

Cal Ripken Baseball Machine Pitch Maryland State Tournament Tournament Rules

The Cal Ripken Baseball Machine Pitch Maryland State Tournament will be hosted by the Elkridge Youth Organization (EYO). The site of the tournament is Rockburn Branch Park, Elkridge, Maryland.

The base rule book for the Machine Pitch Maryland State Tournament will be the Babe Ruth League, Inc., Baseball Rules and Regulations and Official Playing Rules. Please read and understand these rules before the start of the tournament. Below is a summary of some of the more common questions and clarification of the local rules that are used to supplement the Babe Ruth League Official Playing Rules.

APPEALS

Verbal dead ball appeals may be made by a coach. This rule is in effect to avoid having to execute a throw to a base in order to make the appeal.

BASEBALLS AND EQUIPMENT

Cal Ripken official game balls (Rawlings RCAL) will be provided for all games. Teams are to bring their own practice baseballs. Bats cannot exceed 2-1/4" in diameter. All other baseball and safety equipment is the responsibility of each team.

BASERUNNING

Bases will be located 60 feet apart. Players may not lead off or steal. Players may not leave the base until the ball is hit. If the player leaves base prior to the ball being hit, he will be called out (no warnings).

A courtesy runner may only be used for the catcher with 2 outs. The courtesy runner shall be the player that made the last batted out in the inning. Courtesy runner for catcher of record only.

BATS

No bat barrel larger than 2 1/4 inches in diameter is allowed, Cal Ripken rules apply.

BATTING

Each batter will receive a maximum of five (5) pitches. If the ball has not been put into play after 5 pitches, the batter is out. A foul ball on the 5th pitch is considered a strike out. The umpire may declare a "no pitch" if the ball is not hittable *and* the batter does not swing, in which case that pitch will not count toward the batter's 5 pitches.

BENCHES

The home team will occupy the bench on the first base side. During the single-elimination portion of the tournament, the higher seed will be the home team (unless the brackets have been predetermined). If both teams are seeded equally, the home team will be decided by coin flip.

BUNTING

Bunting is not permitted in the 8U tournament. A dead ball will be called immediately and a pitch counted against the batter if in the opinion of the umpire, the batter squares to bunt. If the pitch is the 5th pitch, the batter will be called out.

COLLISIONS

A defensive player may not block the base/base path when there is no play on the runner. Failure to observe this rule may result in the awarding of additional bases to the runner.

Runners must slide or otherwise attempt to avoid contact with a fielder in possession of the ball waiting to make a tag. If the umpire deems a collision is intentional or flagrant, the offending player will be called out, and will be ejected from the game. In this instance, the ball is dead and trailing runners may not advance. This is a judgment call and is not open to protest.

There is no “must slide” rule.

CONCESSIONS

A conveniently located, full-line concession stand will be in operation for your convenience at Rockburn Branch Park throughout the tournament. Hours of operation are 8am till dusk.

DRESS CODE

Players are required to wear matching, numbered uniforms and hats for game play. The official Cal Ripken Baseball shoulder emblem is required on the uniform’s left sleeve. Players must wear rubber cleats. Managers and coaches must wear hats, shirts, and pants that identify them with their respective teams.

DROPPED THIRD STRIKE

There is no dropped third strike rule.

EJECTION

Players, coaches, or spectators that are ejected from a game will be suspended from participating in their team’s next game of the tournament. Ejection from a second game will result in that coach or player to be eliminated from the tournament.

If a player is ejected during a game, his spot in the order will count as an out for the remainder of the game. If a coach is ejected, he is not eligible to coach in the team’s next game. If a parent from a team is ejected, then the manager will also be ejected from that game only. Any one ejected must leave the park immediately.

ELIGIBILITY

Players are eligible if they are “Baseball 8”, meaning they must be eight years old or younger as of May, 1, 2014. Each player on the team roster must have played in at least half of his team’s regular season league games and each team must have played a minimum of 10 games. All manager’s and coaches must also be a manager or coach on a regular season league roster. All coaches must be ASEP certified. No player, manager, or coach may be on more than one 8U tournament team roster.

An organization may submit multiple teams in this tournament. There is an “A” bracket and a “B” bracket. The “A” bracket teams are to be composed of any players who meet the above eligibility requirements. Each organization is allowed to submit one “A” bracket team. The “A” bracket plays for the state championship. The “B” bracket teams are the second team for an organization, and are to be composed of any players who meet the above eligibility. The “B” bracket teams are playing for an 8U machine pitch championship.

If an organization submits only one team into the tournament, that team must play in the “A” bracket. If an organization submits only one team, and the composition of that team is equal or

greater than 75% 7U players, the organization may choose to play that team in the “A” or “B” bracket. There may be exceptions for teams from organizations of smaller size, allowing a single team to compete in the B bracket.

FIELD COACHES

A first and third base coach are allowed on the field while a team is at bat. Defensive coaches are not allowed on the field during play. **Coaches must remain on the bench while their team is playing defense.** *No team will be permitted to have more than 3 coaches (head coach and two assistants) on the bench at any time.*

GAME LENGTH

The game length is six innings.

Each coach is encouraged to move the game along, and minimize "gamesmanship" to stall or otherwise delay the progress of the game. Hustle your kids on and off the field. The umpires will be encouraged to keep the games moving.

INFIELD FLY RULE

There is no infield fly rule.

INJURED PLAYER

With two exceptions, a player who must leave the game early, for whatever reason, is considered an out during his next one scheduled plate appearance.

Exception 1: A player may leave the game early if, before the first pitch of the game, the player’s manager (or his scorekeeper) informs the opposing manager (or scorekeeper) and the official scorekeeper that the player must leave early, and of the appointed time the player must leave. Upon such notification, and upon penalty of forfeit, the player may not bat or play in the field after his appointed time of leaving. Conversely, should the player be removed from the game prior to his appointed time of leaving, for whatever reason, that player is considered an out during his next one scheduled plate appearance, unless Exception 2, below, applies. To prevent potential protest situations, please sign the official scorebook prior to the game with details of the player’s departure.

Exception 2: A player who is injured on the field of play, and who is immediately and permanently removed from the game, will not be considered an out in subsequent plate scheduled appearances if he is unable to complete his next at-bat.

- **Injured:** Exception 2 applies only to players who are injured during play, not to players who may become ill, or need to be removed from the game for any reason other than injury.
- **Field of Play:** “Injured on the field of play” means that the player, at the time of injury, was either fielding a defensive position (including pitcher), was at-bat, or was on-base. As such, Exception 2 does not apply to players injured while on-deck, on the bench, on the sidelines, etc.
- **Immediately:** A player is considered to have been removed immediately after injury only if he is removed from the game prior to the next pitch.

- **Permanently:** A player is considered to have been permanently removed from the game if he does not, following removal from the game, play in any defensive or offensive capacity for the remainder of the game following his removal.

JEWELRY

No jewelry is allowed and must be removed prior to the game. Any medical alert and/or religious bracelets or necklaces must be taped to the body so as to remain visible.

LIGHTNING POLICY

If thunder and/or lightning can be heard and/or seen, all activity will stop and all present will be asked to seek protective shelter immediately.

In the event that a game is halted due to the presence of lightning and/or thunder, 30 minutes must pass prior to resuming play.

LINE-UPS

Each team must provide their own line-up cards. A copy will be provided to the head umpire, the opposing team's manager, and the official scorer, before the start of the game.

If a team rosters 12 or more players and all are present, at least 12 players must be in the line-up for the game. Once a lineup is set for the game, it cannot change (ie no lineup substitutions). If a player is not included in the lineup for a game, it is assumed that he/she is not available to play in that game.

Eleven (11) players may be placed on the field defensively, including an extra outfielder and extra infielder. The extra infielder may be placed anywhere in the infield, except pitcher. (ie. 1 catcher, 1 pitcher, 4 outfielders, and 5 infielders) **Outfielders must be at least 30 feet behind the base path prior to the pitch.**

Players may, after the game begins, be added to the lineup of a team batting the lineup only if the player arrives before any of his teammates have received at least one pitch during a second plate appearance. A player arriving late, but who is eligible to join the game, must be placed at the bottom of the batting order. The opposing coach and official scorer must be notified in advance of this situation.

A team may start a game with as few as 9 players (due to injuries or absences), but must finish the game with 9 players. *If a team starts with less than 11 players, a team may not play without a catcher.*

Teams are permitted free defensive substitution. Any player may substitute defensively for any other player at any time in the game. There may not be changes in the batting order during the game.

No player can sit on the bench for more than 1 consecutive inning. If a player sits out for 2 consecutive innings, he is considered removed from the game and all rules that apply to an injured player will be applied to this player.

Each coach must submit his lineup to the official scorer at least 5 minutes prior to game time. This can be in the form of a line up card or it can be copied from the team's scorebook.

MERCY RULE

There is no run limit per inning, however, a game is ended after (4) innings if a team leads by at least ten (10) runs (3½ innings if home team is leading).

NOISE MAKERS

Noise makers will not be allowed at this year's tournament. An umpire that hears a noise maker will stop play and ask the coach to address the situation with the spectator. Any subsequent violation of this rule will result in the physical removal of the noise maker from the area.

OFFICIAL SCOREBOOK

The tournament host will keep the official scorebook. Any changes should be reported to the official scorer and will only be accepted from the manager or designated coach from each team.

Each coach must submit his lineup to the official scorer at least 5 minutes prior to game time. This can be in the form of a line up card or it can be copied from the team's scorebook.

PITCHING MACHINE

The pitching machine will be placed 46 feet from home plate and will be set to approximately 40 m.p.h. Adjustments to the machine can be made at the completion of an inning, or if the machine has been hit by either a thrown ball, a hit ball, or any person at the discretion of the umpire.

*If a **batted ball** hits the pitching machine or its related equipment (generator or electrical cord from the generator to the machine), or hits the pitching machine operator, or comes to rest under the pitching machine, it is a dead ball. The batter will be awarded first base and all runners will advance one base.*

If a batted ball is deflected by a player into the pitching machine or its related equipment, the ball is live and play continues.

If a thrown ball hits the machine or its related equipment, it is a live ball and play continues.

*If a **thrown ball** comes to rest under the pitching machine, or comes to rest within 3 feet of the pitching machine or its related equipment, and in the umpire's judgment would present a safety issue, the umpire will call a dead ball. Any runner, that in the judgment of the umpire is more than halfway to a base, will be awarded that base. Otherwise, the base runner(s) will be returned to the previous base.*

The pitcher must be positioned behind the pitching machine wheel and within 9 feet of the machine prior to the pitch.

PLAYING CONDITIONS

The tournament director in cooperation with the Howard County Park Staff will make all decisions regarding playing conditions prior to each game. The fitness for play of each field will be determined with the safety of the players first and foremost in mind at all times. Please call the Rockburn Park inclement weather line at 410-313-4455 for all field condition updates. We will make every effort to contact each team regarding possible postponements or delays of scheduled games. Please make sure to check your e-mail and/or voice mail for updates.

After a game starts, the umpire is responsible for game starts/stops.

Weather related make ups/continuations will be rescheduled by the tournament director and will be posted on the EYO baseball website under the Cal Ripken 8U Machine Pitch State Championship tab

POST-GAME REPORT

A Post-Game Report that documents the final score will be completed for each game and must be signed by the managers of each team. These forms are to be returned to the scorer's table after each game.

The post-game summary sheets must be signed by both teams and returned to concession stand area. This is the responsibility of the winning team.

PROTESTS

Tournament officials will select a protest committee for the tournament. Protests will not be permitted on judgment calls. Protests on a rule interpretation must be made immediately before the next pitch. The protest fee is \$100 cash and is non-refundable, unless the protest is upheld. All decisions by the protest committee are final.

ROSTERS

Teams must submit a roster with a minimum of 12 and no more than 15 players and three coaches (one manager, two coaches). Rosters must be submitted by the Manager's Meeting and Babe Ruth League Headquarters must receive a copy before start of tournament play. Roster forms are located on the Babe Ruth Baseball web site, www.baberuthonline.com, and we have included the PDF on our web site. Make sure to fill out the form completely and it must match the roster mailed to Babe Ruth League Headquarters.

If a team rosters 12 or more players and all are present, at least 12 players must be in the line-up for the game. Once a lineup is set for the game, it cannot change (ie no lineup substitutions). If a player is not included in the lineup for a game, it is assumed that he/she is not available to play in that game.

SLIDING

Only feet first sliding is allowed when advancing to a base. A player may dive back head first when returning to a base. Any player that slides head first while advancing to a base will be called out. This includes run downs.

SPORTSMANSHIP

We certainly anticipate that tournament games will be emotionally charged and competitive. However, we also expect that every participant will conduct him/herself at all times in a manner that is appropriate for youth baseball. Accordingly, arguing with or complaining about umpire judgment calls (balls/strikes, out/safe or fair/foul) or any display of inappropriate behavior (to include foul language used) by coaches, managers, players, parents or spectators simply will not be tolerated. Anyone in violation of this sportsmanship rule will be asked to leave the premises immediately by either the umpire or tournament site director. If after five (5) minutes the offending person is not out of sight and sound of the field, the team will forfeit the game in progress.

An ejected player will be confined to the dugout. Anyone ejected from a game is suspended from participating or being a spectator at the next game.

Team head coaches/managers are 100% responsible for the conduct of their assistant coaches, players, parents and any other related spectators. If anyone other than the head coach/manager or player is ejected by an umpire, the team's head coach/manager will automatically be ejected from the game in progress.

Anyone who threatens a tournament official, umpire, opposing coach or player (either physically or verbally) will be asked to leave immediately, and may not return for the duration of the tournament.

Team managers should make certain that everyone associated with their team is fully aware of the sportsmanship rules in advance of the tournament. The games should be fun for all involved, especially the kids playing in them.

The Tournament Host reserves the right to remove any manager, coach, player, or spectator from the ball park for unsportsmanlike behavior.

TIE GAMES

Any official game that ends in a tie as a result of either a) time limit, b) score after 6 innings are completed, or c) inclement weather, shall be recorded as a tie during pool play. All Championship round games shall be played as per the rules outlined in the Cal Ripken rule book.

Ties count as such in preliminary round games.

TIME LIMIT

There will be a 1 ½-hour time limit for all games, excluding the semi final and Championship games. The official game start time (determined by the umpire) should be noted in both scorebooks (as well as in the official scorebook) prior to the start of the game.

No new inning may be started after 1 hour and 15 minutes, and the game will be over at 1 ½ hours with the following exception: an inning started must be completed unless the home team is leading or takes the lead during its final at bat.

A new inning officially starts as soon as the third out is recorded in the preceding inning.

The official starting time of the game shall be the actual start time of the game (as opposed to the scheduled start time). It will be communicated by the umpire to the official scorer and head coaches.

TIME OUT RULE

Any player, in possession and in control of the ball within the 60' base paths and in fair territory, may call time out. If the umpire feels that the aforementioned requisites have been met, the umpire will grant time out immediately. Any runner, that in the judgment of the umpire is more than halfway to a base, will be awarded that base. Otherwise, the base runner will be returned to the previous base.

If a time out is called immediately after a force out at any base, all runners that are forced are allowed to advance one base from the base occupied prior to the pitch regardless of whether or not the runner(s) were beyond the halfway mark.

Example: Runners on first and second with one out. The batter hits a ground ball to the first baseman. The first baseman fields the ball, steps on the base, and calls time out before either of the

runners reach the halfway point to the next base. **RULING:** Batter is out, runner on first advances to second, runner on second base advances to third.

TOBACCO

Tobacco use is prohibited (includes smokeless tobacco) for all team personnel.

TOURNAMENT FORMAT

The tournament will be conducted in a pool play format. Because of the speed of the games, teams may be asked to play in up to three games per day in the preliminary rounds. The blind draw at the State Meeting in June will determine team pool assignment. Qualifications for the championship round will be determined based on the number of teams participating in the tournament.

At the end of pool play, the top two teams from each pool will compete in single-elimination games. The following tiebreakers will be used, if necessary, to determine order of finish following pool play rounds:

1. Win-Loss record
2. Results of head-to-head competition
3. Fewest runs allowed *
4. Run differential, with a maximum of 10 per game *
5. Coin flip

* #3 and #4 include all pool play games played, not just games played between teams tied

Note: In the event of a three-way tie, all three teams shall complete criterion #3 to determine seeding. If, after completing criterion #3, the three-way tie has been broken and a two-way tie still remains (i.e., two teams gave up the same number of runs) the two teams remaining tied will revert back to criterion #2 to break the two-way tie. If all three teams gave up a different number of runs, no tie exists and all teams shall be seeded at criterion #3. If all three teams gave up the same number of runs, proceed to criterion #4.

UMPIRES

Host league will provide experienced and certified umpires.

At the pregame conference, be certain to discuss any rules of which you are uncertain or need clarification.

WARM-UPS

There will be no on-field pre-game warm ups.