



KEYSTONE FIELDHOUSE

TOURNAMENT RULES AND INFORMATION

Revised May 2024

Coaches: It is YOUR responsibility to make sure that you are aware of all KF facility and tournament/playing rules and rule changes. It is also your responsibility to make sure that your players, coaches, and parents/fans are aware and follow facility rules and their consequences if not followed. Keystone Fieldhouse reserves the right to amend these rules at any time for specific tournament play.

TEAM CHECK IN

- Coaches must show up at least 1 hour prior to their first game of the tournament to check their team in at the check in window located at the concession stand in the middle of the complex.
- All managers must be prepared with all their proper documents including but not limited to **roster/waiver, insurance, and birth certificates.**

- **NO METAL CLEATS**
- **NO SUNFLOWER SEEDS, PEANUTS, PISTACHIOS, OR ANYTHING WITH SHELLS**
- **NO GUM OR GUMMY CANDY**
- **NO ALCOHOL On OR around complex grounds, this includes the parking lots/areas**
- **NO TOBACCO OR VAPING On complex grounds with the exception of the parking lots**
- **NO PETS**
- **NO hitting, throwing, climbing (or anything of the like) on the fences, gates, dugouts, bullpens, outbuildings, etc.**
- **NO bicycles, scooters, roller skates, skateboards, hover boards, etc.**
- **NO public music players or noise makers in the stands, dugouts, or fields**

Players, coaches, or fans who bring these items into our complex or choose not to follow these and any other Keystone Fieldhouse rules will be escorted out of the complex and barred from re-entry for the remainder of the tournament with NO exceptions or refunds.

Players/coaches found with metal cleats, sunflower seeds (etc.), gum or gummy candy during games WILL be ejected from the game. Dugouts will be checked after all games and if sunflower seeds (etc.) or gum/gummy candy is found in the dugout, the player(s) responsible will be suspended for that team's next game. If the player(s) is not known, the manager will be suspended from the team's next game. A second offense by a team will result in the ejection of both the player(s) responsible and manager for the remainder of the tournament. Any players or coaches ejected/suspended will be required to leave the field of play area and remain in the parking lot in their car.

INSURANCE

- Each team is required to always have proof of insurance with them.
- Proof of insurance must also be submitted to Keystone Fieldhouse at least 1 week prior to the tournament start date and verified at check in.
- The insurance certificate must have no less than \$2,000,000 General Aggregate and \$1,000,000 each occurrence.
- Insurance certificate must have listed as the certificate holder and additionally insured: "**Nomis LLC**" (398 Centerville Road, Newville Pa 17241)

ROSTERS/WAIVER

- FINAL roster/waiver, with all required information and signatures, MUST be submitted at check-in prior to a team's first game in order to participate.
- Roster size is unlimited for the number of players on a team.
- Rosters can be added to any time prior to the start of a team's first game. Once you verify your roster at check in and begin your first game, your team's roster is locked in and may NOT be added to..... IF YOU HAVE A PLAYER THAT WILL BE COMING LATE AND WILL NOT BE THERE FOR YOUR FIRST GAME, FIRST DAY, ETC. YOU MUST STILL HAVE HIM LISTED ON YOUR ROSTER WHEN IT IS HANDED IN AT CHECK-IN, PRIOR TO THE START OF YOUR TEAM'S FIRST GAME. HE OR SHE'S PARENT/GUARDIAN MAY SIGN FOR THEM ON THE WAIVER AFTER CHECK-IN BUT BEFORE PLAYING IN THE PLAYERS FIRST GAME, ONLY IF THE PLAYERS NAME WAS PREVIOUSLY LISTED ON THE ROSTER HANDED IN AT CHECK-IN.
- A player can be on a roster for two different age groups, but not on multiple teams within a single age group. If a player's name shows up on multiple rosters, he/she must designate which team he/she is officially playing on.
- If a player is not listed on a roster and is playing in a game, that player, along with the team manager, will be immediately ejected from both the current game and the rest of the tournament. The current game will NOT revert back. Play will continue as it was at the point of ejection.
- If you do not submit a roster/waiver prior to the start of the tournament then you must fill out the roster/waiver sheet provided by our staff at check-in.

ADMISSION

- There is NO Admission fee for Keystone Fieldhouse Sports Complex.
 - o Admission fees are subject to change for special events without notice.

PARKING

- Parking is free for Keystone Fieldhouse events.
- Parking fees are subject to change for special events without notice.
- DO NOT PARK OR DRIVE ON ANY SCHOOL PROPERTY located beside the complex.
- There are two main parking lots right at the fields. One is at our main entrance, and one is on the upper portion of the complex and accessible from Parker Road.
- There is also additional parking in our lot across the street from the complex directly to your left when pulling onto Parker Road.
- All parking will be clearly marked with signs.
- DO NOT PARK DIRECTLY ON CENTERVILLE ROAD (The main road in front of the complex).
- Cars that are double parked, parked on Centerville Road, or not parked in marked spots are subject to towing at the owner's expense.

HOTEL BOOKING

- Keystone Fieldhouse Sports Complex is NOT a stay to play vendor. Teams may contact and choose where they would like to stay on their own.

FIRST AID

- There is a first aid kit located at the concession stand and team check in window with basic first aid equipment for all our tournament games.
- There is an AED located at the concession stand.

CONCESSIONS

- Our concession stand will be open during all tournaments for breakfast, lunch, and dinner. With hot foods, cold foods, snacks, drinks, etc.

****ALLERGEN STATEMENT****

Please be advised that some products may contain, or may have come in contact with, allergens including Eggs, Fish, Milk, Peanuts, Shellfish, Soy, Tree Nuts and Wheat.

PAYMENT & REFUND POLICY

PAYMENT POLICY

- Keystone Fieldhouse requires all teams registering for a tournament to make a non-refundable deposit payment to lock in a spot for that tournament. Registering without making a deposit does NOT guarantee you a spot for that tournament. Spots are locked in on a first come, first serve, based on the receiving times of deposits.
- Paying by mail with a check does NOT guarantee your spot, until your check is received by Keystone Fieldhouse. If teams pay by credit card and all spots fill before your check is received, your check will be held, and you will be placed on the waitlist for that tournament.
- Registration for all events is limited.
- Teams who are on the waiting list for a tournament will be contacted, in order of first come first serve, if a spot becomes available.
- Payment in full for all tournaments are due 30 days prior to the start of the event. Failure of balance being paid 30 days prior can result in loss of your team's spot as well as loss of deposit.
 - o Visa, MasterCard, American Express, are accepted online through our website and by phone.
 - o Checks can be mailed to
 - Keystone Fieldhouse
c/o Amy Culver
103B Midway Drive
Carlisle Pa 17015

INCLEMENT WEATHER

- With all turf infields we will do everything we can to avoid rain delays and cancelations.
- In the event of rain, we will do everything we can do to stay as close as possible to the original game schedule.
- If we need to change the schedule due to weather, we will do our best to try to maintain the original tournament format schedule. However, all rain out games may not be made up depending on time constraints.
- If game schedules change it is the team's responsibility to make sure they are aware of the new schedule or any scheduling changes. This information will be sent out via the sports engine app and updated on the tournament schedule as soon as it becomes available.

REFUND POLICY- Weather Related

3 game minimum tournaments

- Play 0 Games- 100% credit
- Play 1 game –50% credit
- Play 2 games – \$100 credit

4 game minimum tournaments

- Play 0 games- 100% credit
- Play 1 game –70% credit
- Play 2 games – 50% credit
- Play 3 games – \$100 credit

5 game minimum tournaments

- Play 0 games- 100% credit
- Play 1 game- 70% credit
- Play 2 games- 50% credit
- Play 3 games- 30% credit
- Play 4 games- \$100 credit

*****Credits are for future Keystone Fieldhouse tournaments and are valid for 1 year from the date of the originally canceled tournament.***

Note: If 1 pitch is thrown it is considered a game.

REFUND POLICY- Team withdraw from tournament

- If Keystone Fieldhouse cancels an event because of lack of participating teams. Teams who have made a deposit/payment(s) will have the choice of a 100% refund or transfer of their deposit/payment(s) to another Keystone Fieldhouse tournament with available spots during that season.
- Keystone Fieldhouse requires ALL requests for refunds must be submitted in writing 30 days prior to the start of the event.
- A non-refundable deposit is due upon registration. Any cancellations made by the team, or its representatives, will result in the loss of this deposit. There will be absolutely no refunds for cancellations within 30 days of the tournament start date.

TOURNAMENT RULES – SUPPLEMENTAL & GENERAL

Coaches: It is YOUR responsibility to make sure that you are aware of all rules and rule changes. Keystone Fieldhouse reserves the right to amend these rules at any time for specific tournament play. For all ages, Major League Rules will be enforced with the following alterations.

Players/coaches found with metal cleats, sunflower seeds (etc.), gum or gummy candy during games WILL be ejected from the game. Dugouts will be checked after all games and if sunflower seeds (etc.) or gum/gummy candy is found in the dugout, the player(s) responsible will be suspended for that team's next game. If the player(s) is not known, the manager will be suspended from the team's next game. A second offense by a team will result in ejection of both the player(s) and manager for the remainder of the tournament. Any players or coaches ejected/suspended will be required to leave the field of play area and remain in the parking lot their car.

Field Dimensions

- 8U will play on 40' - 60' dimensions... 200' fences.
- 9U-10U will play on 46' – 60' dimensions... 200' fences.
- 11U - 12U will play on 50' - 70' dimensions... Full length fences.
- 13U & up will play on 60'6" - 90' dimensions... Full length fences.

8U Specific Rules

- **1. LEADING & STEALING:** Base runners can only advance when the batter hits the baseball or walks. Base runners will NOT be allowed to steal. Also, base runners will NOT be allowed to advance on passed balls, advance to second directly after a walk, or steal when the catcher is throwing the ball back to the pitcher (delayed steal). Base runners cannot be picked off or advance from throws by a defensive player in between pitches.
- **2. BUNTING:** There will be NO bunting. If the batter attempts a bunt, it will be an immediate dead ball and the batter will receive a strike. Base runners will be placed back to the base that they occupied before the pitch was thrown.
- **3. RUN RULE:** There will be a 7-run limit per offensive half inning. There will be no run limit in the 6th inning, or during any extra innings played.

SUPPLEMENTAL & GENERAL RULES AND INFORMATION

- **1. HOME/AWAY:** Pool games determined by coin toss (furthest team traveled calls it in the air). Bracket games home team will be the higher seed. Home/away dugouts will be determined on a first come first serve basis. If teams can't agree, the tournament director will assign dugouts.
- **2. INFIELD/PREGAME/BATTING CAGES:**
 - NO HITTING INTO ANY FENCES
 - Teams are allowed to set up their own hitting nets in the open areas around the fields. However, please be mindful of spectators, games going on, etc. If teams are set up in an area or using nets (or other equipment) in ways that Keystone Fieldhouse staff sees as unsafe or distracting they will be asked to move to another area or refrain from using the equipment.
 - Batting cage time will be on a first come first serve basis.
 - Helmets **MUST** be worn in batting cages.
 - NO SEEDS, GUM OR METAL CLEATS ARE PERMITTED IN CAGES OR CAGE AREA
 - Batting cages are **ONLY** for team players/coaches to use during tournaments/leagues and are not for public use.
 - Please use only one cage per team and be respectful of other teams waiting to use the cage.
 - Unless otherwise noted by a Tournament Director, NO infield practice will be allowed prior to the start of any game. Teams are permitted to take ground/fly balls in the outfield and down the infield lines (IN FOUL TERRITORY) prior to the start of their game. Pitchers are NOT permitted to throw from the field mounds prior to the game.
- **3. TIME LIMIT:** All games, EXCLUDING CHAMPIONSHIP GAMES, will be played with a no new inning after 1 hour and 50-minute time limit. Championship game will have NO time limit. A new inning is considered started directly after the 3rd out is recorded for the previous half inning. Time will be kept by the umpires. The time will start immediately after the plate meeting. If the home team is batting and is ahead as the time limit exceeds, the game will end immediately (player at-bat can finish his at-bat).
- **4. INNINGS:** 8U-12U... 6 inning games. 13U-18U... 7 inning games.
- **5. TIE GAMES:**
 - Pool play games that are tied after 6/7 innings or the time limit will be recorded as a tie. No extra innings will be played in pool games even if it is under the time limit after 6/7 innings.
 - Bracket games that are tied after 6/7 innings or the time limit International Rules will apply. The next inning will start with the visiting team leading off with the last batted

out of the previous inning on second base with one out. The batting order remains the same and follows the last completed inning.

- Championship games have no time limit. If game is tied after 6/7 innings, Internationals Rules (same as above) will apply.
- **6. FORFEITS:** All forfeits that occur before the start of the game will result in 6-0 win (9-12u) or 7-0 win (13-18u). If any forfeit is deemed intentional (ruled on by the tournament director/committee), the forfeiting team may become subject to additional penalties. For all forfeits, that occur after the start of the game, if the forfeiting team is losing the score at the time of the forfeit will be the final score. If the forfeiting team is winning it will revert to the 6-0 (8-12u) or 7-0 (13-18U) rule.
- **7. MERCY RULES:** 12 runs after 3 innings; 10 runs after 4 innings; and 8 runs after 5 innings.
- **8. PITCHING RESTRICTIONS:** No pitching restrictions. Coaches are strongly encouraged to keep the player's health and safety at the forefront.
- **9. TRIPS TO THE MOUND:** Removal of a pitcher occurs on the second visit to the mound per pitcher. *Intentional Delays:* Intentionally delaying a game to achieve a victory through unnecessary mound visits is unsportsmanlike and will not be tolerated. The umpires and/or tournament director at the game reserve the right to speed up and/or eject a coach or player for intentionally delaying a game and declare a forfeit to that team.
- **10. BALKS:** 8u-10u no leads so no balks. 11u-12u delayed dead ball, one warning per pitcher. 13u-18u delayed dead ball, no warnings.
- **11. INFIELD FLY RULE:** Infield fly rule will be in effect for all age groups
- **12. UNCAUGHT 3RD STRIKE:** 8u-10u batter is out. 11u-18u regular baseball rules apply.
- **13. STARTING THE GAME:** All games must start with a minimum of 8 players. If a team does not have at least 8 players at the start of the game, they must forfeit. If a team starts with 8 players, an out will be called every time the 9th spot in the batting order comes up in the order. If and when a 9th player arrives, at any time during the game, that player is to be inserted immediately into the lineup at the 9th spot and placed into the game (even if the team is on defense). Any other player(s) that arrive after the 9th player can only be used as a legal substitute. The tournament director/committee will determine if a start time can be delayed from its original time.
NOTE: We will make every effort to start all games early or on time. If a field is running ahead of schedule, please be prepared to start early. If a field is running late, please be prepared to start your game late. Our tournament director will make sure you are aware of any situation in which your game may start early or late. Please make sure that pitchers are ready to begin within ten minutes after a game ending late.
- **14. HITTING LINE UP AND OFFENSIVE SUBSTITUTIONS:** Batting order and designated head coach will be discussed at the pre-game conference.
 - In all age groups, teams may bat 9 players, the entire lineup or anything in between.
 - If a team is batting more than 9 players, a player is removed for an injury or ejection and the team has no substitutes, there will be no penalty until/unless the batting order goes under 9 hitters. At which point, an out will occur at the last removed players spot in the lineup. An injured player removed from the batting order without a substitute being used may not return for the remainder of that game.
 - A substitute is any player not placed in the batting order. Once a substitution bats or runs for a player, the sub and the original starter are locked into that batting position and either player may bat or run in that position ONLY. Any protests on the hitting lineup must be brought to the umpire, tournament director or tournament committee's attention at the time it occurs. *Designated Hitter:* There is no DH – Hitting Line up Rules takes care of the DH.
- **15. DEFENSIVE SUBSTITUTIONS:** Any player on the roster may play in any defensive position at any time, regardless of being in the batting order. Example: A team may have 18 players: Bat 9 players and play the other 9 players in the field. No one player in a game can assume more than one offensive position.
- **16. COURTESY RUNNER:** A courtesy runner can be used for the pitcher or catcher at any time. A courtesy runner must 1st be a substitute (a player not in the lineup). If everyone is in the lineup

the courtesy runner must be the last batted out of the previous inning. In the first inning, if batting the lineup, the courtesy running will be the last player listed in the batting order. If the last batted out of the previous inning, or last player in batting order (for 1st inning), is either the catcher or pitcher, the player who made the previous out, or next to last player in batting order (for 1st inning) is the courtesy runner.

- **17. INTENTIONAL WALK:** For all ages the coach can announce to the plate umpire and the pitcher does not need to throw 4 pitches.
- **18. SUSPENDED / REGULATION GAME:** Games that do not make it to regulation (3 complete innings for a 6-inning game or 4 complete innings for a 7-inning game) due to weather or any other circumstance will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner. Listed below are a few examples based on what type of game is suspended:
 - o Suspended Pool Play Games- If the game is suspended prior to being official (3 or 4 innings) and there is not enough time to resume, the game would be considered complete at the end of the last complete inning. If the game is tied at the end of the last complete inning- the game would stand as a tie. During pool play games, a winner can be determined after 1 inning due to seeding for single elimination on Sunday.
 - o Suspended Bracket Games- If one inning hasn't been completed and the game is suspended and there is not enough time to resume, the higher seed would advance to the next round. If tied at the end of the last completed inning, the higher seed would advance. If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game, we would revert back to the seeding tie breaker system (Record, Head to Head, Runs Allowed, Runs Scored). If the Championship Game Starts and is not able to finish due to weather or any other circumstances and there is no time to resume, the game would be considered complete at the end of the last complete inning.
- **19. SCORING:** We recommend that all teams (home and visitors) keep a scorebook. The official scorer of the game will be the home team. It is the team's responsibility to check with each other every inning to confirm the score.
- **20. BAT RESTRICTIONS:** For players 13U and younger, BPF 1.15, BBCOR, or USA Baseball designation must be displayed on the bat (no other weight or diameter restrictions). For players 14U and older, BBCOR -3. WOOD BATS – Wood bats and wood composite bats are permitted in all tournaments, with the exception of specific wood bat only tournaments. These specific tournaments can only be played with single-solid wood (NO WOOD COMPOSITES, NO DEMARINIS, NO BAMBOO, NO BAUM BATS, NO BRETT BROS).
 - o **PENALTY FOR USE OF AN ILLEGAL BAT:** If the umpire discovers or is made aware of a batter entering the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (but before the next pitch is thrown to the next batter), the defensive team will have the choice of the result of play, or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand. SECOND Offense – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager and player will be immediately ejected and could face further suspension. ALTERED BATS – Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player caught using an altered bat along with the team's manager will be ejected from the game and the at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player and/or manager ejected for use of an altered bat may also face further suspension.

- **21. LEADING/STEALING:** 8u: see specific rules. 9u-10u must wait until the ball reaches the batter. First violation is a team warning, runner(s) return. After that, runners will be called out. 11u-18u regular leading and stealing rules apply.
- **22. DUGOUT RULE:** All players and coaches must be completely inside the dugout. Coaches are responsible for their player's safety around the dugout area. No buckets or chairs are permitted on the turf.
- **23. ON DECK BATTERS:** 8u-10u NO on deck batter; 11u & up one player may be in the on-deck area on their team's side of the field.
- **24. JEWELRY:** No jewelry is permitted to be worn during the game.
- **25. HEAD COACH:** must be determined during the pre-game conference. The HEAD COACH is the ONLY person that can contest a call, ruling or deal with the umpires for anything during that game.
- **26. Age requirements:** April 30th is the age cut off. Players must be the age of his/ her age division on April 30th. ALL players/teams will move up to their next age level starting Sept 1 of the calendar year.
 - **Age eligibility protests:** will be heard and ruled on by the tournament director/committee. The team protesting must have convincing evidence that a player is not in compliance. If the tournament director/committee feels there is convincing evidence, they will check the team-in-question's submitted roster. From there three cases can occur:
 - 1. The player's information on the submitted roster is in compliance with the tournament and play continues.
 - 2. The players' information is not in compliance with the tournament. If the tournament is still in pool play, the player and team manager will immediately be ejected from the rest of the event, all opponents will receive a forfeit win (with the option to play the game as an exhibition) and advancement procedures will remain the same. If the tournament is in bracket play, the current game will become a forfeit and bracket play will continue as scheduled.
 - 3. The player's information on the submitted roster is in compliance with the tournament but the protesting team has convincing evidence (to the discretion of the tournament committee) that the wrong information was submitted. In this case, the protesting team must provide \$100 in cash to the tournament director/committee. From there, the player-in-question has until the end of the current game to provide the tournament committee with his/her documents. If he/she cannot provide documents in that amount of time, the tournament committee will make the fairest possible ruling and that ruling will be final.
- **27. NOT COVERED IN THE RULES:** In the event any item is not covered in the playing rules, the tournament director/committee will make the fairest possible ruling and that ruling will be final!

SEEDING CRITERIA FOR BRACKET PLAY (when advancing out of pool play)

- 1st Record
- 2nd Head-to-Head (Only if 2 teams have the same record. If 3 or more teams have the same record it goes to runs allowed)
- 3rd Runs Allowed
- 4th Runs Scored
- 5th Coin toss
- In the event a game is stopped before it is completed (weather, darkness, or unforeseen reason) 1 inning played will constitute a game and the last completed inning will be the score used to seed.

UMPIRES

- 8U/9U/10U – 1 umpire per game for pool play 2 umpires per game for bracket play
- 11u and up – 2 umpires per game
 - Emergency circumstances can happen, so this format is subject to change. However, we will do everything we can to adhere to this umpire format.

PROTEST - PLAYING RULES

- Protests will be heard and ruled on by the tournament committee (Keystone Fieldhouse General Manager, on-site tournament director and umpire in chief).
- The team protesting must make a cash payment of \$100 at the time of the protest to the on-site tournament director. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on immediately before another pitch/play happens.
- You cannot protest a play on the field if play has already been resumed.

PROTEST - ILLEGAL BATS

- If you are protesting an illegal bat and the umpire or tournament director/committee rules in your favor, the bat in question will be removed immediately, the player using the bat will be recorded as an out (for that at bat) and the player as well as the manager will be ejected for the remainder of that current game only. Play will continue (any prior game play leading up to that point remains as it was).
- A protest on the legality of a bat must be made to the umpire while the bat is in use or on the field of play. Appeals on bats sitting in the dugout will not be entertained.

SUSPENSION/EJECTIONS

- Any player, coach, or fan who is ejected from a game must immediately leave the field area and go to their car in the parking lot and remain IN THEIR CAR. If they continue to be a distraction or cause problems, they will be required to leave the complex grounds completely, for the remainder of the event. Refusal to do so will result in authorities being contacted. In addition to the ejection, there will be a MANDATORY 2nd game suspension and possible tournament ejection at the discretion of the tournament director/committee. If at any time a coach, player, or fan, makes intentional contact with an umpire, that individual will be suspended from the rest of the tournament (intent will be determined by the umpire and tournament director/committee).
- If a team acts unruly or unsportsmanlike, Keystone Fieldhouse reserves the right to eject that team from the current tournament and possibly ban that team from the facility for any certain additional length of time as the committee sees fit.
- In the interest of maintaining a quality event, the tournament director/committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

BASEBALLS / EQUIPMENT

- All game balls will be provided by Keystone Fieldhouse.
- Teams are asked to please help collect and return foul balls to their fields during their games.
- Teams must bring their own practice balls for batting cages and warm up.
- Teams also should bring helmets, bats, gloves, catchers gear, first aid and other equipment that may be needed for your team.
- Keystone Fieldhouse is not responsible for any lost, stolen, or unattended personal items/equipment. We ask that players, coaches, and fans always keep personal items and equipment with them in order to eliminate any issues that may arise in this manner.

UNIFORMS/CLEATS

- **NO METAL CLEATS! Players MUST wear baseball turfs, plastic molded cleats, or sneakers on our baseball fields.**
- Teams are to be in full, matching uniform once they are on the field.
- All players must have a uniform number.
- Coaches are not required to wear full uniform. However, coaches are expected to dress appropriately on the field.
- Coaches do not need to wear helmets while coaching 1st or 3rd base. However, players (of any age) MUST wear helmets while coaching 1st or 3rd base.

FOUL BALLS

- All players, coaches, fans, and parents need to be always aware of foul balls. There will be multiple fields with games going on at the same time, which can cause foul balls from different fields.
- Teams are asked to please help collect and return foul balls to their fields during their games.

AWARDS

- A team award along with individual awards will be presented to the top 2 finishing teams of all tournaments.

FAN CODE OF CONDUCT

- Keystone Fieldhouse is committed to serving fans by providing a secure, comfortable, and enjoyable experience for all. We take the “House” portion of our name very serious. We want everyone who comes to our facilities to feel at home. So, we ask that all visitors treat our facilities with the same care and respect that they would their own home. Keystone Fieldhouse is also committed to providing all players, coaches, officials, staff, ect. a positive atmosphere that promotes sportsmanship and positive play. As a supporter and visitor to Keystone Fieldhouse, we ask that you help us maintain a positive game day experience by adhering to the following:
 - o Fans will be treated in a consistent, professional, and polite manner by all Keystone Fieldhouse staff and personnel.
 - o Obscene, abusive, and/or racist language, gestures, signage or behavior directed towards game officials, other fans, players or coaching staff is prohibited. Additionally, anyone wearing obscene or indecent clothing or related material will be asked to cover up or remove the material from sight or the individual(s) will be removed from the facility.
 - o Verbal or physical confrontation (or a threat of), including dangerous, abusive, or profane behavior is prohibited and will result in immediate ejection from facility grounds for the remainder of the event.
 - o Disruptive actions or behavior that is unruly, disruptive, or illegal, including but not limited to throwing objects on the playing surface or unauthorized trespassing on the playing surface or other restricted areas will result in immediate removal from the event.
 - o Any and all signs of alcohol, alcohol use or any alcohol impairment in or around Keystone Fieldhouse facilities will result in immediate ejection/removal from our facilities FOR THE REMAINDER OF THE EVENT or subject persons to arrest.
 - o Interfering with or failure to abide by security procedures, emergency procedures or requests from staff concerning operations will result in immediate removal from the event.
 - o Fans unwilling to abide by the provisions outlined in this Fan Code of Conduct and any and all other facility rules will be subject to ejection from our facilities and may also be subject to arrest and prosecution.

All supplemental, facility, or any other rules and regulations are subject to change at any time without notice.