SARASOTA

CAL RIPKEN CLASSIC

8U MACHINE PITCH TOURNAMENT RULES

AT A GLANCE

Six (6) innings; no new inning after 1 hour 30 minutes. Blue Flame pitching machine set at approximately 40-43 mph. Each batter receives up to four (4) pitches or three (3) swinging strikes. Maximum seven (7) runs per at bat. No stealing or infield fly rule. Pool games may end in a tie; bracket games must have a winner.

COMPLETE TOURNAMENT RULES

01 PITCHING MACHINE & SPEED

A spring loaded Blue Flame Pitching Machine will be used. The machine will be set with our radar gun at approximately 40-43 mph as the ball crosses home plate. Do not bring your own radar gun and attempt to change the speed.

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.

04 DEFENSIVE PITCHER

The player that assumes the pitcher's position must stand behind or to the side of the pitching machine and must keep 1 foot in contact with the clay or inside the pitching circle until the baseball is pitched.

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 4 pitches or 3 swinging strikes. If the batter has not put the ball into play after 4 pitches, the batter is out. If the batter fouls the 4 th 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, but the hitter will be awarded I st base if hit by the pitch.

07 MACHINE ADJUSTMENTS & NO PITCH

The umpire will check the machine before each game. Only the umpire can check or adjust the machine. The umpire can declare "No Pitch" if it is judged that the pitch could not be reasonably hit. This call is not subject to protest as it is a judgment call.

08 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, no other runners may advance beyond the last base tagged.

09 BALL HITS MACHINE OR UMPIRE

If a batted ball hits any part of the pitching machine or umpire without first touching a defensive player, the ball is immediately dead. The batter is awarded 1st base and all other runners must return to their previous base unless forced to advance as a result of the batter being awarded 1st base. If a batted ball is first touched by a defensive player and then hits any part of the machine or umpire the ball is live. Any thrown ball touching the pitching machine is live.

10 INFIELD FLY RULE

There is no infield fly rule.

11 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.

12 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.

13 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.

14 RUN RULES & INNING LIMIT

10 runs after 4 innings. A team can score a maximum of 7 runs per at bat. 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.

15 TIME LIMIT

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

16 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.

17 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.

18 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.

19 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.

20 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.

21 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.

22 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.

23 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)