



## **Tournament Turf Field Rules – League and Tournament Play**

### **Section 1 – CEILING NET RULES**

- 1.1 Any batted balls that hit the ceiling net are considered dead balls.
- 1.2 Any batted ball that hits the ceiling net BEYOND THE DOUBLE LINE and IN FAIR TERRITORY is considered a dead ball / ground-rule double. All base runners would advance 2 bases on a dead ball / ground-rule double off the ceiling net.
- 1.3 Any batted ball that hits the ceiling net BEFORE THE DOUBLE LINE and IN FAIR TERRITORY, is a dead ball and WILL BE CONSIDERED A STRIKE ON THE BATTER.
- 1.4 Prior to the ball hitting the ceiling net (before the double line and in fair territory), if the batter had less than 2 strikes on them, it would simply result in dead ball and an additional strike on the batter. Their at-bat would continue.
- 1.5 However, prior to the ball hitting the ceiling net (before the double line and in fair territory), if the batter already had 2 strikes on them, it would result in a dead ball and the batter being out. The play should be ruled as either a pop out or fly out in the scorebook.
- 1.6 Any batted ball that hits the ceiling net in FOUL TERRITORY, even with 2 strikes on the batter, is considered a dead ball / foul ball – and their at-bat would continue.

### **Section 2 – HOME RUN RULE**

- 2.1 The home run line is the yellow line around the entire perimeter of the outfield netting, extending from the foul pole in left field to the foul pole in right field.
- 2.2 Any ball that hits entirely above the yellow line is considered a home run. Any ball that hits on or below the yellow line is considered a live ball and is played as such.

#### **EXCEPTIONS to rules 2.1 & 2.2**

For balls hit on or below the yellow line, even though they will be played as a live ball, they cannot be caught off the netting for an out.

For 16U and older teams (including High School teams), any ball that hits entirely above the yellow line in right field, between the (vertical) gray metal beam to the right of the scoreboard, and the right field foul pole, is considered a dead ball / ground-rule double. All base runners would advance 2 bases on a dead ball / ground-rule double.

### **Section 3 – RIGHT FIELD RULES**

- 3.1 FOR 14U AND OLDER (INCLUDING HIGH SCHOOL TEAMS), a ground ball hit between the first and second baseman will be played as a dead ball / single – no play can be made at first base.

The batter is awarded first base, and all base runners advance 1 base.

EXCEPTIONS to rule 3.1

A ground ball that hits or plays off the first baseman or second baseman's body or equipment will be played as a live ball, and the batter and/or base runner(s) are in jeopardy of being thrown or tagged out.

Line drives between the first and second baseman that land past both infielders and into the outfield will be played as a live ball, and the batter and/or base runner(s) are in jeopardy of being thrown or tagged out.

A ball that is hit between first base itself and the first baseman (down the line) will be played as a live ball.

- 3.2 FOR 12U AND YOUNGER, any ground ball hit between the first and second baseman will be played as a live ball, and a play may be made at first base.

### **Section 4 – OUTFIELD NETTING / SCREENING**

- 4.1 Aside from umpire-called home runs or ground-rule doubles, ALL BALLS PLAY LIVE OFF THE OUTFIELD NETTING/SCREENING. As mentioned in Section 2.2, even though they will be played as a live ball, they cannot be caught off the netting for an out.
- 4.2 The screens are designed to hang down onto the field so that balls do not roll under them and out of play. Umpires and tournament directors will check the outfield netting every couple innings as well. Regardless, all balls hit to the netting will be played as live balls. If they would happen to get hung up in the netting, or somehow get behind the netting, simply push the netting back to retrieve the ball and keep it live and in play.
- 4.3 The umpires can override this rule on a play-by-play basis only. Meaning, if they see a ball go into the netting, and are CLEARLY able to see one or more players struggling to retrieve the ball, they can, at their discretion rule it a dead ball / ground-rule double. However, this can only be done on a play-by-play basis, and cannot be used as a blanket rule established by any umpire.

EXCEPTIONS to rules 4.1 thru 4.3

There is a small area just below the score board where a fly ball can land behind the outfield netting and get trapped. If this happens, it shall be ruled a dead ball / ground-rule double.

### **Section 5 –SAFETY RULES**

- 5.1 All players 16 years of age and younger must wear face masks while playing the infield. For players 17 years of age and older, it is not required and they may choose to not wear a face mask. However, they are doing so at their own risk, and Athletix is NOT responsible for any injuries that may occur as a result.
- 5.2 All payers must keep a clear distance back from the netting while live batting or warmups are taking place. Balls being hit or thrown into the netting can push the netting back into areas where someone may be if they are too close to the netting.
- 5.3 All on-deck batters must be up the first base line behind the first base coach.

- 5.4 Because there is so little space behind home plate, and in an attempt to avoid injury, there is no stealing of home plate on a pass ball or wild pitch.

**EXCEPTIONS to rule 5.4**

The exceptions are: A dropped 3<sup>rd</sup> strike with 2 outs and the bases loaded. Delayed stealing of home plate is also permitted provided it is not on a pass ball or wild pitch.

**Section 6 – BASIC ETIQUETTE RULES**

- 6.1 Absolutely no sunflower seeds or gum are permitted.
- 6.2 Absolutely no eating on the turf or bench areas.
- 6.3 Absolutely no metal or moulded cleats are permitted. Only turf or tennis shoes are permitted.
- 6.4 Player and coach bags must be cleaned out prior to indoor use. Please remove any trash, dirt, rocks, or other debris that may potentially fall from bags and onto the turf.
- 6.5 Players and coaches are expected to patrol their bench and resting areas and clean up after themselves. There will undoubtedly be some trash inadvertently left behind by another team on occasion. Please be kind and clean it up as well if you see or notice it, even if it didn't come from your team.

**SECTION 7 – SPECTATOR RULES AND BEHAVIOR**

- 7.1 Bleachers will be provided for seating, but bag chairs are permitted and encouraged if placed on designated turf spectator areas only.
- 7.2 No open top drinks are permitted in the fieldhouse. Only drinks with fixed-tops are permitted in the fieldhouse. Drink tops must have a twist on lid, or sealed rubber lid (Yeti cup style).
- 7.3 This is a multi-use, multi-event facility. You may be asked to move to another location or seating area if necessary.
- 7.4 All umpires must be treated with respect. Yelling at umpires, or questioning umpire calls will not be tolerated. Any person with behavior deemed aggressive or abusive toward tournament or game officials will be asked to leave the fieldhouse by Athletix management or tournament officials.
- 7.5 No outside coolers (hard or soft) are permitted into the Athletix facility. Only the team's manager or head coach may have one cooler for player drinks.

**Section 8 – MISCELLANEOUS RULES**

- 8.1 Pitching rubber changes are only able to be made by Athletix staff. If you feel the mound measurements are incorrect, please ask the tournament official, or Athletix staff to verify and correct if necessary.

**Thank you! Now let's have some fun and play ball!**