

FREMONT NATIONAL YOUTH BASEBALL

TOURNAMENT RULES



**PHONE NUMBERS
Of
FNYB TOURNAMENT
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TABLE OF CONTENTS

A. Teams, Players, & Coaches	4
1. Insurance, Team Rosters, and Birth Certificates	
2. Division Age Cut-Off Date	
3. Age Groups & Division Classifications	
B. Regulation Game	5
C. Tournament: General Rules	6
D. Pitching: General Rules	7
E. Pitching: Rules by Division	8
Micro (see special rules H.2)	
Minor	8
Major.....	9
Senior	10
F. Substitutions	11
G. Equipment & Regulations	12
H Micro Division: Special Rules	12
I. Minor Division: Special Rules (10 Years & Under)	13

TOURNAMENT RULES

A. TEAMS, PLAYERS, & COACHES:

1. **Insurance Certificate, Team Rosters, & Player Birth Certificates:** A league's insurance certificate, team roster, and player birth certificates shall be presented to the Tournament Director prior to the team's first Tournament game.

- (a) **Copies:** Each team is to have two (2) copies of the team roster.
- (b) **Roster & Uniform Numbers:** Each team must submit a 12-15 player roster. The roster shall include each player's uniform number.
- (c) **Certified Team Roster:** Each team is to keep a Tournament certified copy of the team roster and a copy of the players' birth certificates on the playing field at all times.
- (d) **Eligible Players Per Roster:** Only those players submitted on the roster will be eligible to participate in Tournament play.
- (e) **Available Players:** If a team has less than 15 players available, the opposing team may use the same number of players.

2. **Division Age Cut-Off Date:** The cut-off date for age group division membership for all players is April 30.

3. Age Groups & Division Classifications:

- (a) **Micro Division:** 8 years and under.
- (b) **Minor Division:** 10 years and under.
- (c) **Major Division:** 12 years and under.
- (d) **Senior Division:** 14 years and under.

4. **Game Time:** Each team is to be at the field one (1) hour before the scheduled starting time.

- (a) **Starting Time Changes:** The scheduled starting time of any game may be moved by as much as thirty (30) minutes at the discretion of the Tournament officials.

(b) **Required Team Check-In:** It is responsibility of each team to check-in with the Tournament director or officials before the beginning of the Tournament and to be prepared to play baseball according to these guidelines.

5. Manager & Coaches; Minimum Ages & Number: All managers and coaches shall be at least 18 years of age. A maximum of five (5) coaches and the manager will be allowed for each team.

B. REGULATION GAME:

1. Micro & Minor Division: (8u and 10u)

(a) **Game Inning Limits:** All games shall be six (6) innings unless called by a League official.

(b) **Called Game:** If a game is called, it is a regulation game when:

(1) Four (4) innings have been completed.

(2) The home team has scored more runs in three (3) or three (3) and a fraction innings than the visiting team has scored in four completed half innings.

(3) The home team has scored one or more runs in its half of the fourth inning to tie the score.

2. Major & Senior Divisions: (12u and 14u)

(a) **Inning Limits:** All games shall be seven (7) innings unless called by a League official.

(b) **Called Game:** If a game is called, it is regulation game when:

(1) Five (5) innings have been completed.

(2) The home team has scored more runs in four (4) or four (4) and a fraction innings than the visiting team has scored in five completed half innings.

(3) The home team has scored one or more runs in its half of the fifth inning to tie the score.

C. TOURNAMENT; General Rules:

1. **Game Time Limits:** New innings shall not begin after one (1) hour & 45 min. hours from the scheduled start time for all divisions.

(a) **Incomplete Game; The Winner:** If a game cannot go to completion, the team that is ahead with both teams having equal number of times at bat will be declared the winner after the game has reached a regulation game.

(1) **New Inning Started:** If a new inning is started within the time limit, the inning shall be completed (top and bottom of the inning).

(b) **Tie Game; Exception: During the playoff rounds** no game shall end in a tie (tie games are allowed during pool play). If at the end of the time limit, the game is tied, the game is to continue until one team has scored more runs than the other team with both teams having completed its turn at bat. If the home team is at bat and scores the leading run, the game shall be called, and the home team will be declared the winner.

2. **Ten Run Rule:** The Ten (10) Run Rule shall be in effect after five (5) innings of play or four and a half (4 ½) innings in favor of the home team. After a legal game, the team that is ahead by ten (10) or more runs will be declared the winner. No runs per innings limits apply.

(a) **Exception:** This rule does not apply to the Micro or Minor Division.
(See special rule for minors)

3. **Protested Game:** A game will not be played under protest. All questions of rule interpretations shall be settled by the umpire(s) on the field. Final judgment may pass to the Tournament Director or his/her delegate for resolution.

4. **Game Ground Rules:** All ground rules will be discussed in each Division prior to the start of each game.

5. **Warm-ups:** No infield warm-ups will be allowed before the game.

6. Warm-ups (Outside the Playing Field): Teams are ***NOT TO USE ANY FENCE (RESIDENTIAL OR PLAYING FIELD) FOR A BACKSTOP*** (adjacent to any league playing field). Team members must warm-up parallel to the fences.

7. Safety Rule: Any runner is “out” when:

a. The runner does not slide or safely attempt to get around a fielder with the ball or who is attempting to catch a ball in play.

i. Excepting an obstruction, a base runner who collides with the fielder is “out” and the ball is dead. Repeat collisions by a base runner in a game shall result in his/her ejection from the game in progress.

ii. A fake or deceptive tag by a fielder shall receive the same penalty as stated for obstructing a runner as in Rule 12.06 of the FNYB rule book.

iii. A runner is prohibited and “out” for diving or hurdling a fielder.

iv. The umpire need not give advance warnings

8. Seeding for Playoffs: Seeding is determined by the best overall record. If there is a tie, then head to head record (only if two teams involved), followed by runs allowed, followed by runs scored and then if still tied it will be determined by coin toss.

D. PITCHING; General Rules:

1. Manager Visits to the Mound: The pitcher must be pulled when the manager makes a third trip to the mound to the same pitcher in the same inning.

2. Pitcher Limits Per Game: A team may not use more than five (5) pitchers per game unless the fifth pitcher becomes injured during the game.

3. Removed Pitcher: A player once removed as a pitcher may not pitch again in the same game.

4. Intentionally Walked Batter: An intentionally walked batter must be pitched to.

5. **Week of Play:** A new week starts on Sunday.

E. PITCHING; Rules by Division:

1. Minor Division:

(a) **Tournament Limit:** A pitcher shall not pitch in more than twelve (12) innings in the tournament.

(1) In a tournament involving more than five (5) teams within a division, pitching eligibility is restored after a team has played three (3) games. All pitchers will have a renewed twelve (12) innings provided that the pitchers individually meet the 40 hour rest rule. [See (c)]

(b) **Pitching Limits:** Pitchers shall not pitch in more than six (6) innings on the same day.

(1) Pitchers who pitch in more than one (1) game on the same day may pitch any combination of innings in those games, but are limited to a total of six (6) innings for the day.

(c) **Required Rest Period:** Pitchers after pitching in four (4) or more innings on the same day shall have 40 hours of rest before pitching again. The 40 hours of rest rule is based on the actual starting time of the game in which the pitcher exceed (3) innings.

(d) **Pitched in an Inning:** After throwing one pitch to a batter, the pitcher shall be considered as having pitched in one (1) inning.

(1) Once a pitcher has been replaced on the mound, s/he cannot pitch again within that game.

(e) **Curve Balls:** Curve ball pitches are not allowed. Intentionally breaking of the wrist or elbow during the delivery of a pitch is prohibited.

(1) **Penalty:** First curve ball pitch in a game will receive a warning from the umpire. A "ball" shall be called for any such subsequent curve ball pitch by the pitcher.

(f) **Balk Rule:** A balk will be called when a pitcher has started his/her motion to pitch the ball to the plate, but stops during the motion of delivery to the plate.

(g) **Base Stealing and Lead-Off:** A player cannot steal or lead-off from a base within the Minor Division until a pitched ball has crossed the plate. (See Rule H4(a) for Micro Division)

2. Major Division:

(a) **Tournament Limit:** A pitcher shall not pitch in more than sixteen (16) innings in the tournament.

(1) In a tournament involving more than five (5) teams within the division, pitching eligibility is restored after a team has played three (3) games. All pitchers will have a renewed sixteen (16) innings provided that the pitchers individually meet the 40 hour rest rule. [See (c)]

(b) **Pitching Limits:** Pitchers shall not pitch in more than seven (7) innings in the same day.

(1) Pitchers who pitch in more than one (1) game on the same day may pitch any combination of innings in those games, but are limited to a total of seven (7) innings for the day.

(2) **Penalty:** A violation will result in forfeiture of the game in play.

(c) **Required Rest Period:** Pitchers after pitching in five (5) or more innings on the same day shall have 40 hours of rest before pitching again. The 40 hours of rest rule is based on the actual starting time of the game in which the pitcher exceeded (4) innings.

(1) **Penalty:** A violation will result in forfeiture of the game in play.

(d) **Pitched in an Inning:** After throwing one pitch to a batter, the pitcher shall be considered as having pitched in one (1) inning.

(e) **Relief Pitcher Restriction:** Neither a starting pitcher withdrawn from the lineup nor a pitcher who is withdrawn from the mound, but who stays

in the game at another position, shall be permitted to pitch again in the same game.

3. Senior Division:

(a) **Tournament Limit:** A pitcher shall not pitch in more than sixteen (16) innings in the tournament.

(1) In a tournament involving more than five (5) teams in the division, pitching eligibility is restored after a team has played three (3) games. All pitchers will have a renewed sixteen (16) innings provided that the pitchers individually meet the 40 hour rest rule. [See (c)]

(b) **Pitching Limits:** Pitchers shall not pitch in more than seven (7) innings in the same day.

(1) Pitchers who pitch in more than one (1) game on the same day may pitch any combination of innings in those games, but are limited to a total of seven (7) innings for the day.

(2) **Penalty:** A violation will result in forfeiture of the game in play.

(c) **Required Rest Period:** Pitchers after pitching in five (5) or more innings on the same day shall have 40 hours of rest before pitching again. The 40 hours of rest rule is based on the actual starting time of the game in which the pitcher exceeding (4) innings.

(1) **Penalty:** A violation will result in forfeiture of the game in play.

(d) **Pitched in an Inning:** After throwing one pitch to a batter, the pitcher shall be considered as having pitched in one (1) inning.

(e) **Relief Pitcher Restriction:** Neither a starting pitcher withdrawn from the lineup nor a pitcher who is withdrawn from the mound, but who stays in the game at another position, shall be permitted to pitch again in the same game.

F. SUBSTITUTIONS:

1. **Applicable Divisions:** Substitution rules pertain to Minor, Major, and Senior Divisions as per **FNYB** League Rule Book.

2. **Minimum Innings for Players:** All players in the lineup and also substitute players must play a minimum of six (6) defensive outs per game, except if a game is ended early for any reason.

(a) **Report Changes:** Managers must report all player changes to the official scorekeeper during the course of a game.

3. **Pinch Runner:** If there are two outs, a courtesy or “pinch” runner who is not in the game may be substituted for the catcher on a base to allow the catcher time to put on his/her equipment.

(a) **Nine (9) Player Team:** When a team has only nine (9) players, a courtesy runner may be used for the catcher. The substitute runner shall be the last player to make an out on the team.

4. **Player in the Starting Lineup:** A player in the starting lineup who has been removed for a substitute may re-enter the game once in any position in the batting order provided:

(a) **Substitute:** His or her substitute has completed one time at bat, and has played during six (6) defensive outs.

(b) **Starting Lineup Player as Substitute:** Only a player in the starting lineup may re-enter the game.

(c) **Starter Substituting for Another Starter:** A starter (S1) who re-enters the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (once at bat and six defensive outs) before the starter (S2) can re-enter the game.

G. EQUIPMENT & REGULATIONS:

1. **Rules:** FNYB rules are modified Little League Rules.
2. **Bat Size:** Minor Division shall use the Little League Book for the bat size (2 1/4 barrel diameter). "Big barrel" bats are permitted in the Major and Senior Divisions.
3. **Cleats:** Metal cleats are permitted in only the Senior Division.
4. **Home Run Ball:** The gift of one (1) home run ball per player per day is permitted. All other games balls will be returned to the League.
5. **Catcher's Mitt:** The catcher must use a catcher's mitt during a game.
6. **Protective Cup:** All players must wear a protective cup during a game.

H. MICRO DIVISION; Special Rules (8 Years & Under):**1. Scoring:**

- (a) **Six Runs:** When the batting team scores six (6) runs in the inning before making three (3) outs, the side will be retired.

(1) **Sixth Inning Exception:** This rule does not apply to the sixth inning. Runs are unlimited in the sixth inning.

(2) **Slaughter Rule:** The Slaughter Rule does not apply in this division.

(3) **Lop-Sided Score:** Should the score become extremely one-sided, the home team manager has the option to concede a loss of the game in the top of the sixth inning.

2. Pitching:

- (a) **Pitcher-Coach or Pitcher-Manager:** Coaches or managers will pitch to their own team players from inside the ten (10) foot radius pitching circle.

(1) **"Inside"** means neither foot shall extend over the pitching circle line at any time.

(2) **Penalty:** A violation will cause an immediate dead ball. A first offense will result in a warning. All subsequent offenses will result in a declared pitch to the batter. If the declared pitch is the fifth pitch, the batter is out.

(b) **Pitcher-Coach Instructions:** Pitcher-manager or coach may not instruct or coach from the pitching circle except to position the player-batter in the batting box. A basic hand signal or a brief verbal direction to position the batter within the batting box is allowed. The pitcher-manager or coach shall not instruct other players or coaches, or make appeals to the umpires until replaced, and shall remain inside the pitching circle until replaced.

(1) **Penalty:** A first offense will result in a warning. All subsequent offenses will result in a pitch being declared on the batter. If the declared pitch is the fifth pitch, the batter is out.

(c) **Pitcher-Coach Hit by a Ball:** If a hit or thrown ball hits the pitcher-coach, the ball is considered dead and the runner(s) may not advance. If the pitcher-coach is hit as a result of the fifth pitch, the ball is dead and the batter is out. Base runner(s) may not advance.

(d) **Pitcher-Player:** The ball is dead when the ball is in the controlled possession of the pitcher-player inside of the ten (10) foot radius pitching circle.

(1) **"Inside"** means neither foot extending over the pitching circle line.

(2) **Exception:** If a batted ball is initially fielded inside the circle, it is a live ball until the defensive pitcher-player hands or attempts to hand the ball to the pitcher-coach.

(e) **Ball Transfer from Pitcher-Player to Pitcher-Coach:** The defensive pitcher-player must hand the ball to the pitcher-coach. It may not be thrown, lobbed, rolled, or delivered in any other manner than direct hand-to-hand contact.

(1) **Ball Handed to Pitcher:** The pitcher-coach must take possession of the ball when it is offered by the defensive pitcher-player.

(f) **Pitcher-Player Defensive Position:** The defensive pitcher-player must be inside the ten (10) foot radius circle when the ball is pitched (Safety Rule)

3. **Batting:**

(a) **Batting Roster:** A team roster shall list the team players in their batting order at the beginning of the game. The team shall bat through the entire roster of players.

(1) **Players on the Bench:** All players including all the players on the bench shall bat in their turn.

(2) **Batting Order:** The batting order shall be followed throughout the game unless a player is removed due to injury.

(3) **Injured Players:** Players removed from the batting order due to injury are not allowed to re-enter that game.

(4) **Roster Exchange:** The official scorekeeper and the opposing manager shall receive one copy of the roster no later than 15 minutes prior to the start of a scheduled game time. The scorekeeper's copy will be the official roster record.

(5) **Roster Forms:** FNYB will provide triplicate roster forms before the game.

(b) **Batting Helmets:** If the batting helmets have snaps, the player must have the straps on and snapped securely.

(c) **Walks:** There are no walks to first base in this Division. If the batter fails to hit a ball delivered by their pitcher-coach after five (5) pitches, the batter is out.

(1) **Exception; Fifth Pitch Foul:** If the fifth pitch is hit foul, the batter is not out. The batter continues to bat until the ball is missed or hit into fair territory. If the foul ball is caught in the air, the batter is out.

(2) **Fifth Pitch Bunt:** If the batter attempts to bunt on the fifth pitch, the ball must be struck into fair territory or the batter is out.

4. **Base Stealing:**

(a) **Base Stealing and Lead-Off:** A player cannot steal or lead-off from a base until the catcher has possession of the ball.

(1) **"Possession"** means the ball is in the grip of the catcher's hand or glove.

(2) **3rd Base Runner:** A runner on third base at the pitch may score only when a ball is hit by the batter.

(b) **Hovering Rule:** The catcher must hustle to retrieve a pitched ball.

(1) **Penalty:** A first offense will result in a warning. Any subsequent offense will result in the home plate umpire awarding a base runner or runners the next base, but a runner cannot be advanced to home plate.

(c) **Halfway Point for Bases:** If in the judgment of the umpire, a runner is more than halfway to the next base when the ball is dead, the runner shall be entitled to that base.

(1) **"More Than Halfway"** means at least part of one foot is on the ground past the halfway line.

(2) **Halfway Point Markings:** A chalked mark between the bases shall set the halfway point.

5. Defense:

(a) **Ten Players on the Field:** The team can play with ten (10) players on the field. Four (4) of the fielders shall be on the grass when the ball is pitched.

(b) **Catcher:** The catcher must use a catcher's glove.

(c) **Infield Fly Rule:** The infield fly rule shall not apply to this Division.

(d) **Required Innings Per Player:** Every player on the roster must play two (2) defensive innings (six defensive outs).

(1) **Defensive Innings:** The defensive innings are not required to be consecutive.

(e) **Open Substitutions:** Open substitutions will apply.

(1) **Substitution Reported:** All substitutions must be reported to the official scorekeeper at the time of the substitution.

(f) **Pinch Runner:** A substitute or "pinch " runner may be substituted only for the catcher with two (2) outs so that the catcher may be ready to resume his/her duties as soon as the side is retired.

The substitute runner shall be the last player to make an out on the team.

I. MINOR DIVISION; Special Rules (10 Years & Under):

1. Batting:

(a) **Batting Roster:** A team roster shall list the team players in their batting order at the beginning of the game. The team shall bat through the entire roster of players.

(1) **Players on the Bench:** All players including all the players on the bench shall bat in their turn.

(2) **Batting Order:** The batting order shall be followed throughout the game unless a player is removed due to injury.

(3) **Injured Players:** Players removed from the batting order due to injury are not allowed to re-enter that game.

(4) **Roster Exchange:** The official scorekeeper and the opposing manager shall receive one copy of the roster no later than 15 minutes prior to the start of a scheduled game time. The scorekeeper's copy will be the official roster record.

(5) **Roster Forms:** FNYB will provide triplicate roster forms before the game.

2. Defense:

(a) **Infield Fly Rule:** Infield Fly Rule is applied in the Minor Division

3. Scoring:

(a) **Six Runs:** When the batting team scores six (6) runs in the inning before making three (3) outs, the side will be retired.

(1) **Sixth Inning Exception:** This rule does not apply to the sixth inning. Runs are unlimited in the sixth inning.

(2) **Slaughter Rule:** The Ten (10) Run Rule shall be in effect after four (4) innings of play.