



WMASS



Cal RIPKEN

**DISTRICT AND STATE TOURNAMENT HANDBOOK
2010
Revised 6/9/10**



Tournament Requirements

The following is a brief outline of some of the Tournament Requirements For District and State Tournaments

Documents: Each team, at check in, shall surrender to the Tournament Director a Book of Documents consisting of:

- 1-Letter of eligibility properly signed off.
- 2-Proof of Insurance
- 3-Team Photograph
- 4-Team Roster: Min. 12, Max. 15 players.
- 5-ID Cards or approved birth Documents (In same order as Rosters)
- 6-Consent for Treatment Forms for each player (In Same order as Rosters)
- 7-Coaches Certification (one for each coach/manager)

These Documents will be returned when your team has completed its run in the Tournament

Photos: ALL TEAMS must email a Team Photo with a list of players/coaches names as they appear in the photo, to the STATE HOST of their age group, prior to the start of the District Tournaments.

Contact Information: Tournament Director is _____
Tournament Co-Chairman is _____

Changes to the Schedule: The schedule will be played as written. Only the Tournament Director has the authority to change the schedule. In case of inclement weather a decision will be made 2 hours prior to the start of the game based on field conditions and the forecast.

Official line up cards will be used complete with players first and last name, uniform number along with the coaches, manager, bat boy etc. Give the official scorekeeper a copy of your line up as soon as possible [at least 20 minutes before game time].

Uniforms: Only properly uniformed personnel are allowed on the field. Team Personnel consist of 1 Manager and 2 Coaches. If a team has a scorekeeper, that scorekeeper if not in full uniform, must remain outside the playing area including the dugout area. During the game all managers/coaches must remain inside the dugout (unless coaching a base). The proper Ripken Shoulder emblem must be properly displayed or certified cap with the Ripken Logo.

Official Scorekeeper: The host shall provide an official scorekeeper. This scorekeeper shall also be the official scorer and keep track of all pitching. Each manager must sign off on the pitching after each game. He is also responsible to check his opposing teams pitching eligibility before each game. All substitutions must be made to the official scorer.

Baseballs: The host league has provided game balls for Districts. WMASS Cal Ripken will provide game balls for States. Foul balls are to be returned to the Official Scorer's Table.

Extra Hitters and Designated Hitters are not allowed in Tournament Play

Awards: Any award to be given out must be approved by the Tournament Director. W Mass Cal Ripken shall provide a Team Plaque for the winner. The host league will provide individual Trophies to both the Winning Team and the Runner-up.

Home Team: The Home team shall occupy the first base dugout.

Visiting Team: The Visiting Team shall occupy the third base dugout.

Pairings: The Tournament Pairings for District Tournaments were previously selected at the District Meeting. Home Team will be determined by a coin flip prior to each game except for the championship. The team entering the championship out of the winners will be the Home Team. For State Tournaments, Pool Play Brackets will be pre-determined and teams will be seeded based on results from District Tournaments.

Game Time: The Game actually begins 30 minutes prior to the posted start time and shall be divided as such.
30 Minutes prior to game time the home team has the field for 10 Min. warm up.
20 Minutes prior to game time the visiting team has the field for 10 Min. warm up.
10 Minutes prior to game time Ground rules, player intros and National Anthem.
If time is shorter between games, the time leading up to game time will always be split into 3 and have even time for the above.

Game Length: All Tournament games shall be 6 innings in length, except when shortened by the mercy rule or extended by extra innings. In case a game is stopped due to inclement weather, the game shall be completed at the point of interruption. The Tournament Director along with The Tournament Chairperson will make the decision as to when the game will be completed.

Practice Fields: Arrangements will be made to allow ample practice time. Host League will provide Practice schedules. No practice on Tournament Field except as Outlined above.

Pitching: Managers may pitch any player on their roster provided that:

1. No player may pitch more than 6 innings in any 2 consecutive games.
2. No Rest Rules
3. One pitch equals one inning (no third of an inning counted)
4. All pitchers begin the tournament with a full allotment of innings.
5. A starting pitcher may re-enter the game as a pitcher provided that he/she has not been removed by rule.
6. No Balks shall be called. (Obviously an Umpires judgment)
7. No pitch restrictions. (Ie. pitch count etc.)
8. All Signs must come from the catcher and the pitcher must be on the rubber.
9. If an ineligible pitcher takes the mound and makes a warm up throw, but is removed before making a pitch to a batter, he shall not be considered in violation. **(This only pertains to an ineligible pitcher)** All other pitchers must conform to Official Baseball Rules 3.05(b) and 3.08(a) (2).
10. There are no pitch restrictions in tournament play

Steve Doyle, District 4 Comm.

W Mass Cal Ripken Leagues



NOTES FOR CAL RIPKEN TOURNAMENT PLAY:

Revised 6/7/10. Subject to change.

ALL RULES PERTAINING TO TOURNAMENTS START ON PAGE 16 OF THE 2010 BABE RUTH LEAGUE RULE BOOK

The following notes refer to the rules, but some are not the actual rule. Please refer to the Official Rule Book for all Tournament Rules

- There is no sliding rule. Player does not have to slide. It is a Contact Rule. Page 19
- Re-entry by starters: Page 11 and page 19.
- Subs cannot re-enter the game unless injury or ejection to starter
- 8/5 Rule: 8 warm up pitches in 1st inning for pitchers, 5 ea. inning after. New pitcher gets 8.
- Pitcher can re-enter as a pitcher, as long as he is not removed by rule
- Pitchers can pitch 6 innings in any two consecutive games. Page 25, #4 **Example:** Game 1: 2 ins Game 2: 4 ins
- One pitch constitutes an inning. **Page 25**
- Pitcher must be removed from the game as a pitcher on the 2nd trip to the mound in the same inning. **Page 25 #6**
- All signs must come from the catcher and pitcher must be on the rubber.
- Batter is out when a third strike is caught or not caught by the catcher. **Page 20.**
- Official Line Up Cards: Line up cards to be given to Official Scorekeeper, umpire, and opposing team prior to the start of the game. Card to include players FIRST, LAST name, uniform #, and position. **HOST LEAGUE TO PROVIDE Line Up Cards.**
- 10 Run Rule. **Page 25 #8**
- All Managers and coaches need to be in full uniform. **Page 35**
- A player may not advance beyond first on a walk if the pitcher is on the rubber/pitchers plate and the catcher is in the catchers' box (standing or crouching), ready to receive a pitch. This is actually a clarification of an existing book rule. Otherwise it is a continuation of an existing play.
- Only players, a manager, two coaches, scorekeeper [if in uniform] and a bat boy/girl may occupy the bench/dugout. No exceptions. **Page 49**
- Only the Manager may address the umpire.
- Notify the Official Scorekeeper and other team of ALL changes.
- Bat boys/bat girls, if used, must wear a helmet when on the field.
- Catcher's Mask: Anyone warming up a pitcher must wear a catcher's mask w/throat protector [unless hockey style]. This includes coaches and players.
- Jewelry: No Jewelry is permitted to be worn. Exception: Medical Alert [this must be taped to the body and not dangle] **Page 17.**
- Infield Fly Rule: In effect for all games
- Playing Time: There is no Mandatory Play Rule in Cal Ripken Baseball.
- Protest Committee: One person from each team is designated to serve on the protest Committee. They will attend the pre-game meeting with managers, team captains, and umpires. Judgment Calls are final and no protest is allowed on any Judgment Call.
- Coin Toss one half hour prior to game to determine Home Team. Team that has traveled farthest calls the toss.
- Home team: 1st Base Dugout Visiting Team: 3rd Base Dugout
- In the Championship game, undefeated team is home. If the one from the loser's bracket wins the "if" game, they will be home team in tournament final game.

Commissioner's Rules For Tournaments:

- **No Slashing: Not in rule book, but for the safety of the players. Batter will be called out if he/she attempts this.**
- Players and coaches on the opposing team may not yell or try to distract the pitcher. When pitcher is on the rubber, all chanting and instruction from the players and coaches must cease.
- All Managers and Coaches are to show good sportsmanship throughout the Tournament. No Manager, Coach, or player will argue with or question an umpire's judgment call. If a ruling is to be questioned, call time out and respectfully address the umpire. If a Manager, Coach, or player is deemed out of line by the Commissioner or the Tournament Director, they will be given a warning. Second offense will be grounds for ejection from the Tournament. **"Show Good Sportsmanship and Set a Good Example for your players!!"** The Manager is responsible for the actions of their team and their fans!!
- Ejections: If a player/coach is ejected he must leave the field. The Tournament Director and Commissioner will review all ejections and additional game suspensions could be added at the discretion of the TD or Commissioner.
- **ZERO TOLORANCE:** Mis-behavior by a team's parents or fans will result in the person or people being removed from the field for the remainder of the Tournament. A repeated offense by the same team's fans can result in a forfeit by that team. Please stress to your parents that their job is to cheer for the players on BOTH teams and to show proper Sportsmanship at all times!!

District 2 Commissioner, W.Ma Cal Ripken

T. J. Conroy



Cal Ripken Tournament Rules for Umpires

This is a Cal Ripken Division tournament. Cal Ripken Rules are the same as Major League rules with the following key exceptions:

1. **8/5 Rule:** 8 warm up pitches in 1st inning for pitchers, 5 ea. inning after. New pitcher to enter game gets 8.
2. Bat – 33 inches max, in length, barrel 2 ¼ inches max. circ. Penalty: Bat removed from game. No out called or player ejected.
3. Starters may re-enter game in same spot in lineup. Starting pitchers removed because of second trip may re-enter but not as pitcher. Re-entry of used players allowed when all others subs used and there is an injury.
4. Batter out on dropped third strike.
5. 10 run mercy rule after 4 innings (3 ½ if home team ahead). Game is 6 innings.
6. Penalty for Balk – Ball dead, pitcher warned, may be removed as a pitcher if continues. This includes “quick pitches”. No advancement of runners.
7. Pitcher must be removed from mound after second trip in inning, but may stay in game.
8. No metal cleats or jewelry.
9. Runners may not leave base until ball reaches batter. All runners affected:
 - If ball is not hit, allow play to continue, if runner(s) is put out, out stands, return other runners back to original base. If no put out, send runner(s) back to original base.
 - If ball is hit, allow play to continue, if runner(s) is put out, out stands, return other runners back to original base if possible or where forced by batter-runner. Batter may not advance past first on hit/error, past second on a double, past third on triple. Umpire to determine value of hit (single/double/triple). Runs may score if forced by batter.
 - Special situation: If bases loaded, batter and all runners advance on ball hit in infield, runner from third is removed, no run scores.
10. No slide rule. Collision rule at home plate if intentional and malicious. Runner out, ejected from game.
11. MIAA rules not in effect.
12. Protests will be handled immediately by Ripken officials.
13. **No Slashing: Not in rule book, but for the safety of the players. Batter will be called out if he/she attempts this.** Plate Umpire mechanics same as high school.

Base Umpire as follows: Initial Positioning (Always outside infield unless ball in play)

- A. No runners on base.
- B. Runner on first or first and third.
- C. Runner on second.

Responsible for runner leaving early.

Movement: Move to position between second base and mound when ball is in play in outfield.

Babe Ruth League, Inc. *Re-Entry Rule*

Re-Entry Rule – Any of the nine starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he/she is in the lineup. A substitute who is withdrawn may not re-enter. The starting pitcher is governed by the provisions of Official Baseball Rule 3.05, and Babe Ruth Softball Rule, 3.05. Please note the following interpretations of this rule:

This rule applies to both local league and tournament play.

Each of the nine starting players may be withdrawn from the game and re-entered once.

- When re-entered, the player must occupy the same batting position as he/she occupied when starting the game, i.e., a starting player and his or her substitute cannot be in the game at the same time.
- A pitcher withdrawn from the game may re-enter immediately if withdrawn while a batter or base runner, if he/she was one of the nine starting players. If withdrawn while he/she is on the mound pitching, his/her substitute must fulfill Official Baseball Rule or Babe Ruth Softball Rule 3.05(b) before he/she is permitted to re-enter the game.
- All other starting players may be withdrawn and re-entered immediately.
- A substitute withdrawn from the game can never re-enter the game.
- A substitute may replace a substitute and the starting player may still re-enter for the substitute, i.e., starting player Jones is replaced by substitute Smith; substitute Smith is replaced by substitute Clark. Starter Jones is eligible to replace Clark.
- A starting player withdrawn from the game more than once cannot re-enter.
- Withdrawal and re-entry takes place only when a player has been removed from the game.
- If the pitcher is removed from the game because of a second trip to the mound in the same inning, he/she may re-enter the game in any position, other than pitcher, if he/she was one of the nine starting players.

Re-Entry of Used Player – Babe Ruth League, Inc. will allow re-entry of already used players in both baseball and softball if all substitutes have been used and an injury occurs or a player is ejected. Selection of this substitute must be made by the opposing manager. This type of re-entry can only take place when an injury prevents a player from continuing in the game or a player is ejected. The injured or ejected player, once removed from the game, cannot re-enter.

How to Assemble Your Tournament Credentials



Step 1

Start by using a 1/2-inch ring binder that you can find in office supply store.



Step 2

Place clear sheet protectors for documents inside the binder. When using Babe Ruth I.D. Cards use "business card" sheet protectors to hold the cards inside the binder.



Quick FAQ: Babe Ruth League I.D. Cards are good for the player's entire career in the program. Lost a card? Replacements are done free of charge.

Step 3

Insert your League's Eligibility Form.

Quick FAQ: Your League's Eligibility Form is provided by your State Commissioner once your league president has submitted all required documents to rule 11.04 a-g.

Step 4

Insert copy of the Tournament Roster. If you did not use the Data Center to submit the roster electronically to Headquarters, you must send a hard copy to Headquarters prior to the start of play.

Quick FAQ: If a manager, coach or player needs to be replaced on the roster, the league president must fill out an ADD/DROP form.

Step 5

Insert your Certificate of Coverage for accident and liability. (Refer to Babe Ruth League Rule 0.01 #6.)

Quick FAQ: For Insurance Claims call: 1-800-237-2917.

Step 6

Insert your Babe Ruth League I.D. Cards.

Quick FAQ: Babe Ruth I.D. Cards are signed by the league president and sent to Headquarters to be recorded and laminated. Save your coaches—as well as yourself—the responsibility of carrying legal birth documents.



Step 7

(Using Babe Ruth ID Cards? Then, you can skip Step 7.) Insert original Birth Documents or certified copies of Birth Documents. Remember notarized copies of a Birth document are not accepted!

Quick FAQ: Certified copies are provided sealed by a government agency. Copying a birth document and having a notary public sign and seal are not accepted.

Step 8

Insert Consent for Treatment Forms. You can print out Treatment Forms from the Babe Ruth League website!

Quick FAQ: Be sure to have a Consent for Treatment form for each player in your book.

Step 9

Place copies of your team photo in your book. Please also have it prepared to be sent electronically to make it easier for the host league to assemble tournament program books.



Quick FAQ: Make sure to that only the roster players and coaches are part of the photo, and that the team and coaches are in uniform.

Step 10

Place Certificates of Certification for each manager and coach that have successfully completed the Coaches Certification Program.

Quick FAQ: Visit www.baberuthcoaching.com for information on how you can enroll in this superb training program.

Step 11

Check List

- Did I order Official Patches or the Cap Emblem option for my players and coaches?
- Do I want to order District, State or Regional Champion and Runner-Up Pins?
- Does my team have the schedule for games as well as the contact numbers for the host league and Tournament Director?
- Did I send all my required paperwork to Headquarters?
- Do my Coaches have copies of the rule book?
- Do my Team Managers and Coaches have rule books?