



Top Tier Indoor Tournament Rules

Coaches must check in with tournament staff upon arrival. We will assist in finding you a spot to warm up (space is extremely limited). There are a few small areas to play catch or hit whiffle balls (will need to be shared). Please make sure baseballs are not hitting the basketball floor. This includes hitting ground balls or having pitchers throw bullpens. Have the catcher position themselves on the concrete border.

Batting Cages

Batting cages are located upstairs, but please adhere to the schedule.

Facility

No outside food or beverage.

Footwear

Sneakers or turf shoes only. **Please no cleats.** This is to keep the turf clean and the basketball courts protected.

Gameplay

- 6 inning games with **drop-dead** time limit of **80 minutes**.
- Pool-play and consolation games will revert to the last completed inning if time expires mid-inning.
- For bracket games where a winner is needed to advance and the last completed inning was tied, the inning will be completed if time expires mid-inning. If the game was not tied at the last completed inning, drop-dead / revert will be used.
- Teams may end their team's turn at-bat by announcing to the umpire to save time.

Ex. You are the visiting team and you begin the top of the 5th trailing 5-4 with 13 minutes to go. Your first two batters score, putting you on top with 8 minutes to go. You can: a) continue to hit to take your reps, but if time expires it will revert back to the 4th inning which was the last completed inning, or b) tell the umpire you forfeit the remainder of your at-bats for that inning now making the home team batting where you will have the opportunity to get 3 outs before time expires.

- Clock will start at the conclusion of the plate meeting.
- Coinflip will determine home/away for **all games without seeding designations**. Have your team ready to hit or take the field! Pre-game warmups should be handled prior to entering each field.
- Please move all post-game meetings outside of the fields.
- 5 run max per inning. Any runs scored after 5 will not be counted.
- The 6th inning **or** last declared inning will not have a run limit. If time remains after the "last declared inning" another "last inning" will start.

- *If a game goes into extra innings, the 5-run limit is back in effect.*
- *Tied bracket games where a winner is needed will begin with bases loaded and one out.*
- *Pool Play and *Consolation Games* may end in a tie. Consolation games are defined as games where the outcome has no bearing on the tournament champion.*
- *Courtesy runners are allowed for pitchers and catchers only with 2 outs. Have a coach ready to warm up pitchers if needed to keep games going.*
- *Run rules are 10 after 4*
- *The ceiling net will be played as a live ball (as if it were the sky) while all other netting will be played as a fence. A ball caught off the ceiling net (sky) will be ruled an out. A ball that lands fair/foul or rolls fair/foul after bouncing off the ceiling net will be ruled according to fair/foul rules.*
- *Homeruns: 8u-10u will be first color break on the outfield fencing. 11u-12u will be the second color break.*
- *Headfirst slides are allowed at all age groups.*
- *Any individual who is deemed to be intentionally stalling the game by the umpire will be ejected.*

Field Size

- 8u – 43' pitching and 60' basepaths
- 9u/10u – 46' pitching and 60' basepaths
- 11u/12u – 50' pitching and 70' basepaths

8u specific

Runners on 3rd base may only score from a batted ball or forced home by walk ONLY. There is no stealing home or advancing home on an overthrow to the pitcher or any subsequent play.

8u/9u/10u

Baserunners may leave once the ball crosses the plate. No dropped 3rd strike or balks

11u/12u

These divisions are played with leading off and dropped 3rd strike.

Pitching Rules

- 40 pitches or less requires NO day off; 41+ requires one day off
- Maximum of 85 pitches in a single day, may finish current batter if maximum is reached mid-ab
- Maximum of 105 pitches over a 2-day period, may finish current batter if maximum is reached mid-ab

Protests:

\$100 cash is required for all filed protests. ONLY HEAD COACHES CAN PROTEST. The cash will be refunded if the protest is deemed successful. For all denied protests, the \$100 is non-refundable. Protests can be filed for rule interpretations, pitch counts, and player eligibility

only. Judgement calls are not protestable. For pitching violations, the head coach and the offending player will be ejected from the current game.

This sheet is meant to be a guide for FAQs and Rule Modifications to meet the indoor game. The indoor rule sheet will supercede all posted rules on Top Tier Website or OBR.

For a full list of Top Tier Rules, visit the link below.

[Top Tier - Tournament Rules - Top Tier Sports](#)