SARASOTA

CAL RIPKEN CLASSIC

8U COACH PITCH TOURNAMENT RULES

AT A GLANCE

Six (6) innings; no new inning after 1 hour 30 minutes. Maximum seven (7) runs per at bat, including the last inning. Each batter receives up to five (5) pitches or three (3) swinging strikes. No stealing or infield fly rule. Pool play may end in a tie; bracket games must have a winner.

COMPLETE TOURNAMENT RULES

01 COACH PITCHING

Pitches will be delivered by a coach from the batting team and must be at least 18 years of age. Pitchers must keep (1) foot or knee on a straight line between home plate and the pitching rubber and deliver the pitch from a distance of approximately 40ft. Pitches must be delivered overhand. When the ball is hit, coaches should move into foul territory and make sure not to interfere with the play. The pitcher shall not verbally or physically coach in any way. The umpire will give (1) warning for coaching or interfering with a play and then the coach will be removed as pitcher if another violation occurs.

02 BATTING ORDER & SUBSTITUTIONS

An EH can be used or you may bat your roster. There will be free defensive substitutions for all players in the batting order. If you start the game with an EH or batting the roster, you must finish the game with an EH or batting the roster or else that spot in the batting order will be declared an out each time through the order.

03 DEFENSIVE PLAYERS

There will be 10 defensive players with 4 outfielders positioned in the outfield grass. At no time can the outfielders be positioned in the infield. If a team choses to play only 9 players, they will not be penalized.

04 DEFENSIVE PITCHER

The player that assumes the pitcher's position must keep 1 foot in contact with the clay circle until the baseball is hit unless the batter squares to bunt. A pitcher will get (1) warning for leaving the mound early and will be removed from the pitching position if a 2nd violation occurs. All plays stand even if a pitcher violation occurred on the play.

05 CATCHER

The catcher will take the normal catching position in full catcher's gear.

06 PITCH LIMIT TO BATTER

Each batter will receive a maximum of 5 pitches or 3 swinging strikes. If the batter has not put the ball into play after 5 pitches, the batter is out. If the batter fouls the 5th pitch, the batter will receive additional pitches as long as the batter continues to foul pitches. A foul ball on an attempted bunt after 2 strikes will be a strikeout. There are no walks or hit by the pitch. Intentional walks are NOT allowed

07 DEAD BALL / STOPPING PLAY

The ball will be declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play has been stopped by the umpire, no other runners may advance beyond the last base tagged.

08 BATTED BALL HITS COACH PITCHER

If a batted ball hits the coach pitcher before touching a player, it is a dead ball, and the batter will be awarded 1st base. All other baserunners will return to their previously occupied base unless forced forward. If the coach pitcher does not make a reasonable attempt in the umpire’s judgement to get out of the way of the batted ball, the umpire can declare a dead ball and return all runners to their previous base and put the batter back up to bat. In this case, the coach pitcher will get a warning. If a 2nd violation occurs, the coach pitcher will be removed from the pitching position for the rest of the tournament.

09 INFIELD FLY RULE

There is no infield fly rule.

10 NO FAKE BUNTING

Bunting is allowed. NO FAKE BUNTING. If a batter squares around to bunt, then the batter must bunt or pull the bat back and take the pitch. If the batter squares to bunt and then swings at the pitch, the batter will be declared out and all base runners must return to their previous base.

11 COURTESY RUNNER

A courtesy runner can be used for the catcher only and must be a substitute not currently in the game or the last batted out if batting the roster.

12 BASE STEALING & EARLY LEAVING

Base stealing is not permitted. Base runners must stay in contact with the base until the ball reaches home plate. If the runner is deemed to have left early, the runner will be returned to the previous base unless forced by the batter hitting the ball into fair territory. The base runner can only advance 1 base in front of the hitter. A base runner will not be called out for leaving early unless the umpire has previously warned the team for continuously leaving early.

13 RUN RULES & INNING LIMIT

15 runs after 3 innings or 10 runs after 4 innings . A team can score a maximum of 7 runs per at bat including the last inning. Upon scoring the 7 th run, the half inning will end and the defensive team will come in to bat regardless of the number of outs. The game will end, if at any point a team cannot surpass the run total of their opponent.

14 TIME LIMIT

No new inning can start after 1 hr 30 min. A complete game is 6 innings.

15 TIE GAMES

Pool play games can end in a tie. Bracket games must have a winner and will use a Texas Tie Breaker if tied after 6 innings or the time limit is reached. The last batter from the previous inning will be placed on 2 nd base with no outs until a winner is determined.

16 DEFENSIVE COACHES

Each team will be allowed 2 defensive coaches when their team is in the field. The coaches must be positioned in foul territory of the outfield beyond 1 st base and 3 rd base. The coaches are for positioning and assisting their players only and cannot interfere with play or negatively affect the opposing team. Coaches can be removed from the field or game at the umpire's discretion.

17 BAT RULES

All bats must have the USA Baseball Marking and a 2 5/8 inch barrel maximum. No BBCOR Bats. Batters using illegal bats will be called out if the opposing team protests.

18 PLAYER DOCUMENTS

Teams should have in their possession birth certificates for each player on their roster. Official Cal Ripkin Document books are not required for this tournament.

19 UNIFORMS

Matching uniforms are preferred, but not required for this tournament. Please try to have a different number on the jersey of each player. Coaches do not have to wear baseball pants.

20 PROTESTS

Must be lodged before the next pitch (batter swings) or the umpires leave the field. Protests are on rule interpretations only and not on judgment calls. The tournament Director's call is final. There is a $100 cash fee to protest the roster or age of a player on another team. If you win the protest, the fee is returned.

21 HOME TEAM

A coin toss will be used in all pool play games to determine the home team. The higher seed will be home team in bracket play.

22 SEEDING CRITERIA

1. Win – Loss record
2. Head to Head if Only (2) teams are tied
3. Fewest Runs Allowed
4. Highest Run Differential (Max of 8 per game)
5. Date Team Entered (1st team to enter event is higher seed)