



The Steve Pearson All Star Classic 7U Tournament
Hosted By New Cumberland Youth Baseball Association
7U Tournament Rules

I. General Information and Eligibility

- a. Each team will be able to roster up to 15 players. Each team will also consist of 1 manager, 3 coaches and 1 scorekeeper. Batboy or batgirl, if desired, must be within your baseball program (siblings are ok). Rosters with Names, uniform numbers and date of birth must be turned in before team's first game.
- b. Any player who will not attain the age of 8 before May 1st is eligible.
- c. Birth Certificates are not required, but must be available upon request. If a player is questioned about his or her age, and no proof of age is available, that player will be removed from the tournament until proof is provided. Any issues in this matter must be handled with a tournament official present.
- d. An entry fee of [REDACTED] required and is payable prior to the start of the tournament.
Mail to:

NCYBA
PO Box 271
New Cumberland, PA 17070

Make checks payable to NCYBA.
- e. Teams finishing 1st and 2nd will receive numbered medals ("1st Place", "2nd Place"). All other teams will receive participation medals.
- f. All participants – coaches, players and fans are expected to show good sportsmanship. Competition brings out high emotions, so please remember these are 7 year old & under children that we are setting examples for.
- g. Please do not run the score up. We are not here to embarrass anyone.
- h. After each game, please ensure bench area and bleacher areas are cleaned up.

II. Pitching

- a. A coach will use a pitching machine pitch to his own team. If a batted ball hits the pitcher/coach or machine directly, it is a dead ball and it will be played over.
- b. The umpire will call "play ball" before the coach can throw a pitch.
- c. The pitching machine will be placed behind where the kid pitcher would pitch from, as to not interfere with the pitcher during play. Prior to the start of the game, the umpire and coaches shall conduct several test pitches (as needed) to agree upon the calibration of the pitching machine.
- d. Pitcher/coach shall remove themselves from fair territory after a ball has been hit.
- e. Pitcher/coach may not tell the batter to swing or not swing.

III. The Game

- a. Six innings per game on single game days. A complete game will be four innings. If a game is called before it is an official game, because of rain or darkness, the game will be replayed from the beginning. If a game is called due to time or darkness before an inning is complete, but at least 4 innings have been completed, the final score will be the score at the end of the last full inning completed.
- b. Double headers. The first day of the tournament will be double headers. Games will start at 5:30pm and 7:00pm. No inning will be started after 60 minutes of play. Days where double headers are played may require a hard stop on the first game. The first game of a double header must end at or before 1 hour and 15 minutes. The second game of the double header will be limited only by darkness, but no new inning should be started after 8:15pm.
- c. Rain outs. If we lose a day to rain, we will play double headers the following day. If double headers are already scheduled for the next day, the schedule will be adjusted accordingly. Friday, June 6th is intended for use in the event of schedule adjustments. While we would like to complete the tournament on Thursday, it is possible that games will be played all 5 days. Please be sure that players and their families are aware that all 5 days may be used for games.
- d. The tournament schedule will determine home team and visiting team. On double header game days, Visiting team has the field for warm-ups at 4:55 PM. Home team has the field for warm-ups at 5:10 PM. Please have all players off the field by 5:25 to allow for the umpire/coach meeting prior to the game start at 5:30pm. On single game days, Visiting team has the field at 5:15pm and Home team has the field at 5:35pm, each for 20 minutes. Please have all players off the field by 5:55pm.
- e. Home team for Seeding Round games is random. Tournament Director will make every effort to split a team's "home" and "away" games evenly. This depends on the number of teams participating in the tournament.

For the first rounds of Bracket Play, the higher seeded team will be the home team. For the Championship Game, the 3rd Place game, the 5th place game and

7th place game (if applicable), home team will be determined by coin toss prior to the start of the game.

- f. Official hard baseballs will be used.
- g. All bats must be official league approved (USA Baseball Stamp). T-ball bats may be used.
- h. Three coaches are permitted on the field with defensive team. They must remain behind the infielders. They are NOT permitted to touch the ball or the players in the field to assist them.
- i. Three strikes and the batter is out. Only swinging strikes are called. If a player is excessively not swinging at strikes, the umpire, at their discretion, may call non-swinging strikes. The umpire will announce their intent to do so before calling non-swinging strikes.
- j. No walks, bunting or hit by pitch.
- k. No infield fly rule.
- l. No tees will be used.
- m. No batting out of order.
- n. **Each team will have a scorebook and it must be kept** (*Electronic scorekeeping through apps such as GameChanger is acceptable*). Please exchange batting line ups with the other team's scorekeeper prior to the start of each game. After each inning the scorekeepers should confirm the score with each other.
- o. A tenth fielder will be used as an extra outfielder (no short fielder)
- p. Batting helmets must be worn at all times by batters, base runners and bat boys/girls.
- q. Batters cannot throw the bat after hitting. One team warning will be given. If ANY batter throws the bat after the team warning, they will be out.

IV. **Scoring**

- a. Three outs or five runs per inning for innings one through five. The sixth inning will be unlimited runs. (Use sportsmanship.)

If an inning is designated as last inning, inning is unlimited runs.

V. **Base Running**

- a. The base paths will be marked with a 2/3 line. These will help umpires decide where base runner will go after time is called. If the umpire cannot determine what base all base runners should go to, it will be based on the lead runner.
- b. Overthrows.

- i. If a ball is thrown out of play, the ball is dead and all runners advance one base. "Out of play" lines will be marked on all fields.
 - ii. If a ball is overthrown and remains in play, runners may advance at their own risk of being thrown out. No "free bases" on an overthrow that remains in play.
- c. No further advancement by runners after the ball is called dead. Time will be called when:
 - i. On a ball hit to the outfield: when the ball is returned to an infielder (in the infield) and the infielder controls the ball. If the infielder obtains the ball in the outfield grass, the infielder must return to the infield dirt and hold the controlled ball before time is called.
 - ii. On a ball hit to the infield: After an attempt of a play is made and the infielder controls the ball. In instances of double/triple play attempts (i.e. pop flies where the runner leaves their base), time will not be called until attempts at a play are clearly stopped.
 - 1. An infielder returning the ball to the pitcher is also considered a controlled ball and indication that attempts at a play are stopped and time will be called, even if the pitcher does not control the ball.

Please note: We are eliminating "circle ball" in an effort to return the games to more traditional baseball for this age level. Too much focus was being put on "getting the ball into the circle" rather than making plays. While no method is without flaws, please do not exploit the new system by instructing infielders to concede the play by holding a controlled ball as soon as they field the ball. Every effort should be made by players to make plays where possible. It is only if the fielder doesn't feel they can reasonably make a play should they concede the play.

****** All decisions on "calling time" are at the umpire's discretion. All umpires will be instructed to call time as consistently as possible.

- d. No runner may leave the base until the ball is hit into play. One warning will be given. After the warning, they will be out.
- e. A runner is out when the base runner runs more than 3 feet out of the base line to avoid being tagged unless runner is avoiding interference with a fielder (Umpires discretion).
- f. If a runner misses a base he is out. Play will continue until time is called and then the umpire will call the player out. (This is not an appeal play.)
- g. No Stealing.
- h. No head first slides, unless the base runner is returning to the base. One team warning. After one warning, it is an out.

VI. Play

- a. All teams will bat their entire active lineup. (If a team has 12 players attend the game, all 12 players will bat.)

- b. A courtesy runner for the catcher is permitted and encouraged.

VII. Tie Breaker

In the event teams are tied at the end of the Seeding Rounds, the following addresses tie breakers to determine Bracket Seeding:

- a. Winner of head-to-head if two teams are tied and if applicable. Best record head-to-head if 3 or more teams are tied in games among tied teams.
- b. If still tied, best run differential in all games with a cap of plus or minus 10 runs.
- c. If still tied, coin toss or random draw.

VIII. Officials

- a. Any appeals or protests during the game will be settled right away by the Tournament Director or Tournament Officials.
- b. All Umpires are volunteers. Please remember this, stress this to players, coaches and parents. Unsportsmanlike behavior directed at anyone involved in the tournament (players, coaches, umpires, tournament directors and officials, etc.) will result in first a warning and then possible ejection from the game area. This includes spectators.

New Cumberland Borough Park
517 Front St., New Cumberland PA 17070

