SARASOTA

CAL RIPKEN CLASSIC

9U–12U TOURNAMENT RULES

AT A GLANCE

9U–10U: 46/60 closed base. 11U–12U: 50/70 open base. No new inning after 1 hour 40 minutes. Pool games may end in a tie; bracket games use the Texas Tie Breaker. Mercy rules: 12 after 3, 10 after 4, or 8 after 5 innings.

COMPLETE TOURNAMENT RULES

01 FIELD DIMENSIONS & BASE RULES

9U & 10U: 46/60 Closed Base.
11U & 12U: 50/70 Open Base.

02 TIME LIMIT

No new inning can start after **1 hour 40 minutes** in ALL tournament games.

03 POOL PLAY & BRACKET TIE GAMES

Pool Play: Games can end in a tie after 6 innings or when the time limit is reached.
Bracket Games: Games cannot end in a tie regardless of the time limit. After 6 complete innings or when the time limit is reached, a Texas Tie Breaker will be used. The last batter from the previous inning will be placed on 2nd base with 0 outs and play continues until a winner is determined.

04 COURTESY RUNNERS

Courtesy runners can be used at any time for the pitcher and catcher of record from the previous inning. The courtesy runner must be a current substitute, or, if batting the roster, the last batted out.

05 HOME / VISITOR

A coin toss determines the home team in Pool Play. In Bracket Play, the higher seed is the home team.

06 BATTING ORDER & SUBSTITUTIONS

Teams can use an **EH, but not a DH**. You may also bat your roster with free defensive substitution. If you bat your roster and a player is ejected or injured, that player's spot in the batting lineup will be an out for the remainder of the game.

07 RUN / MERCY RULES

12 runs after 3 innings
10 runs after 4 innings
8 runs after 5 innings

08 PITCHING GUIDELINES

Teams are encouraged to follow the official pitch-count rules that will apply at their respective District tournaments. This tournament **will not track pitching** and **will not accept pitching protests**. As a warm-up for Districts, use multiple pitchers and avoid over-pitching players.

09 PITCHER RE-ENTRY

A pitcher **cannot re-enter as pitcher** once removed from the mound.

10 9U & 10U — LEAVING THE BASE

In 9U and 10U, runners must not leave the base until the ball reaches home plate. If a runner leaves early, the runner is returned to the previous base unless tagged out. If the ball is hit into play, the runner can advance only one base in front of the batter.

11 BAT RULES

All bats must have the **USA Baseball Marking** and a maximum **2 5/8-inch barrel**. No BBCOR bats. A batter using an illegal bat will be called out if the opposing team protests before another pitch is thrown.

12 PLAYER DOCUMENTS

Teams should have birth certificates for every player on their roster. Official Cal Ripken Document books are not required for this tournament.

13 UNIFORMS

Matching uniforms are preferred, but not required. Please try to use a different jersey number for every player. Coaches do not have to wear baseball pants.

14 PROTESTS

Protests must be lodged before the next pitch or before the umpires leave the field. Protests concern rule interpretations only, not judgment calls. The Tournament Director's ruling is final. A **$100 cash protest fee** applies, including roster or player-age protests. If the protest is upheld, the fee is returned.

15 RULES NOT COVERED

Any rule not specifically mentioned above will be governed by the Official Cal Ripken tournament rules. **Please ask questions and clarify all rules at the plate meeting before each game.**

16 SEEDING CRITERIA

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