



Rulebook for Moonlight Graham Classic at the Field of Dreams Movie Site:

As of March 1, 2024

Subject to change until August 15, 2024

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Highlights indicate changes and amendments from the first rulebook.

FOREWARD

Playing rules not specifically covered herein, shall be governed by the Official Baseball Rules of Major League Baseball. If there is any conflict in rules between this rulebook and the Official Baseball Rules of Major League Baseball 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 check-in can be found at the bottom of this document (to be added later). 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 (website here, to be added later) and on the tournament app (app TBD). Tournament management will use the Field of Dreams Tournaments app to post tournament schedules, scores, and weather updates. It is highly recommended that coaches share the Field of Dreams Tournaments app link with their team's players, parents, and fans.
5. Team registration includes up to fifteen (15) players, coaches, managers, and other team personnel for the tournament's inclusions. The roster may be expanded to a maximum of twenty-five (25) players, but additional personnel after fifteen (15) results in additional costs. This does not entitle a team with less than fifteen (15) personnel to additional plates or seats at the banquet. Additional plates can be purchased for team guests and other team travel members upon availability.
6. Team awards for first (1st) and second (2nd) place. Individual awards for first (1st) place. 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. 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.
8. Both coaches must sign the official scorebook of each game acknowledging the final score and game statistics.
9. 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 or parking lot. 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, Commercial Club Jenk Field, 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.
10. Any tournament fees that are not paid within fifteen (15) business days of registration will be assessed a \$50 late fee.
11. Refund Policy:
 - a. Tournament Withdrawal Policy
 - i. FODMS will provide a partial refund minus a \$500 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 \$800 administrative fee.
 - ii. 1 game started = 75% 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 \$450 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 senior tournament OR full refund only if the senior tournament is not hosted again in 2025.
- 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.

BEFORE PLAY

1. Players may not be younger than their age division beginning with the first day of the tournament of the current year, as evidenced by a government issued identification.
2. Driver licenses, government identification cards, or a similar form 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’ identifications available at all times. If a player’s identification 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...
50 & ABOVE	Forty-nine (49)	September 6, 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 tournament app. (app TBD)
 - 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, no exception.
9. Teams can warm up in the outfield; infield warm up is not allowed as the infield needs preparation for the game.
10. Warm-ups are allowed in the open areas alongside the fields at each facility.
11. Batting practice is allowed only in batting cages.
 - a. Teams are able to provide their own equipment as well. (sock nets, etc.)
12. No teams will be allowed to hit into facility fences.
13. No players shall warm up in the spectators' area for safety reasons.

Weather Policy:

To be added

RULES OF PLAY

Division of play	Pitching distance	Basepaths	Innings played (considered complete-dependent on weather or field conditions)
50 & ABOVE	60.5 feet	90 feet	7 innings (3 innings, 2.5 if home team is leading)

Mercy Rule:

Division of play	7-inning mercy rule
50 & ABOVE	15+ 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. The number of batters in the batting order must be agreed upon by both teams prior to the start of the game and used the entire game, with exception to injury. Once the umpire receives the lineup, the batting order may not be reduced or increased.
2. The basic team lineup is nine (9) batters consisting of eligible and uniformed players on the tournament roster submitted, but there is no maximum number of batters in a lineup.
3. If a team has only eight (8) uniformed and roster players to start a game due to a player being late, the ninth batting slot is an automatic out each time it comes to plate.
4. If a team has seven (7) 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.
5. If a player is ejected from the game and a substitute is not available in any nine (9) or more player lineup, that player's batter position will be an automatic out each time it comes to the plate.
6. The exception to a missing batter automatic out is a game may not end on the automatic out.
7. A designated hitter (DH) can be used for all ages.
8. Lineup Injury Rule: If a player has been injured in the game and the injury is deemed significant enough for them to not continue, he may be removed from the lineup and the lineup may be condensed to remove that player without an out. (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.)
9. If a player is injured and a substitute player is eligible, the substitute player must be used.
10. 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.

11. All lineups are allowed free defensive substitutions except for the pitcher's position.
12. Free substitution on the field does not affect batting order.
13. No one player in a game can assume more than one offensive position.

Pitchers:

1. Pitchers may not re-enter the game as a pitcher. They may re-enter as any other position player in accordance. Violating this pitcher's rule does not constitute a forfeit although the pitcher must leave the mound immediately. A new pitcher shall pitch to one batter until the batter is out or reaches 1st base before making another pitching change.
2. Coaches are limited to one (1) mound visit per pitcher per inning, but total mound visits are not to exceed the number of innings for the game. A second mound visit to a pitcher in the same inning means he must be taken out.
3. New pitchers will be allowed eight (8) pitches to warm-up and existing pitchers five (5) pitches at the start of each new inning.
4. If a pitcher is hurt, the new pitcher may have as many pitches as needed to get warmed up (within reason umpire's discretion).
5. Balks will be called.
 - 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.
6. Balks will result in an immediate dead ball
7. There will be no pitches thrown to intentionally walk a batter. Notify the umpire, and the batter will be awarded first (1st) base.
8. 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 solid wood, single-unit construction and cannot be hollow.
2. Bats with wood barrels and handles of a different composition or design are prohibited. (Laminated wood bats and AX Bats are approved as long as they meet the 100% wood and non-hollow specs above.)
3. **NOTE: Baum Bats are approved for use. No DeMarini bat may be used without permission of Field of Dreams Movie Site (FODMS) tournament officials – the bat owner must be able to provide documentation that the bat conforms to the requirements in section a: solid wood, single-unit construction and not hollow.**
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. On challenged bats, umpires may either 1) call for a tournament official to make a decision, or 2) confiscate the challenged bat and deliver it to tournament officials.
6. There are no requirements that bat companies certify their bats, unless the bat is challenged, and Field of Dreams Movie Site (FODMS) tournament officials cannot make a determination of the bat's construction with data at hand.

7. Penalty for illegal bats:
 - a. Before play: there is no sanction on the team other than confiscation.
 - b. During play: 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.
 - i. 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.
8. Bunting is allowed.
9. 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.
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.

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	Two hours and ten minutes (2:10) / One hundred thirty (130) minutes	Two hours and thirty minutes (2:30) / One hundred fifty (150) minutes
Bracket play	Two hours and ten minutes (2:10) / One hundred thirty (130) minutes	Two hours and thirty minutes (2:30) / One hundred fifty (150) 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 fifty (150) minutes limit.
3. If the at bat has begun when you hit the one hundred fifty (150) minutes limit, the at bat 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. Coaches may not forgo any outs to start a new inning before the one hundred thirty (130) minutes limit if their team is losing.
6. 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.
2. If the game is tied at the end of regulation innings before the one hundred thirty (130) minutes limit ends, the extra-inning tiebreaker will go into effect.
3. If in preliminary play and the one hundred fifty (150) 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 fifty (150) 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 one hundred thirty (130) minutes limit	The one hundred fifty (150) minutes limit	The guaranteed one (1) inning tiebreaker
Preliminary play	Tiebreaker: Runner on 2 nd	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	Tiebreaker: Runner on 2 nd	Tie broken by bracket play tiebreaker rules	Tie broken by bracket play tiebreaker rules
No	Tiebreaker: Runner on 2 nd	Tiebreaker: Runner on 2 nd	Tiebreaker: Runner on 2 nd	N/A
Championship	Tiebreaker: Runner on 2 nd	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 banquet/game/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 any further games and activities including the championship game and banquet.**
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 before and during tournament games.
 - a. The only exception is spectators at the Field of Dreams Movie Site and any tournament facility sites where alcohol sales are available and permitted (specific sites to be added later).
 - b. Penalty: Any participant found with an open-container, reeks of alcohol, or similar will be subject to a two (2) game suspension. All decisions by umpires or tournament staff will be final. No tournament staff will enforce a breathalyzer test.
5. There is a NO-TOBACCO policy at all tournament facilities within or in the immediate area, including smoking.
 - a. Penalty: Any participant or spectator will be ejected.
6. Boomboxes or speakers will be allowed but be courteous. If the boomboxes or speakers’ usage becomes unruly, at umpire’s discretion they will be prohibited.
7. 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.

8. If a coach or spectator 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 spectator, 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 banquet and championship.
 - c. If a coach or spectator returns before the suspension is complete, their team is subject to forfeit.
9. 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.
10. 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 Major League Baseball rulebook is deferred to. If any item is not covered in the Major League Baseball rulebook, the decision will come at the umpire's discretion and, if necessary, will receive rules interpretation from tournament management, if available.
 - a. Tournament staff will not provide feedback on judgement calls (Ex. Was that a balk? vs. What is a balk?)
11. Protests must be detailed into the official scorebook and the resulting decision must be signed by the protesting manager and the umpire.
12. **ALL JUDGEMENT CALLS ARE FINAL.**

RULES OF DRESS

1. No two (2) team players may wear the same number in the same game; tape is acceptable to alter numbers.
2. No arm bands to be worn on either arm of pitchers with white, grey, or white/grey camouflage.
 - a. 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.
3. Pitchers may not wear batting gloves on their glove hand while pitching.
4. 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.
5. 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.

Moonlight Graham Classic 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