TENERIFE WINTER LEAGUE U13 — 2026

Rules and format · Nov. 24, 2026, 2:19 a.m.

TOURNAMENT

Tournament Name
Tenerife Winter League U13

Tournament Code
TWLU13

Sport
Baseball (BB)

Gender
Other

Age Category
U13

ERA Innings
6

Host Countries
Canary Islands (ES) (IC), Spain (ES)

Source competition
—

Notes
—

EDITION

Edition ID
2026

Sport
Baseball (BB)

Gender
Other

Age Category
U13

Start Date
Nov. 18, 2026

End Date
Nov. 23, 2026

Poster
Yes

Rulebook (PDF)
Yes

Other rules of the rulebook
1 — Distance between bases: 22.86 m. 2 — Pitching distance: 15.24 m. 20 — A runner may advance or steal a base when the ball reaches home plate. 21 — Re-entry only if no other player is available after an injury or an ejection, with the Technical Commissioner's authorisation. 22 — Last tie-break step: a coin toss by the Technical Commissioner, entered in Diamond Core by hand.

Time zone
Atlantic/Canary

Schedule Published
Yes

While the schedule is not published
Hidden — not visible at all

Source competition
—

Calendar kept in step with the federation
No

Notes
—

TEAMS

Club	Players	Reinforcements	Team staff
BANDITS RED	13	0	0
BANDITS WHITE	14	0	0
BASEBALL TEAM VERONA	12	0	4
BRUTAL ALL STAR	14	0	2
CARDINALS COLMAR	12	0	2
FBA TEAM	13	0	0
FUN&PLAY	17	0	1
LEONES SAN FERMIN	14	0	1
MANTA-RAYA	12	0	1
MENTALS	13	0	4
MONTEGRAPPA	13	0	2
SELECCION CANARIA	14	0	0
TOPROMA	12	0	2

GAME RULES

Game Time Limit
No time limit

Its own time limit: 120 min
28 — 23/11/2026 9:00 F1, 29 — 23/11/2026 9:00 F2, 30 — 23/11/2026 11:30 F2, 31 — 23/11/2026 11:30 F1

Extra-inning tiebreak runner
Yes — place runners

Tiebreak starts at inning
7

Runners placed
2 — on second and first

Extra innings start when the time runs out
No

A game may end tied
Yes — a game may end tied

Tenth fielder allowed
Official rule for the sport

Coach pitch
No

Every batter bats in the first innings
No

Batter who opens each of the first innings
The normal order

A runner who leaves the base early is out
No

A player taken out may come back once everyone has batted
No

A game is official after (innings)
5

Length of a doubleheader game (innings)
5

Extra innings before a tie
1

Balks are called
No

Intentional walks per batter
1

Players registered individually: innings in the field
2

Players registered individually: turns at bat
1

Re-entry
Only when nobody else is available, after an injury or an ejection, with the Technical Commissioner's authorisation

LIMITS PER HALF-INNING

Batters per half-inning
No limit

Runs per half-inning
5

Caps apply in the last inning
No — play the last inning out

Runs past the run limit
Only the runs up to the limit count, except a home run or a ground-rule double

Caps apply from inning
Every inning

Pitches per half-inning
No limit

Runners come back after the pitch limit
No

Caps apply in extra innings
No — no limit in extra innings

SOFTBALL RULES

Rulebook adopted
Not stated — the rule of the sport applies D-01

Rulebook edition
Not stated — the rule of the sport applies D-02

DP and FLEX
Not stated — the rule of the sport applies D-03

DP-FLEX swaps unlimited
Not stated — the rule of the sport applies D-04

Re-entries per starter
Not stated — the rule of the sport applies D-05

A substitute may re-enter
Not stated — the rule of the sport applies D-05

The OPO keeps her re-entry
Not stated — the rule of the sport applies D-06

Extra players (EP)
Not stated — the rule of the sport applies D-07

What "designated batter" means
Not stated — the rule of the sport applies D-08

Outfield numbering
Not stated — the rule of the sport applies D-09

May play short-handed
Not stated — the rule of the sport applies D-10

Minimum players to continue
Not stated — the rule of the sport applies D-10

Runner without substitution
Not stated — the rule of the sport applies D-11

Coed composition
Not stated — the rule of the sport applies D-12

Chata: what the competition rules fix
Not stated — the rule of the sport applies D-13

Penalties regime
Not stated — the rule of the sport applies D-14

Signed by
—

Signed at
—

Notes from the federation
—

WHO MAY PLAY

Players born from (year)
2013

Players born up to (year)
No limit

Reinforcements born from (year)
No limit

Reinforcements born up to (year)
No limit

Most reinforcements on a roster
No limit

Most reinforcements on the field at once
No limit

Positions a reinforcement may not play
—

Fewest players on a roster
No limit

Most players on a roster
No limit

PITCHING LIMITS BY AGE

The console warns the scorer
2 outs before his limit — with a limit of 3 innings, after 2 innings and 1 out

One game a day
No

No return to the mound
No

The limits count
Innings — a limit a game

Doubleheader: no second game after more than (innings)
1

Doubleheader: no more innings in the second game than in the first
Yes

Band	Up to age	Innings a game	Rest after pitching	Most innings in the whole competition
U13	13	3 innings	Under 2 innings: no rest · from 2 innings: 1 day of rest · from 3 innings: 2 days of rest	No limit

SCHEDULING

Slot Duration
150 min

Changeover
0 min

First Slot Time
09:00

Last Slot Time
17:00

Game Days
Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday

Meetings per Pair
1

Max Games per Team per Day
2

Min Rest Between Games (minutes)
Automatic

Series Length
—

Spread Games Evenly
No

BREAK PERIODS

No break periods

FIELDS

Field	Showcase	Priority	Available From	Available Until	Start times on this ground	Games at the same time	Default Scorer	Default Umpire
Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	Yes	1	—	—	—	2	—	—

OFFICIALS

Head scorers
Miguel Muñoz Plasencia

STANDINGS AND STATISTICS

Final standing: teams no game separates
Ordered by their record over the competition

Pitcher decisions

Work out pitcher decisions for this tournament
Yes

Innings a starter must pitch to qualify for a Win (%)
56

Biggest lead that still counts as a save situation
3

Outs a reliever must record for a Save
3

Outs for a long-relief Save, whatever the lead
9

Track Holds (H)
Yes

Track Blown Saves (BS)
Yes

Active
Yes

Leaderboard Settings

Top N
10

PA Coefficient (batting)
2.70

IP Coefficient (pitching)
0.50 THIS EDITION

Leaders by Phase
No

Active
Yes

Notes
The usual settings, so the 2026 edition can override one.

Active (this edition)
Yes

Notes
Tony, 2026-11-14: a TWL U13 pitcher may pitch only 3 of the 6 innings, so the ERA ranking asks 0.5 innings per team game (half the usual).

STRUCTURE

CONFERENCES
No conferences

DIVISIONS
No divisions

PROMOTION / RELEGATION
No promotion/relegation rules

RANKINGS AND WEIGHTS

Elo Rankings
No

STATISTICS WEIGHTS
The standard weights apply

BROADCAST

Enable live broadcast overlays
Yes

Show timer on overlay
Yes

Broadcast delay
0 s

CALENDAR

LOGOS ON THE CALENDAR

Name	Where	Display Order	Picture
Tenerife Winter League	Every page	1	Yes

WHO RECEIVES THE CALENDAR

Nobody yet

WIZARD RUN

Track
Calendar

Status
COMPLETED

Created By
tony.perez

Created
Nov 13, 2026 01:21

Completed
Nov 14, 2026 09:53

Games Created
15

GAMES SUMMARY

Final: 33

PLACEMENTS

#1 LEONES SAN FERMIN 🇪🇸
#2 FBA TEAM 🇩🇪
#3 FUN&PLAY 🇨🇿
#4 BRUTAL ALL STAR 🇪🇸
#5 BASEBALL TEAM VERONA 🇮🇹
#6 SELECCION CANARIA 🇺🇦
#7 CARDINALS COLMAR 🇫🇷
#8 MONTEGRAPPA 🇮🇹
#9 MENTALS 🇩🇪
#10 MANTA-RAYA 🇺🇦
#11 BANDITS WHITE 🇩🇪
#12 TOPROMA 🇮🇹
#13 BANDITS RED 🇩🇪

1 FIRST ROUND – GROUPS

ROUND ROBIN COMPLETE

Phase Code
GROUPS

Phase Name
FIRST ROUND – GROUPS

Phase Order
1

Format
Round Robin

Ready-made format: role and group
—

Series Length (Best of N)
—

Series games are created
Create as series progresses

Games that start after the previous one
Every game at its hour

Advancing Teams Per Pool
0

Wild cards
0

Home team
Home and away alternate

Advancement Rule
Automatic

Game Creation Mode
Auto-create

Teams come from
The phase before

Tiebreaker Rule
Custom: Head-to-head record, Run differential, Team batting average, Team earned run average

Standings Sort Method
Winning Percentage — a tied game counts as half a win

Inter-pool games count
No

Statistics Group
1

Complete
Yes

Regulation Innings
6

Time Limit
Edition default

Every game of this phase must have a winner
No

Final places this round awards
—

Mercy Rule
15 runs ahead ends the game once 4 innings are complete (from inning 5 on)

Phase Dates
Nov. 18, 2026 – Nov. 20, 2026

Doubleheaders
No doubleheaders

The grounds of a game day
On as many grounds as it takes

Ground of each game day
—

Published
No

Becomes visible at
—

Hides itself after
—

Games
Final: 15

POOLS

Code	Pool Name	Display Order	Default Venue	Planned Start Time	Home Team	Manual Tiebreaker Resolutions
A	Group A	1	—	—	Seat 1 is at home	—
B	Group B	2	—	—	Seat 1 is at home	—
C	Group C	3	—	—	Seat 1 is at home	—
D	Group D	4	—	—	Seat 1 is at home	—

GROUP A

Team	Seed	Tier	Back-to-Back	First-timer	Showcase	Earliest Slot	Home Field	Rest game days	Scheduling Notes	Withdrawn
BASEBALL TEAM VERONA	1	—	Yes	No	Yes	—	—	—	—	—
FBA TEAM	2	—	Yes	No	Yes	—	—	—	—	—
MANTA-RAYA	3	—	Yes	No	Yes	—	—	—	—	—
MENTALS	4	—	Yes	No	Yes	—	—	—	—	—

GROUP B

Team	Seed	Tier	Back-to-Back	First-timer	Showcase	Earliest Slot	Home Field	Rest game days	Scheduling Notes	Withdrawn
BANDITS WHITE	1	—	Yes	No	Yes	—	—	—	—	—
BRUTAL ALL STAR	2	—	Yes	No	Yes	—	—	—	—	—
MONTEGRAPPA	3	—	Yes	No	Yes	—	—	—	—	—

GROUP C

Team	Seed	Tier	Back-to-Back	First-timer	Showcase	Earliest Slot	Home Field	Rest game days	Scheduling Notes	Withdrawn
BANDITS RED	1	—	Yes	No	Yes	—	—	—	—	—
CARDINALS COLMAR	2	—	Yes	No	Yes	—	—	—	—	—
LEONES SAN FERMIN	3	—	Yes	No	Yes	—	—	—	—	—

GROUP D

Team	Seed	Tier	Back-to-Back	First-timer	Showcase	Earliest Slot	Home Field	Rest game days	Scheduling Notes	Withdrawn
FUN&PLAY	1	—	Yes	No	Yes	—	—	—	—	—
SELECCION CANARIA	2	—	Yes	No	Yes	—	—	—	—	—
TOPROMA	3	—	Yes	No	Yes	—	—	—	—	—

PLANNED GAMES

No planned games

2 PLAYOFFS – 1ST TO 8TH PLACE

SINGLE ELIMINATION COMPLETE

Phase Code
P1_8

Phase Name
PLAYOFFS – 1ST TO 8TH PLACE

Phase Order
2

Format
Single Elimination

Ready-made format: role and group
—

Series Length (Best of N)
—

Series games are created
Create as series progresses

Games that start after the previous one
Every game at its hour

Advancing Teams Per Pool
0

Wild cards
0

Home team
Home and away alternate

Advancement Rule
Automatic

Game Creation Mode
Auto-create

Teams come from
The phase before

Tiebreaker Rule
Custom: Head-to-head record, Run differential, Team batting average, Team earned run average

Standings Sort Method
Winning Percentage — a tied game counts as half a win

Inter-pool games count
No

Statistics Group
1

Complete
Yes

Regulation Innings
6

Time Limit
Edition default

Every game of this phase must have a winner
No

Final places this round awards
—

Mercy Rule
15 runs ahead ends the game once 4 innings are complete (from inning 5 on)

Phase Dates
Nov. 21, 2026 – Nov. 23, 2026

Doubleheaders
No doubleheaders

The grounds of a game day
On as many grounds as it takes

Ground of each game day
—

Published
No

Becomes visible at
—

Hides itself after
—

Games
Final: 12

POOLS

No pools

PLANNED GAMES

No planned games

BRACKET

Code	Number	Date	Time	Field	Area	Away	Home	Home team by draw	Time Limit	Must have a winner	Fina plac
G1	16	Nov. 21, 2026	09:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	BRUTAL ALL STAR	BASEBALL TEAM VERONA	No	—	No	—
G2	17	Nov. 21, 2026	09:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	FBA TEAM	MONTEGRAPPA	No	—	No	—
G3	18	Nov. 21, 2026	12:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	FUN&PLAY	CARDINALS COLMAR	No	—	No	—
G4	19	Nov. 21, 2026	12:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	LEONES SAN FERMIN	SELECCION CANARIA	No	—	No	—
G5	22	Nov. 22, 2026	09:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	LEONES SAN FERMIN	FUN&PLAY	Yes	—	No	—
G6	23	Nov. 22, 2026	09:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	SELECCION CANARIA	CARDINALS COLMAR	Yes	—	No	—
G7	24	Nov. 22, 2026	12:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	FBA TEAM	BRUTAL ALL STAR	Yes	—	No	—
G8	25	Nov. 22, 2026	12:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	BASEBALL TEAM VERONA	MONTEGRAPPA	Yes	—	No	—
7TH PLACE	30	Nov. 23, 2026	11:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	MONTEGRAPPA	CARDINALS COLMAR	Yes	120 min	No	7 – 8
5TH PLACE	31	Nov. 23, 2026	11:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	BASEBALL TEAM VERONA	SELECCION CANARIA	Yes	120 min	No	5 – 6

Code	Number	Date	Time	Field	Area	Away	Home	Home team by draw	Time Limit	Must have a winner	Fina plac
3RD PLACE	32	Nov. 23, 2026	14:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	MAIN	BRUTAL ALL STAR	FUN&PLAY	Yes	—	Yes	3 – 4
CHAMPIONSHIP	33	Nov. 23, 2026	17:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	MAIN	FBA TEAM	LEONES SAN FERMIN	Yes	—	Yes	1 – 2

BRACKET MATCHES

Match	Round	Home	Away	Winner
G1	1	BASEBALL TEAM VERONA	BRUTAL ALL STAR	**BRUTAL ALL STAR**
G2	1	MONTEGRAPPA	FBA TEAM	**FBA TEAM**
G3	1	CARDINALS COLMAR	FUN&PLAY	**FUN&PLAY**
G4	1	SELECCION CANARIA	LEONES SAN FERMIN	**LEONES SAN FERMIN**
G5	2	FUN&PLAY	LEONES SAN FERMIN	**LEONES SAN FERMIN**
G6	2	CARDINALS COLMAR	SELECCION CANARIA	**SELECCION CANARIA**
G7	2	BRUTAL ALL STAR	FBA TEAM	**FBA TEAM**
G8	2	MONTEGRAPPA	BASEBALL TEAM VERONA	**BASEBALL TEAM VERONA**
7TH PLACE	3	CARDINALS COLMAR	MONTEGRAPPA	**MONTEGRAPPA**
5TH PLACE	3	SELECCION CANARIA	BASEBALL TEAM VERONA	**BASEBALL TEAM VERONA**
3RD PLACE	3	FUN&PLAY	BRUTAL ALL STAR	**FUN&PLAY**
CHAMPIONSHIP	3	LEONES SAN FERMIN	FBA TEAM	**LEONES SAN FERMIN**

3 CONSOLATION – 9TH TO 13TH PLACE

ROUND ROBIN COMPLETE

Phase Code
P9_13

Phase Name
CONSOLATION – 9TH TO 13TH PLACE

Phase Order
3

Format
Round Robin

Ready-made format: role and group
—

Series Length (Best of N)
—

Series games are created
Create as series progresses

Games that start after the previous one
Every game at its hour

Advancing Teams Per Pool
0

Wild cards
0

Home team
Home and away alternate

Advancement Rule
Automatic

Game Creation Mode
Auto-create

Teams come from
The phase before

Tiebreaker Rule
Custom: Head-to-head record, Run differential, Team batting average, Team earned run average

Standings Sort Method
Winning Percentage — a tied game counts as half a win

Inter-pool games count
No

Statistics Group
1

Complete
Yes

Regulation Innings
6

Time Limit
Edition default

Every game of this phase must have a winner
No

Final places this round awards
9 – 13

Mercy Rule
15 runs ahead ends the game once 4 innings are complete (from inning 5 on)

Phase Dates
Nov. 21, 2026 – Nov. 23, 2026

Doubleheaders
No doubleheaders

The grounds of a game day
On as many grounds as it takes

Ground of each game day
—

Published
No

Becomes visible at
—

Hides itself after
—

Games
Final: 6

POOLS

Code	Pool Name	Display Order	Default Venue	Planned Start Time	Home Team	Manual Tiebreaker Resolutions
P9	CONSOLATION – 9TH TO 13TH PLACE	1	—	—	Seat 1 is at home	—

CONSOLATION – 9TH TO 13TH PLACE

Team	Seed	Tier	Back-to-Back	First-timer	Showcase	Earliest Slot	Home Field	Rest game days	Scheduling Notes	Withdrawn
MENTALS (Pool Position)	1	—	Yes	No	Yes	—	—	—	—	—
BANDITS WHITE (Pool Position)	2	—	Yes	No	Yes	—	—	—	—	—
BANDITS RED (Pool Position)	3	—	Yes	No	Yes	—	—	—	—	—
TOPROMA (Pool Position)	4	—	Yes	No	Yes	—	—	—	—	—
MANTA-RAYA (Pool Position)	5	—	Yes	No	Yes	—	—	—	—	—

PLANNED GAMES

Number	Pool	Game day	Game	Date	Time	Field	Area	Away	Home	Home team by draw	Time Limit	Must have a winner
20	CONSOLATION – 9TH TO 13TH PLACE	—	1	Nov. 21, 2026	15:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	BANDITS WHITE	MENTALS	No	—	No
21	CONSOLATION – 9TH TO 13TH PLACE	—	2	Nov. 21, 2026	15:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	TOPROMA	BANDITS RED	No	—	No
26	CONSOLATION – 9TH TO 13TH PLACE	—	3	Nov. 22, 2026	15:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	MANTA-RAYA	TOPROMA	No	—	No
27	CONSOLATION – 9TH TO 13TH PLACE	—	4	Nov. 22, 2026	15:30	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	BANDITS RED	BANDITS WHITE	No	—	No
28	CONSOLATION – 9TH TO 13TH PLACE	—	5	Nov. 23, 2026	09:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F1	TOPROMA	BANDITS WHITE	No	120 min	No
29	CONSOLATION – 9TH TO 13TH PLACE	—	6	Nov. 23, 2026	09:00	Campo Municipal de Béisbol Néstor Pérez Suárez (CMBNPS)	F2	BANDITS RED	MENTALS	No	120 min	No

How places 9 to 13 are decided

These places are given by this round's own table, once every game of the round is finished. Only the games of this round count.

1. Winning percentage: the games a team won divided by the games it played. A tied game counts as half a win: 1 win and 1 tie in 2 games is 75%.
2. If teams are still level: Head-to-head record.
3. If teams are still level: Run differential.
4. If teams are still level: Team batting average.
5. If teams are still level: Team earned run average.

The teams do not all play the same number of games in this round. That is why the table is ordered by winning percentage and not by the number of wins: a team that plays fewer games is not held back by it.

Team	Games in this round
3rd of group B — BANDITS WHITE	3
3rd of group C — BANDITS RED	3
3rd of group D — TOPROMA	3
3rd of group A — MENTALS	2
4th of group A — MANTA-RAYA	1