



Rulebook for Youth Baseball Tournaments at the Field of Dreams Movie Site:

As of May 20, 2024

Subject to changes

I acknowledge I have read and understood the rules laid out in this document, and I will follow and enforce them as necessary:

Head Coach Signature: _____

Date: _____

TABLE OF CONTENTS

Section	Page
Foreword	2
Tournament Organization Policies	3
Before Play	4
Weather Policy	6
Rules of Play	7
Mercy Rule	7
Lineups & Pitchers	8
Batters, Runners, & Injuries	10
Time Limit & Extra Innings / Tiebreakers	11
Seeding Tiebreaker & Bracket Play Tiebreakers	12
Rules of Conduct	13
Rules of Dress	14
Management Team	14
Skills Competition Rules	15
Rosters	15
Speedster Challenge & Quick Hands Relay	16
Home Run Derby	17

Highlights indicate changes and amendments compared to the 2023 season.

FOREWARD

Playing rules not specifically covered herein, shall be governed by The Official Baseball National By-Laws and Rules of the United States Specialty Sports Association (USSSA). If any conflict in rules between this rulebook and The Official Baseball National By-Laws and Rules of the United States Specialty Sports Association, the rules listed in this rulebook shall govern. In the event of any conflict in language between any printed version of these rules and the latest online version, the online version, which will be the most up to date, shall govern.

TOURNAMENT ORGANIZATION POLICIES

1. Field of Dreams Movie Site (FODMS) tournament management will strive to make this tournament the best of your season. If questions or disputes arise about policies or procedures, coaches shall bring them to the attention of the Tournament Director. Any interpretation or decision of the Tournament Director and/or tournament management shall be final.
2. FODMS tournament management will release the tournament schedule on Tuesday, the week of the tournament, by 8 pm. It is the responsibility of the head coach to double-check their team's schedule throughout the week for any changes.
3. Documents for required for check-in at your first tournament game location tournament tent or skills competition tent: finalized team roster, player birth certificates, complete team waiver, team certificate of insurance, signed copy of rulebook, and skills competition roster. Teams failing to check-in are subject to forfeiting all games until properly checking in.
4. Official brackets and game times are posted on our website (<https://www.fieldofdreamsmoviesite.com/tournaments> or <https://www.fieldofdreamsmoviesite.com/weekend-updates>) and on the tournament live scoring software, Sports Engine Tourney, formerly Tourney Machine (Accessible online www.tourneymachine.com and via the Apple App Store or Google Play Store). Tournament management will use Sports Engine Tourney to post tournament schedules, scores, and weather updates. It is highly recommended that coaches share the website and Sports Engine Tourney links with their team's players, parents, and fans.
5. Any tournament fees that are not paid within fifteen (15) business days of registration will be assessed a \$50 late fee.
6. Team and individual awards for first (1st) and second (2nd) place. Awards will be given for the skills competition as well. In case of rain and cancellations, awards are only awarded if Championship Game teams have been established. Awards are only awarded at the Field of Dreams Movie Site field. Under no circumstances will awards be shipped.
7. Teams must start and finish games with nine (9) uniformed and roster players. If a team has eight (8) or less uniformed and roster players to start a game, or at any point during the game, the game shall be declared a forfeit and scored 8-0 for seeding purposes.
8. The home team for preliminary play games shall be determined by a coin flip and will keep the official scorebook. An umpire must be present for the coin flip. For bracket play, the higher seeder team will be the home team.
9. Both coaches must sign the official scorecard of each game acknowledging the final score and pitch counts.
10. All teams are required to adhere to local park, facility, and city guidelines, policies, rules, and ordinances. Alcohol and tobacco shall not be brought into any tournament venue. **Coolers and any other food or drink will not be allowed within the confines of any venue with concessions stands available such as the Field of Dreams Movie Site, Dubuque Sports Complex, Worthington Memorial Park, etc.** Food trucks do not qualify as concession stands. Personal water bottles and jugs for players and coaches are acceptable. The head coach shall be responsible for the team's players, assistant coaches, and spectators.

11. Refund Policy:**a. Tournament Withdrawal Policy**

- i. FODMS will provide a partial refund minus a \$250 withdrawal fee for any team withdrawing from tournaments up to thirty (30) days before the tournament starts.
- ii. Tournaments withdrawals inside of one (1) month from the start date forfeit all tournament fees.
- iii. No refunds will be given if registration closes due to a tournament selling out.

b. Rainout Policy

- i. 0 games started = Partial refund minus a \$200 administrative fee.
- ii. 1 game started = 50% refund of tournament entry.
- iii. 2 games started = No refunds.
- iv. FODMS will do its best to issue refunds within ninety (90) days.

c. Act of God / Illness Policy

- i. Any Act of God or illness cancellation will result in a \$200 administrative fee kept by FODMS. This goes for any tournaments cancelled due to local and/or national government rules and guidelines.
- ii. The fee is subject to change without notice.

d. Lack of participation by teams will result in full credit to a future FODMS tournament.**e. Teams may transfer to another FODMS tournament within a calendar year with no money lost. In the event the tournament they are transferring to costs more, the team will be responsible for the extra cost.****12. Teams are required to submit a team certificate of insurance prior to play with the following minimums:**

- a. General Aggregate: \$2,000,000
- b. Each Occurrence: \$1,000,000

13. Teams and players' parents or guardians are required to submit the Go the Distance Baseball, LLC participation waiver prior to play.**BEFORE PLAY**

1. Players must not turn older than their age division prior to May 1 of the current year, as evidenced by their birth certificates and players may play up no more than two age divisions.
 - a. Grade exemptions allowed as evidence by school transcript, but not more than two (2) players of a team.
2. Birth certificates for each player must be submitted no later than seven (7) days prior to the first day of the tournament.
3. Head coaches should have all players' birth certificates available at all times. If a player's birth certificate cannot be produced to the Tournament Director upon request, the player will be ruled ineligible until it is produced.

Division of play	May not turn ___ years of age...	Prior to...
9 & UNDER	Ten (10)	May 1, 2024
10 & UNDER	Eleven (11)	May 1, 2024
11 & UNDER	Twelve (12)	May 1, 2024
12 & UNDER	Thirteen (13)	May 1, 2024
13 & UNDER	Fourteen (14)	May 1, 2024
14 & UNDER	Fifteen (15)	May 1, 2024

4. The roster submitted by each team before the first game is the only roster allowed for tournament play.
5. All teams must supply helmets, practice baseballs, bats, catching gear, uniforms, and safety equipment.
 - a. Game balls are provided by tournament management, but they will not be replenished throughout the game. Teams are expected to retrieve foul balls and return them to the umpires. Teams should always have tournament quality baseballs on hand to use if the original game balls are lost or not returned to the umpires.
6. Teams should fill first (1st) and third (3rd) base dugouts on a first come, first serve basis, irrespective of home and away designation.
7. Not all rain out games may be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted at the tournament facilities and on the tournament webpage when it becomes available, as well as on Sports Engine Tourney.
 - a. No special requests will be honored if rescheduling becomes necessary.
8. Teams arriving late at their designated fields have fifteen (15) minutes to take the field after scheduled game time.
 - a. If teams are not on the field fifteen (15) minutes after the scheduled game time, they will have forfeited their game and the opposing team earns eight (8) runs with zero (0) innings pitched added to their pitch count, no exceptions.
9. Teams can warm up in the outfield; infield warm up is not allowed if the infield needs preparation for the game. Warm up is allowed in foul territory directly in front of the dugouts so long as it does not interfere with field prep.
10. Warm-ups are allowed in the open areas alongside the fields at each facility.
11. Batting practice is allowed only in batting cages which are not present at many fields (L-screens are provided at all fields with batting cages).
 - a. Teams are able to provide their own equipment as well. (sock nets, etc.)
 - b. No teams will be allowed to hit into facility fences.
12. No players shall warm up in the spectators' area for safety reasons.

Weather:

1. In the situation of inclement weather being predicted ahead of time for tournament play or the skills competition, the decision to cancel, postpone, adjust the length of play or the number of events in the skills competition will be considered by event directors to make an initial decision for the best outcome at least twenty-four hours in advance.
2. In the event of lightning:
 - a. Play and all activities will immediately stop, and all individuals will be directed to a safe area, including indoor buildings, if able, or their vehicles.
 - b. Defined as a confirmed lightning strike within a ten (10) mile radius of a tournament location. Tournament staff will notify umpires and/or spectators if there is a lightning strike within the ten (10) mile radius.
 - c. After the threat of lightning appears to have passed, but not before fifteen (15) minutes have passed since the last confirmed strike, tournament staff will notify coaches, umpires, and/or spectators to begin warming up for an additional fifteen (15) minute period before play or activities resumes.
3. In the event of heavy rain:
 - a. Time and all activities will stop. For play, the umpires will meet with head coaches and for the skills competition tournament management will meet to determine safety of the conditions. If rain is not considered heavy, play and activities may continue. Umpires have the right to overrule for safety, but not to force coaches for play.
 - b. Heavy rain is defined as rain impacting the ability to play or call the game or activity. Examples include but are not limited to standing water on the field or slippery or quicksand like field conditions.
 - c. Play and activities may resume once the umpires and coaches or tournament management have deemed the field playable.
4. In the event of severe weather:
 - a. Play and all activities will immediately stop, and all individuals will be directed to a safe area, including the basements of indoor buildings, rooms without windows, if able, or to their vehicles to leave the vicinity.
 - b. Defined as a severe weather warning, tornado warning or similar warning issued by the National Weather Service for a tournament location. Tournament staff will notify umpires and/or spectators if there is a severe weather warning, tornado warning, or similar warning.
 - c. After the threat of severe weather appears to have passed, but not before the warning is lifted, tournament staff will notify coaches, umpires, and/or spectators to begin warming up before play or activities resumes.
5. In the event of all-weather conditions not listed:
 - a. Tournament management and/or umpires and coaches will meet to decide the necessary actions with priority to safety as needed. Tournament management will have final judgement.
6. Tournament management will do everything it can to play out the tournament in the event of weather, given safety of participants is not at risk.

RULES OF PLAY

Division of play	Pitching distance	Basepaths	Innings played (considered complete- weather or field conditions)
9 & UNDER	45 feet	65 feet	6 innings (3 innings, 2.5 if home team leading)
10 & UNDER	45 feet	65 feet	6 innings (3 innings, 2.5 if home team leading)
11 & UNDER	50 feet	70 feet	6 innings (3 innings, 2.5 if home team leading)
12 & UNDER	50 feet	70 feet	6 innings (3 innings, 2.5 if home team leading)
13 & UNDER	54 feet	80 feet	7 innings (3 innings, 2.5 if home team leading)
14 & UNDER	60.5 feet	90 feet	7 innings (3 innings, 2.5 if home team leading)

Mercy Rule:

Division of play	1st mercy rule	2nd mercy rule	3rd mercy rule
9 & UNDER	15+ runs after 3 rd inning	8+ runs after 4 th inning	N/A
10 & UNDER	15+ runs after 3 rd inning	8+ runs after 4 th inning	N/A
11 & UNDER	15+ runs after 3 rd inning	8+ runs after 4 th inning	N/A
12 & UNDER	15+ runs after 3 rd inning	8+ runs after 4 th inning	N/A
13 & UNDER	15+ runs after 3 rd inning	10+ runs after 4 th inning	8+ runs after 5 th inning
14 & UNDER	15+ runs after 3 rd inning	10+ runs after 4 th inning	8+ runs after 5 th inning

1. Once the mercy rule run limit is reached, the game will end immediately without finishing the inning.

Lineups:

1. Teams may bat a nine (9) player lineup, a ten (10) player lineup, or a continuous lineup of all present, eligible, uniformed players. The lineup of choice must be declared before the start of the game and used the entire game. A designated hitter (DH) can be used for all ages.
2. If a team uses a lineup that contains substitute players, all starting players may be removed and re-enter the game once but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.
 - a. *Exception to the re-entry rule is when a player is injured, and all legal substitutions have been used, substitutions that have already been removed from the game may re-enter.*
3. **Lineup Injury Rule:** If a player has been injured in the game and the injury is deemed significant enough for them to not continue and there are no available substitutes in the case of a continuous lineup, he may be removed from the lineup and the lineup may be condensed to remove that player. (Ex: The 3 hitter is injured and is not able to continue, the lineup can take the appearance of Batter 1, Batter 2, Batter 4, Batter 5, etc.) If an injured player brings a lineup below nine, the missing spot is still an out for the remainder of the game. Once the player's position comes up to the plate, it is an out unless the head coach notifies the umpire of a switch or condensing prior to the lineup position. Once the player is removed from the lineup, that player may not return in the game.
4. All lineups are allowed free defensive substitutions except for the pitcher's position.
5. No one player in a game can assume more than one offensive position.

Pitchers:

1. It is important to foster healthy growth for young pitchers. The best way to do so is through monitoring pitches thrown and outs recorded. Pitching rules by age division are as follows:
 - a. Both the maximum pitches and outs recorded by an individual are strict limits, whichever number is reached first is what will be enforced.
 - b. A full day of rest is defined as 12:00 a.m. to 11:59 p.m. starting the next 12:00 a.m. from when the maximum is reached. For example: Friday: fifty (50) pitches, Saturday: pitching not allowed, and Sunday: able to pitch.

Division of play	One (1) day max. pitches/outs:	Full one (1) day of rest after:	Full two (2) days of rest after:	Tournament max. outs:
9 & UNDER	75 pitches/15 outs	50 pitches	75 pitches/15 outs	24 outs
10 & UNDER	75 pitches/15 outs	50 pitches	75 pitches/15 outs	24 outs
11 & UNDER	85 pitches/18 outs	55 pitches	85 pitches/18 outs	24 outs
12 & UNDER	85 pitches/18 outs	55 pitches	85 pitches/18 outs	24 outs
13 & UNDER	95 pitches/21 outs	65 pitches	95 pitches/21 outs	24 outs
14 & UNDER	95 pitches/21 outs	65 pitches	95 pitches/21 outs	24 outs

Based on USA Baseball Medical & Safety Advisory Committee with help by the American Sports Medicine Institute, USA Baseball News, Journal of Biomechanics, The American Journal of Sports Medicine.

2. Pitching restrictions apply to all teams, regardless of the game schedule and when teams start preliminary play.
3. The umpires will record the player name/number and number of pitches thrown/outs recorded (which is the responsibility of each team coach or designated team parent to track every game on the scorecard that both coaches will sign and turn in at the end of each game).
4. Team managers shall challenge pitching violations by notifying the umpire and then filing a protest with tournament management. A protest may be filed at any point after the pitcher in violation exceeds his/her limit and while the pitcher in violation is in the game as the pitcher of record. If such violation is the last recorded out of the game, the protest must be filed prior to the umpires and the protesting team leaving the field of play.
5. Penalty for violations of pitching restrictions: The head coach will be ejected from that game and the next scheduled game. The pitcher will not be suspended and will be allowed to play any other position but will be subject to the required rest/pitching restrictions of the tournament. The game will resume from the point of the protest. The second offense during the same tournament results in suspension of the coach for the remainder of that tournament.
6. Pitchers may not re-enter the game as a pitcher. They may re-enter as any other position player.
7. A new pitcher shall pitch to one batter until the batter is out or reaches 1st base before making another pitching change.
8. Coaches are limited to one (1) mound visit per player per inning, but total mound visits are not to exceed the number of innings for the game [six (6) total visits per game for 9U-12U, seven (7) total visits per game for 13U & 14U]. A second mound visit to a pitcher in the same inning means he must be taken out.
9. New pitchers will be allowed eight (8) pitches to warm-up and existing pitchers five (5) pitches at the start of each new inning.
10. If a pitcher is hurt, the new pitcher may have as many pitches as needed to get warmed up (within reason umpire's discretion).
11. Balks will be called at all levels.
 - a. Balk: "An occurrence in which a pitcher stops suddenly during his motion to the plate or makes an illegal movement after starting to throw a pitch."
 - i. A fake to third base followed by a throw to first base is a balk.
 - b. A warning will be given to the 9U & 10U age divisions.
 - c. No warnings will be given to the 11U - 14U age divisions.
12. Balks will result in a delayed dead ball for all age divisions as to not disadvantage the offense in any sense if the ball is put in play. The only time the ball is dead after a balk is if the umpire calls "Time".
13. There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first (1st) base.
14. If a pitcher is taking too long between pitches, the umpire will warn the pitcher to speed things up. If this persists following a warning to the same pitcher, a ball may be added to the count for any future instances with the same pitcher in that game. (umpire's discretion)

Batters:

1. All bats must be permanently stamped with the USSSA 1.15 BPF Mark, or BBCOR.50 Certified Mark. Big barrel bats up to 2-3/4" are allowed.
2. All 14U players must use a maximum drop 5 (-5) bat with the official USSSA 1.15 BPF Mark permanently stamped.
3. Due to our commitment to player safety, the following bats have been deemed ILLEGAL for use in youth tournaments at the Field of Dreams Movie Site and skills competitions until further notice:
 - i. Dirty South Bat Company Kamo Model BB KA 8 (30/22, 31/21, 32/22, 31/23, and 32/24 only)
 - ii. Easton Ghost X (30/20 only)
4. Umpires will check bats prior to each game, teams must provide their bats in a row in front of the dugouts for umpires to review.
5. Penalty for illegal bats: A batter is in violation of the rule when said batter steps into the batter's box with an illegal bat. An illegal bat must be pointed out to the umpire prior to the first pitch of the next batter, or before all defensive players leave fair territory. Penalty: The batter is out. Runners will not be allowed to advance on a batted ball. If there are two (2) infractions by the same team during a game, the team's head coach will be ejected from that game.
6. Bunting is allowed at all ages; slashing is not allowed at any age.
7. If a batter is taking too long between pitches, the umpire will warn the batter to speed things up. If this persists following a warning to the same batter, a strike may be added to the count for any future instances with the same batter in that at bat. (umpire's discretion)

Runners:

1. Leadoffs and base stealing are allowed at all ages.
2. Safety bases are equipped at first base at all ballparks in use for these tournaments. If the defensive player's foot touches the orange portion of the base at a close play at first, interference will be called, and the runner will be safe. The only time the defender can use the safety bag is in the event of a drop-three strike.
3. Courtesy runner for the pitcher and catcher may be used at any time. The courtesy runner must be the last batted out. The same player cannot run for both the pitcher and catcher in the same inning.
4. Runners must slide or attempt to avoid contact at the plate, if they do not, they will be called out subject to umpire discretion. If a runner makes a clear attempt to avoid contact and the catcher, instead, initiated unnecessary contact, that runner will be deemed safe subject to umpire discretion.
5. Tournament management strongly encourages feet-first sliding for the protection and safety of all participants, though headfirst sliding is allowed into any base for all age divisions.

Injuries:

1. If a player is injured and blood is visible, that player must be attended to by

manager/coach to stop bleeding and the visibility of blood; time may be stopped for up to three (3) minutes.

2. Teams have three (3) minutes to get the bleeding under control before the team must replace player(s).
 - i. Only two (2) minutes are allowed between innings.

Time Limit:

Game Type	No new innings after:	Hard stop:
Preliminary play	One hour and thirty minutes (1:30) / Ninety (90) minutes	One hour and fifty minutes (1:50) / One hundred ten (110) minutes
Bracket play	One hour and thirty minutes (1:30) / Ninety (90) minutes	One hour and fifty minutes (1:50) / One hundred ten (110) minutes <i>Unless tied</i>
Championship	No time limit	

1. The game start time shall begin at the end of the plate meeting. The home plate umpire or base umpire will oversee the official game time. If the game time is not announced, the head coach should ask for the official start time.
2. The inning will be completed unless the home team is winning upon the one hundred ten (110) minutes limit.
3. If the at bat has begun when you hit the one hundred ten (110) minutes limit, the at bat will be finished.
4. If the home team is losing and the bottom of the inning is not finished, the game will be reverted back to the last full inning.
5. Three (3) innings must be played for a game to be recognized as a full game.
6. Coaches may not forgo any outs to start a new inning before the ninety (90) minute rule if their team is losing.
7. Coaches may not stall by extending trips out to the mound with their pitcher to prevent another inning from starting. Umpires will be watching this and give a warning to the coach if they deem it necessary. The second time this occurs, the coach will be suspended for the remainder of the game along with the next full game.

Extra Innings & Tiebreakers:

1. In extra innings and tiebreaker situations, the last batted out goes to second base, with one (1) out.
2. If the game is tied at the end of regulation innings before the ninety (90) minutes limit ends, the extra-inning tiebreaker will go into effect.
3. If in preliminary play and the one hundred ten (110) minutes limit expires, the game will end in a tie, as long as both teams have batted.
4. If in bracket play and the one hundred ten (110) minutes limit expires, the teams are guaranteed a one (1) inning tiebreaker inning. If the bracket game has already played one (1) or more inning tie breaker(s), then the game tie will be broken by the bracket tiebreakers order listed below.

Game Type	Tied after the bottom inning at the end of:			
	Regulation innings	The ninety (90) minutes limit	The one hundred ten (110) minutes limit	The guaranteed one (1) inning tiebreaker
Preliminary play	Tiebreaker: Runner on 2 nd , 1 out	Ends in a tie	Ends in a tie	N/A
Bracket play – Played the guaranteed one (1) inning tiebreaker?				
Yes, one (1) or more	Tiebreaker: Runner on 2 nd , 1 out	Tiebreaker: Runner on 2 nd , 1 out	Tie broken by bracket play tiebreaker rules	Tie broken by bracket play tiebreaker rules
No	Tiebreaker: Runner on 2 nd , 1 out	Tiebreaker: Runner on 2 nd , 1 out	Tiebreaker: Runner on 2 nd , 1 out	N/A
Championship	Tiebreaker: Runner on 2 nd , 1 out	N/A	N/A	N/A

*whichever comes first, except for guaranteed one (1) inning tiebreaker

Seeding Tiebreakers:

1. Overall win-loss record for the tournament
2. Head-to-head
3. Runs allowed
4. Runs scored
5. Run differential [an eight (8) run max. differential will be allowed per game]
6. Coin flip

Bracket Play Tiebreakers, after guaranteed one-inning tiebreaker:

1. Total tournament runs scored*
2. Total tournament runs allowed*
3. Coin flip

*Will only include the even number of games played, otherwise reverts to only preliminary play

RULES OF CONDUCT

1. **Sportsmanship is expected at all times, on and off the field.**
 - a. Sportsmanship: “The quality of showing fairness, respect, and generosity toward the opposing team or player and for the sport itself when competing.”
2. **If players go past marked signs at the Field of Dreams Movie Site and are found trespassing on or near the MLB field, they will be asked to leave the skills competition/tournament championship and will not be allowed back on the movie site. If an entire team is found trespassing on the MLB field, that team would be forced to forfeit upon reaching the championship game.**
3. Coaches should remind players to respect the upkeep of the baseball fields and refrain from digging cleats into the infield and outfield grass areas (umpires will enforce).
4. There is a NO-ALCOHOL policy during tournament games throughout the tournament.
 - a. The only exceptions for spectators are the skills competitions and championships at the Field of Dreams Movie Site. If a preliminary play game is relocated to the movie site out of necessity, the no-alcohol policy stands.
5. Boomboxes or speakers will be allowed but be courteous of the fields around you as games may be already playing. If the boomboxes or speakers usage becomes unruly, at umpire’s discretion they will be prohibited.
6. For safety, NO electronics of any sort, for example cell phones, tablets, and PitchCom, on the playing field at any time by team coaches or players. Cell phones and tablets are allowed in the dugout.
 - a. Any coach with electronics WILL be given a warning.
 - b. The second offence, the coach will be ejected from the game.
7. If a coach or parent is ejected from the game, they are subject to a one (1) game suspension following the game from which they were ejected, regardless of circumstance.
 - a. Based on umpire discretion, an ejection may or may not be preceded by a verbal warning from the umpire based on the severity of the action.
 - b. Gross misconduct such as altercations between parents, coaches, etc., will be judged by the umpires and tournament management (if necessary), and may result in those individuals being suspended from the remainder of the tournament including the skills competition and championship.
 - c. If a coach or parent returns before the suspension is complete, their team is subject to forfeit.
8. If a player is ejected from a game, he/she will be suspended for the remainder of that game only. If the player is ejected from multiple games, he/she will be suspended for the remainder of the tournament.
 - a. Based on umpire discretion, an ejection may or may not be preceded by a verbal warning from the umpire based on the severity of the action.
9. If there are rule interpretations or protests, the game time will be stopped and the umpire in charge will make a final decision. If any item is not covered in this rulebook, the USSSA rulebook is deferred to. If any item is not covered in the USSSA rulebook, the decision will come at the umpire’s discretion and, if necessary, will receive rules interpretation from tournament management, if available. Tournament staff will not provide feedback on judgement calls (Ex. Was that a balk? vs. What is a balk?)
10. **ALL JUDGEMENT CALLS ARE FINAL.**

RULES OF DRESS

1. No metal spikes on the artificial pitchers' mound on any field for any age.
2. No two (2) team players may wear the same number in the same game; tape is acceptable to alter numbers.
3. No arm bands to be worn on either arm of pitchers with white, grey, or white/grey camouflage.
 - i. If pitchers have arm bands, they must be the same color and equal in length and not in the colors of white, grey, or white/grey camouflage.
4. Pitchers may not wear batting gloves on their glove hand while pitching.
5. Jewelry is permitted during game play, if it is not a distraction or dangerous to the player or opposing players. Any item that is deemed unsafe or distracting (Tournament Director's or umpire's discretion) will not be allowed. The team will receive a warning if a player wears improper jewelry during the game and any players wearing improper jewelry after the team warning will be ejected for the remainder of the game.
6. Orthopedic casts can be worn by a player if there is no exposed metal. All casts must be padded. Tournament management and umpires have final judgement as to its safety.

Youth Tournaments at Field of Dreams Movie Site – Management Team

John Sutter – Vice President- Field of Dreams Operations

Steven Medrano – Tournament Director, Head of Tournament Operations

Russ Bolibaugh – Baseball Operations Coordinator, Assistant Tournament Operations

Noah Westhoff – Sports & Events Manager, Assistant Tournament Operations



SKILLS COMPETITION RULES

1. The order of the competition should be as follows: 1st) Speedster Challenge, 2nd) Quick Hands Relay, 3rd) Home Run Derby. Tournament management reserves the right to modify, adjust, or cancel parts or all the competition due to weather and/or field conditions.
2. Teams may also choose not to participate in any specific or all the skills competition(s) by notifying tournament management.
3. Players are encouraged to wear baseball cleats for all skills competition activities.
4. Awards will be given to those declared as winners in each age group and each skills competition. In case of weather or field conditions cancellations, awards will only be given to declared winners. Awards are only awarded at the Field of Dreams Movie Site. Under no circumstances will awards be shipped.

Rosters:

1. Rosters must be submitted to tournament staff the day prior to their age group skills competition date. Final & last-minute changes for the competition can be made with tournament staff behind the backstop up to fifteen (15) minutes prior to the start of the competition.
2. Competitions are set-up to feature a twelve (12) man roster: four (4) players in the Speedster Challenge, three (3) players in the Quick Hands Relay, and five (5) players in the Home Run Derby. This is intended to give each player a chance to participate.
3. Eleven (11) or below player rosters are permitted to have player(s) to participate in more than one competition if each player is given a chance to participate in at least one (1) competition.
4. Twelve (12) or above player rosters are NOT permitted to have a player participate in more than one (1) competition, if all players in the roster are present, healthy, and willing. In the situation if any of these criteria are false, then the team's roster count will be treated as the true roster count present, healthy, and willing.

5. Rosters beyond twelve (12) players can add the number of players beyond twelve in the Home Run Derby by notifying tournament management.

Speedster Challenge:

1. The fastest team will be declared the winner. This is a team speed competition, the team's time will be recorded, not individual times.
2. One (1) player will be stationed at home, 1st, 2nd, and 3rd, for a total of four (4) players.
3. Each player will start with their back foot on the base.
4. When all staff and players are ready, the player at home will sprint to first base. As soon as the player leaves the base, the time starts. This player will run through first base, hitting the player's hand on first base as they go by. The player on first base sprints through second base, hitting the player on second's hand as they go by. The player on second base sprints through third base, hitting the player on third's hand as they go by. The player on third sprints home. Time will stop when this player touches home plate.
5. All age groups will run 90ft bases.
6. **Tiebreaker:** If two or more teams are tied with the same time, those teams will complete the relay again.

Quick Hands Relay:

1. The fastest team will be declared the winner. This is a team throwing competition; the team of three's time will be recorded, not individual times.
2. One (1) player will stand in center field at the fence, another player behind the pitcher's mound, and another player at home plate, for a total of three (3) players.
3. There will be a cone at home plate with a baseball on it. The time will start when the ball is touched. When the staff and all players are ready, the player at home plate will grab the ball and throw it to the player at the pitcher's mound. The player at the pitcher's mound will throw to the player in center field. The player in center field will throw back to the player at the pitcher's mound. The player at the pitcher's mound will throw to the player at home plate. When the player at home plate places the ball into a bucket, the time will stop.
4. The following distances will be used for the centerfielder position:

9U	10U	11U	12U	13U	14U
185 ft.	185 ft.	195 ft.	195 ft.	220 ft.	220 ft.

5. The cut-off man position should be positioned around the 105ft. mark designated by a cone for all age groups.
6. **Tiebreaker:** If two or more teams are tied with the same time, those teams will complete the relay again.

Home Run Derby:

1. The player with the most home runs in their respective age group will be declared the winner. This is an individual competition; there are no team scores.
2. Each player will receive three (3) pitches from a tournament staff member, depending on the number of players in their roster according to the Skills Competitions rules 4-6. Players should swing at each pitch. In the instance of an unhittable pitch, staff will use their discretion if another pitch should be awarded. For example, a pitch two (2) feet above their head or a pitch rolling to the plate.
3. The following fence distances will be used:

	9U	10U	11U	12U	13U	14U
Center	125 ft.	125 ft.	175 ft.	175 ft.	200 ft.	200 ft.
Corners	155 ft.	155 ft.	175 ft.	175 ft.	240 ft.	240 ft.

4. **Tiebreaker:** If two or more players are tied, there will be a hit off until a winner can be declared. Each tied player will receive three additional pitches. This will repeat until there is a singular winner.