SARASOTA

CAL RIPKEN CLASSIC

T-BALL TOURNAMENT RULES

AT A GLANCE

Six (6) innings; no new inning after 90 minutes. Maximum six (6) runs per inning. Ten (10) defensive players, with four (4) outfielders. No stealing or infield fly rule. Pool play may end in a tie; bracket play must have a winner.

COMPLETE TOURNAMENT RULES

01 BATTING

All rostered players will be presented in a complete batting order that will be turned into the umpire at the start of each game. Any team with less than 10 players will take an out each time the 10th batter is scheduled to bat. Each batter will be allowed to swing at the ball until they hit a ball into fair territory or have (3) complete misses of the ball or (4) foul balls in which case they will be declared out. A strike shall be called if the bat hits the batting tee without hitting the ball. A batted ball that does not reach the 25ft line marked in front of home plate and is not fielded by a defensive player is considered a dead ball and is declared a foul ball. If a defensive player touches the ball before it crosses the 25ft line and before the umpire declares it a foul ball, the ball will be declared a live ball. Umpires will set the tee for the batters and assist with the Tee when necessary. Coaches may position the player in the batter's box. No on deck batters please.

02 FIELDING

The defense shall consist of (10) players, (4) of which are outfielders and must be positioned in fair territory in the outfield grass. Play ends when the lead runner is stopped and the umpire calls time out. Pitchers are required to have at least one foot on the pitching rubber until the ball is hit. There will be a catcher in the catching area. Catcher's equipment is optional. (2) defensive coaches are allowed on the field in foul territory at least 15ft beyond 1st and 3rd base. If any coach attempts to intimidate, coerce, or otherwise negatively affect the opposing team, they will be removed from the field at the umpire's discretion. (1) offensive coach is allowed in the home plate area, position to be determined by the umpire in charge.

03 SCORING

When the team batting scores its 6th run of the inning, their inning will be declared over regardless of the number of outs.

04 STEALING

There is no stealing and all runners must remain in contact with the base until the ball is hit. If a runner is deemed by the umpire to have left early, all runners will be returned to their base and a foul ball will be declared on the batter. If this is the 4th foul ball, the batter will then be out.

05 OVERTHROWS
Runners can advance as many bases as possible until the play is called dead by the umpire or when the ball is returned to the pitcher on the mound and the umpire determines that action has ceased.

06 INFIELD FLY RULE
There is no infield fly rule

07 BATS
All bats must have the USA Baseball Stamp or T-Ball sticker on them. Players using illegal bats will be called out if the opposing team protests.

08 TIME OUT REQUEST
Time out must be requested by a player or coach and then granted by the umpire at the umpire's discretion. All action must be ceased in the umpire's judgment before the time out will be granted. Each team will only be allowed (1) defensive and (1) offensive time out per inning.

09 PARTICIPATION
any player that arrives late will be allowed to enter the game at the end of the batting order without penalty.

10 GAME LENGTH
Six Innings (5 ½ if the home team is ahead) and no new inning will begin after 90 minutes. The 10 run mercy rule will be in effect after 4 innings. The game will also be complete if at any time a team cannot surpass their opponent's run total due to the (6) runs per inning maximum.

11 HOME TEAM
A coin toss will determine home team in all pool play games. The higher seed will be home team in Bracket games

12 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 2nd base with no outs until a winner is determined.

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

14 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.

15 PROTESTS

Must be lodged before the next pitch 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.

16 EJECTIONS

Any ejections are for the remainder of the current game only. Additional punitive action may be imposed at the discretion of the Tournament Director.

17 OFFICIAL RULES

Any rules not specifically covered above will be governed by the Official Cal Ripken Rules.

18 EARLY ARRIVAL

All teams should be at their field and ready to start 30 minutes prior to their scheduled start time in case previous games end early.

19 SEEDING CRITERIA

1. Win–loss record
2. Head-to-head, if only two (2) teams are tied
3. Fewest runs allowed
4. Highest run differential (maximum eight runs per game)
5. Date team entered (first team to enter the event receives the higher seed)