



GREENFIELD BASEBALL PARK

All Star-Classic

July 10-13, 2025

Greenfield, Indiana

6U, 7U & 8U Rules

General Information:

- Tournament dates are July 10th-13th.
- 1st and 2nd place rings will be awarded for each age.
- Each team is limited to 13 players on their official roster.
- Age of player is defined by age as of April 30th, 2025.
- All teams need to have the Birth Certificate for all rostered players available upon request and have proof of team insurance along with their full team rosters before the start of their first scheduled pool play game.
- Teams should check in at least ½ hour before their first Pool Play game if their team roster and insurance information has not yet been provided to the Tournament Director. There will be a check-in table at the concession stand area to do so, if needed.
- Full concession stand with food and drinks will be available throughout the course of the tournament.
- If the entire tournament is cancelled due to weather, a 100% refund will be given. If only one is played, 50% refund will be given.

Facility Rules

- Please remember that these are children playing a game who are trying to learn teamwork and sportsmanship.
- Coaches are responsible for the behavior of their team's players and fans. Any inappropriate verbal or physical conduct towards umpires, opposing coaches, or the opposing team's players will result in a warning. A second violation will result in ejection from GYBA grounds for the offending coach, fan, and/or player.

- Alcohol and all tobacco products are NOT permitted on GYBA grounds.
- Any lightning in the area that is spotted by the umpire, Tournament Director, or GYBA Board Member will result in a 30-minute delay from the time of the last lightning strike. All teams will be asked to return to their vehicles until an all clear is issued by the Tournament Director or GYBA Board Member.

NO GRILLS of any type are allowed on property (including parking lots and open grass areas.

General Rules for all Divisions:

- All pool play games will be 75 min finishing the inning. Top of inning starts on the last out of previous inning. Bracket Games will have 90-minute time limit with no inning starting after the 90-minute mark. Teams will be allowed to finish the inning being played if time has expired.
- 6U, 7U and 8U Championship games will have a 90 minute time limit. Teams will be allowed to finish the inning being played if time has expired.
- For both Pool Play and Tournament games, time starts at the end of the coaches meeting at home plate.
- The batting order will consist of all team members. The batting order must be maintained throughout the course of the game. If a player misses his turn in the batting order or a player bats out of order, an out will be charged. The only exception is if an injury occurs during the course of the game.
- If a player leaves the game due to injury, his spot in the lineup will be skipped without penalty (assuming the team still has nine (9) or more players). Once an injured player misses his turn at bat, he cannot return for the rest of that game. If a player leaves due to an ejection or coaches' removal, and that player misses his turn at bat, that spot in the lineup will be considered an out when passed. That player is not allowed to return to that game.
- An automatic out will be recorded for each batting position when the offensive team is batting less than 9 batters in the line-up. A game will be considered a forfeit if the team is unable to field at least 8 players from their roster at the listed start time of the game.
- One representative from the team (Head Coach of record at start of game) will be allowed to speak to the umpire during the course of the game. If there is a question about a play, please have that representative approach the umpire and ask the question. Umpires being subjected to constant questioning/heckling from multiple coaches and/or parents will not be tolerated.
- The official score book will be kept by the home team. Any disputes regarding scores will be determined by the home team scorebook.

- For Pool Play games, home team designation will be determined by a coin flip at the beginning of the game. For pool play games, dugouts are determined on a first come first serve basis.
- For all Tournament/Championship games, the team with the best seed will be the home team, occupy the 3rd base dugout, and keep the official book.
- Umpires will have an official scorecard that both head coaches will need to sign at the completion of each game. Pitchers for each team and each inning will be noted on the scorecard.
- At least four (4) innings, or 3.5 innings if the home team is ahead, will constitute a complete game if the game is suspended due to weather or darkness.
- If a game is suspended in the middle of an inning due to weather or darkness and has completed the minimum number of innings to constitute it as a completed game, then the result of that game will revert to the previous full inning played.
- Tournament seeding tie breaker rules:
 - A. Win-Loss Record
 - B. Head-to-Head Record
 - C. Fewest Runs Allowed for all pool play games
 - D. Run Differential for all pool play games
 - E. Coin Flip
- During Pool Play, if the game is tied after 6 innings or the time limit runs out, the game will be considered a tie.
- A 10-minute grace period will be provided if the previous game has caused the next game to run over the scheduled start time.
- Any rule dispute will be decided by the Tournament Director or GYBA Board Member present at the time, with their decision being final.

Division Specific Rules

- A complete game will consist of six (6) innings, however, if a team is leading by 15 runs (after 3 innings), 10 runs (after 4 innings), or cannot mathematically come back, this will be considered the Mercy Rule and the game will be called. The Mercy Rule will not apply during the Championship game if not yet in affect after the conclusion of the 5th inning. There is a run six (6) limit per inning for all games. Sixth inning and after, unlimited runs will be allowed.
- If needed, for tournament games only, extra innings will be played for tiebreakers.
- Ten (10) players on the official team roster will assume a position on the field during the defensive half of the inning. The infield will consist of six (6) players. The outfield will consist of four (4) players that must be positioned in (LF, LC, RC, RF) and must be stationed at relatively the same depth in the outfield grass.
- Coaches are NOT allowed to be positioned in the outfield during live play.
- Each batter will receive a maximum of five (5) pitches or three (3) strikes

to put the ball in play. If the fifth (5th), sixth (6th) or any subsequent pitch is fouled, the batter gets an additional pitch until the ball is put in play or they do not swing at the pitch.

- No walks.
- Bunting is NOT allowed. If a batter squares to bunt, they will be called out immediately.
- A batter throwing his/her bat or helmet will be given one (1) team warning by the umpire. A second offense by any batter will be considered an automatic out.
- Coaches must pitch overhand from the pitching mound (40 feet) with at least one foot in contact with the pitching rubber. 6U distance will be 35 feet. If a coach violates this rule one warning will be given with the next infraction resulting in the batter being called out.
- Base paths are 60 feet for 7U and 8U and 50 feet for 6U.
- Only the batter at the plate & on deck batter shall be on the field of play, all other players must remain in the dugout.
- A baserunner may not leave the base until the ball crosses the plate (no leadoffs or stealing)
 - If the runner leaves early and the batter puts the ball in play, after play is over, the umpire will place the runner(s) back on their original base if possible. If that base is occupied, they will move to the next base. Any outs on the play stand. Any runs scored will stand. In all circumstances, when a runner leaves early, the ball remains live until all action stops. The runner is not out merely for leaving the base early.

The pitcher's helper must wear a helmet with a full facemask. A heart guard is recommended. The pitcher helper's helmet/facemask may not be removed at any given time during live ball play. The pitcher helper must be within five (5) feet of the pitching rubber, but not in front of it.

- Infield fly rule will not apply.
- Dropped 3rd strike will not apply.
- No mandatory slide rule will be enforced. However, base runner should avoid all contact.
 - For player safety, no headfirst slides unless returning to a base. A team warning will be issued on the first offense with the runner immediately called out on subsequent violations.
 - **Stopping the lead runner** – Play will stop when an infielder has control of the ball in front of the lead runner or when the base runner has stopped his/her forward progress or when the umpire will call time out.
 - The coach pitching may not interfere with the game action until time is called by the umpire. The coach pitching is NOT ALLOWED to shout instructions to his runner/runners during the play.
 - A coach cannot touch or assist a player between the bases during a play. Any coach contact with a player will result in

- an automatic out.
 - If the coach pitching unintentionally touches a batted ball, the ball is dead and each runner will advance one base.
 - If a coach intentionally interferes with a live or batted ball, play will be immediately stopped and the batter will be called out. No runs will score, if applicable.
- Base runners who intentionally interfere with the defensive player will be called out.
- On a close play at any base (umpire judgment) the runner must avoid contact.
 - 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.
 - An overthrow that goes out of the field of play shall result in the base runner(s) advancing only one base.
 - The last player to make a batted out will replace any player sustaining an injury that occurs during baserunning.
- The table below summarizes what constitutes a legal bat:

Type	Barrel Size	Length	Weight
Wood	Up to 2 ¾"	33" Max	-12 oz. max
USA Baseball	Up to 2 ¾"	33" Max	-12 oz. max
USSSA BPF 1.15	Up to 2 ¾"	33" Max	-12 oz. max