

Field of Dreams Tournament Series

At The Field of Dreams – Central Indiana's Only ALL TURF Facility

NYB TOURNAMENT RULES: 7U – 8U

Updated 4/5/23

NO GUM OR SUNFLOWER SEEDS

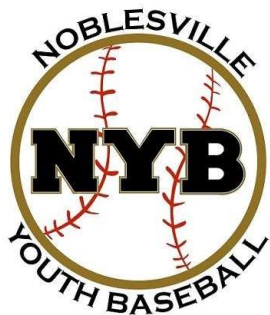
ARE ALLOWED AT NYB DUE TO THE ALL TURF INFIELDS.

THE HEAD COACH WILL BE EJECTED IF COACHES, PLAYERS, OR FANS OF THE TEAM ARE USING SEEDS OR GUM ANYWHERE IN THE PARK.

MULTIPLE VIOLATIONS CAN RESULT IN TEAM DISQUALIFICATION.

POLICIES & PROCEDURES

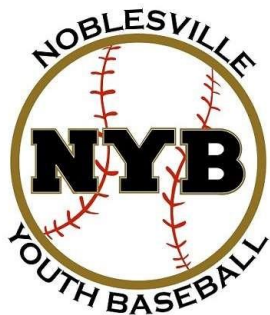
1. Age Restrictions: Your age is determined by the May 1st date of that year **OR** your high school graduation year.
2. Hit Sticks are NOT allowed.
3. Teams must be ready to start 15 minutes prior to their scheduled start time.
4. Noblesville Youth Baseball tournament management treats all teams with fairness. If questions or disputes arise about policies and procedures, **HEAD COACHES** shall bring to the attention of the Tournament Director to be dealt with.
 - a No Protested Games: Rules interpretations may be argued as soon as the dispute arises, and before the next pitch. The umpire and/or Tournament Director will resolve the dispute before play resumes. All decisions are final.
 - b All judgement calls by an umpire may not be protested or argued. Umpires have the final say.
 - c Coaches are responsible for the behavior of the team and fans. No arguing or poor sportsmanship from players, coaches, parents, and fan's will be tolerated. Any team violating this rule will be given one (1) warning, the second, the individual guilty-coach, player, parent, or fan, will be suspended from the current game and the next upcoming game. A suspended coach, player, parent, or fan will be removed from the entire park.
 - d Parents and coaches can get excited. Fans cannot involve themselves in the game. All questions for the umpires and directors are to come from the **HEAD COACH** only. Any penalties as the result of poor fan behavior as judged by the umpire will be assessed against the head coach.
 - e Any coach, player, or fan that is ejected must sit out the next game as well.
5. A coin flip will determine Home and Away for all pool games. Higher seed is the home team in bracket play.
6. **Minimum Players to Play**: The minimum number of players to start and finish a game is eight (8). There will be an automatic out in the 9th batting position. Each team can field ten (10) players including a pitcher's helper, catcher, four (4) infielders and four (4) outfielders. No defensive coaches are allowed in the field of play to help provide instruction to the outfield.



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7. **Complete game:** Games will consist of six (6) innings; however, it is considered a complete game after 3 innings or if the home team is winning after 2 ½ innings. The 10-run rule will apply after four (4) innings; the same rule will apply after five (5) innings. There is a six (6) run maximum per inning. The sixth inning (or extra) is unlimited.
8. **Time Limit:** The start time shall begin with the conclusion of the coaches meeting. A one (1) hour thirty (30) minute time limit is in effect for all pool play games and all bracket games except the final championship game which will be unlimited. A new inning cannot start after the time limit has expired. Game time will stop (5 minutes max) for any serious injury.
9. **POOL PLAY DROP DEAD TIME LIMIT:** All pool play games will stop at two (2) hours (drop-dead). In the event the visiting team has taken the lead during the current inning at the time the game is stopped, the score will revert to the last completed inning unless the home team has had an equal opportunity of the visiting team. Example- Visiting team losing in previous inning, they come back to tie in the next inning, but home team does not complete their at bats before 2 hr. drop dead = Reverts to home team win. Example- Visiting team winning in previous inning, home team ties game in next inning but they do not complete their at bats before 2 hr. drop dead = Score ends in a tie.
10. The Tournament Director may modify the number or length of games when necessary due to weather, field, or scheduling issues. This includes modifying the time limit if games get backed up. It is NYB's goal to play all games scheduled and we will work to get all games in. The tournament is for the player.
11. Entry fee includes baseballs.
12. Umpires will confirm final score with both coaches, then the umpire will report the score to Bobby's Bullpen. Please check Tourney Machine to double check correct scores are entered and alert the tournament director ASAP if there are any discrepancies.
13. **Base Distances and Field Dimensions:** Every effort will be made to make sure base distances, pitching distances, and field dimensions are accurate. At Noblesville Youth Baseball, as with many different public and private facilities, dimensions are sometimes slightly off. So long as the field dimensions are reasonable and the same for both teams, play shall not be stopped to reinstall bases or pitching rubbers. Distances:
 - a. 7U-8U: 60ft bases (1st Peg)
 - b. 9U-10U: 65ft bases (2nd Peg), 46ft mound
 - c. 11U-12U: 70ft bases (3rd Peg) , 50ft mound



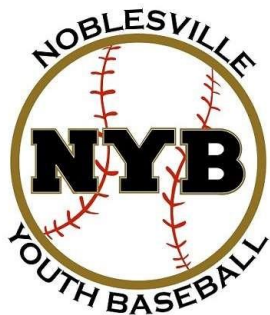
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14. If a tiebreaker is needed to determine playoff teams (wildcards, etc.), the following tiebreakers shall be used (in order):
 - a. Win/Loss record (ties count as ½ win & ½ loss)
 - b. Head-to-Head (Does not apply with 3 or more teams tied)
 - c. Fewest runs allowed.
 - d. Fewest runs allowed in 1st pool play game.
 - e. Coin toss
15. Seeding – Even if divisions are broken into pools, seeding will be based on division rankings top to bottom.
16. Mercy Rules (7U/8U)
 - a. 10 runs after 4 innings
 - b. 10 runs after 5 innings
17. There will be a “zero tolerance” policy for any alcohol or tobacco anywhere within the confines of The Field of Dreams or surrounding areas. Anyone in violation will be removed from the park.

PITCHING & BATTING RULES

1. The team will bat all dressed players.
2. There are no bat restrictions.
3. A batter throwing his/her bat or helmet will be given one (1) team warning. A second offense by any batter will be considered out.
4. If a batter hits the pitch and the ball hits the coach/pitcher, the play will be called dead and the pitch will not count. The batter will resume his/her position at the plate and will continue his/her at bat with the count as it was before the play. Base runners may not advance on the play and must return to the base they occupied prior to the coach/pitcher being hit.
5. Each batter will receive a maximum of seven (7) pitches or three (3) strikes in order to put the ball in play. If the seventh (7th), eighth (8) or any subsequent pitch is fouled, the batter gets an additional pitch. The batter is out after 3 strikes.
6. No walks.



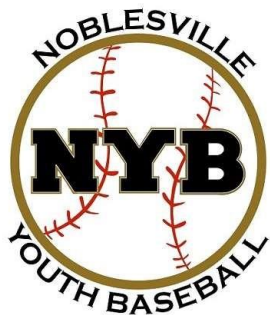
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7. Coaches will pitch overhand no closer than 35 feet from the batter. This distance is from the area immediately in front of the pitcher's mound. Coaches will receive one (1) warning, then a strike will be added to the count for each infraction.
8. The pitcher's helper must wear a helmet and/or a mask and will position themselves within 6 feet of the adult pitcher, but not in front of them. This distance is typically around the edge of the pitching mound.
9. It is recommended that coach pitchers should try to leave the field (away from the play and toward foul territory) after the ball is hit.

GAME RULES

1. To speed up the game, the speedy rule will apply for the catcher on base. This rule applies to the player who will be playing the Catcher position in the very next defensive inning ONLY. If the Catcher is on base, with two (2) outs, he can be replaced with another runner. The runner, who substitutes for the catcher on base, will be the player who made the last out. The base runner that is replaced MUST catch the complete next inning.
2. Free substitution is allowed.
3. Infield fly rule will not apply.
4. Dropped 3rd strike will not apply.
5. Leads offs and stealing will not apply.
6. There will be no completely replayed games. If the game has gone at least three (3) innings, then it will constitute a complete game. 2 ½ innings, if the home team is ahead.
7. A runner may leave the base after the ball passes the home plate. If the umpire determines that a base runner leaves early, the team will be given a warning. Any other occurrences will result in the base runner being called OUT.
8. Stopping the lead runner – play will continue until the UMPIRE calls timeout. Defensive players will not be able to call timeout to stop the progress of the base runners. Until the umpire calls timeout, all base runners may still advance. The umpire will call timeout, when the forward progress of the lead runner is halted by the actions of a defensive player, and the defense is not attempting to make a play on the base runner. This does not require a step back to the base. Once the forward progress of the lead runner is halted and the umpire calls timeout, all base runners that are not at least halfway to the next base, must return to the previous base.
9. Slide or avoid contact at all bases. A player not sliding may be considered out in the judgment of the umpire, and the play is considered dead. Once the play is considered dead, all other base runners must return to their previous base and may not advance. Base runners attempting to score must slide at home plate unless in the umpire's judgment, contact is not likely without sliding.



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10. Interference:

- a. A coach cannot touch or assist a player between the bases during a play. This is an automatic out.
- b. Base runners who intentionally interfere with the defensive player will be called out.
- c. Defensive players must remain out of the base paths and not block bases or home plate. If a Defensive player interferes with the base runner or intentionally blocks a base or home plate, the player is automatically awarded the base he was heading towards.

11. Overthrows. Overthrows that land in out of play territory shall result in the base runner(s) advancing only one base.

12. Injured Base Runner. The last player to make an out will replace any player sustaining an injury while running on base.

13. Injuries and Early Departures: If a player becomes injured (as ruled by the umpire) and is unable to continue playing, his spot in the batting order shall be skipped with no penalty. Once the injured player leaves the batting order, he is done for the remainder of that game.

14. Tie Games:

a. Pool play games:

- i. Games will end in a tie at the completion of inning after time has expired.
- ii. Games that have completed their designated innings for the game prior to the expiration of time will play 1 inning of the tiebreaker as noted below (California Rule). If after one inning of the tiebreaker results in a tie, game will end in a tie and no further tiebreaker innings will be played.

b. Elimination/Bracket games:

- i. If a game is tied after the time limit expires or when the regulation innings have been completed, we will use the following tiebreaker (California rules):
 - ii. Each team will start the inning with a man on second base and 1 out. The base runner will be the last batted out from the previous inning. Each batter will get 5 pitches.

SCHEDULING CHANGES/UPDATES

NYB reserves the right to alter the tournament schedule as deemed necessary to benefit the overall tournament. Changes could be due to weather or other scheduling delays. All schedule changes will be communicated with the following tools:

- Twitter: Follow @nybinfo for updates/notifications
- Install the Tourney Machine app and follow the specific tournament to view schedules and receive notifications of changes.

RULES CHANGES/EXCEPTIONS

NYB maintains the right to alter or modify the tournament rules at any time without prior notice.