: A 10-run mercy rule will be used after the 4th inning.

PITCHING LIMITS: Inning limits per game remain the same as the regular season (except 16U). **At all levels, players are limited to 6 innings pitched in the tournament.** Any partial inning is considered a full inning towards player's limit.

For each game, coaches will track pitcher innings for both teams and report to tournament officials after each game.

COURTESY RUNNER: A courtesy runner will be allowed for the current catcher anytime. The catcher must be the catcher of record before and after the at bat. The courtesy runner will be the last player that made an out. Use of the courtesy runner is optional.

POOL PLAY TIEBREAKERS: In round-robin pool play tie games are allowed. There will be no extra innings in these games. Pool winners will be determined as follows:

1. Best record
2. Least Runs Allowed in Total Pool Play (Maximum +/- 10 runs per game)
3. Most Runs Scored (Maximum +/- 10 runs per game)
4. Head-to-Head winner (if criteria above reduces tie to 2 teams)
5. Coin flip

SEEDING TIEBREAKERS:

1. Head-to-head record
2. Division record (if teams in same division)
3. Runs allowed in head-to-head games (if teams have played twice)
4. Coin flip