

T-Ball TOURNAMENT RULES & REGULATIONS (District & State)

(Revised February 2024)

Documents – Documents needed for this tournament will include: 1. Official Tournament Team Roster. 2. One consent for treatment form for each rostered player. 3. Proof of league accident and liability insurance. 4.. Parent information document, **(Optional at the District level, required at State Level)**. 5. Proof of Coaching Certification and Abuse Training. Each team must consist of 12-15 players, 1 manager and 3 coaches. Any team not having the required number of rostered players to participate may be subject to penalties as deemed appropriate by the Tournament Director (i.e., assessed outs). Rostered players must be league age 6u. Players must have participated on a Cal Ripken roster during the regular season in order to be eligible for this tournament. **An allstar team roster cannot consist of more than 7 players from the same regular season team.**

Registration – Your League President or District Commissioner has District Tournament information.

Pre-Tournament Meeting - The State Tournament Director appointed by the State Commissioner will review all playing rules for the tournament and answer any questions. ONE member of each team's coaching staff is REQUIRED to attend this meeting. Failure of a team to have a member of the coaching staff at this meeting (without prior waiver approval from the State Commissioner) will result in the team manager being suspended for the first game of the tournament and not permitted to coach from the dugout or stands.

Uniforms - All players must wear like style uniforms, but various colors/sponsors are allowed. Coach's uniforms do not have to coincide with the players, but uniformity among the coaching staff is strongly desired. Coaches will be in full uniform. No metal spikes/cleats are allowed. Cal Ripken patches shall be worn by all players and coaches.

Awards - Team trophy to State Tournament Champion and State Tournament Runner up. Individual awards to 1st and 2nd place teams. District awards will be presented based on the number of teams participating.

Equipment - T's and balls will be provided for all games. Teams may use a Tee of their own while at bat, subject to State Tournament Director approval. Regular Cal Ripken League baseballs will be used. All players are required to wear approved batting helmets while batting. **Catcher's equipment: Catcher must wear a batting helmet that includes a faceguard.** All other catchers equipment is optional. Catchers will be positioned behind the umpire. Bats must have the USA Tball stamp on the bat.

TOURNAMENT RULES: The Cal Ripken League/Tournament rules and regulations as stated in the rule book are applicable with the following exceptions/revisions:

Dugouts – Manager, 3 coaches and rostered players may be in the dugout. **No team mom/dad.**

Batting - **Teams will have a choice of batting 10 players using the Cal Ripken substitution (11 players using the EP rule) or batting all players and using free substitution in the field.**

Any team with less than 10 batters will take an out each time the 10th batter is scheduled to bat. **The batter must make a full swing at the ball (umpires judgment on whether it is a full swing).** Each batter will be allowed to swing at the ball until they hit a ball in fair territory or have three complete misses of the ball or four (4) foul balls. A strike shall be called if the bat hits the tee without hitting the ball. (Balls and strikes are treated the same as regular Cal Ripken Baseball rules). A batted ball that does

not reach the 25' arc marked in front of home plate and is not fielded by a defensive player is considered a dead ball and considered a foul ball. If a defensive player touches a batted ball before it crosses the 25' line and before the umpire declares the ball dead, it becomes a live ball. Coaches will set the Tee for the batters and assist with Tee when necessary. Coach may position player in the batter's box. Umpire will not place the ball on the tee until the coach is completely out of the way. Coach cannot continue coaching the batter, once the ball is placed. There will be no on deck batters.

Unintentional Bat Throwing – A warning will be issued to team in violation the first time a bat is thrown that is in the opinion of the umpire, unintentional. Both teams will be informed, but the offending team will be notified that the next time this occurs, the batter will be called out and play will be dead at the time of the incident.

Fielding - A fourth outfielder will be allowed defensively. There shall be ten (10) players on the defense. Play ends when lead runner is stopped and the umpire calls time out. The pitcher does not have to make a pitching motion before batter swings at ball.

Field marking – A 25' arc will be marked in front of home plate to indicate foul or dead ball area.
Scoring - When any team's sixth run of any inning is scored, the inning shall be considered over, even if the team batting has less than 3 outs assessed against them.

Game length - Six innings (5 ½ if the home team is ahead) no new inning will begin after play has lasted ninety minutes. A game shall be considered regulation if a team is ahead by ten (10) runs after four (4) innings or three and one half (3 ½) by home team and at any time thereafter, if a team is unable to surpass the other team due to the 6 run per inning rule, the game will be terminated.

Time Limit – There will be a time limit of 90 minutes. No new inning will start after the time limit expires, unless the game is tied. If game is tied, it will continue till there is a winner.

Stealing - Stealing will not be permitted and all base runners must remain in contact with the base until the ball is hit.

Overthrows - Players 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, action has ceased, and umpire has declared the play over.

Infield fly rule - There will be no infield fly rule.

Defensive players/coach's position - A maximum of six (6) players including the catcher are allowed to play in the infield. Two defensive coaches will be allowed on the field. Coaches must be positioned and remain in foul territory at least 15' beyond first and third base. If any coach attempts to intimidate, coerce or otherwise negatively affect the opposing team, they will be removed from the field/game at the umpire's discretion. An offensive coach is permitted in the area of home plate, position to be determined by the umpire in charge. Pitchers are required to have at least one foot on the pitcher's rubber, until the ball is hit.

Time out request - In accordance with the rules of baseball, time out is requested by a coach/player, and then granted by the umpire, at the umpire's discretion. Before a timeout shall be granted to the defensive team in a live ball situation, the defense must cause the offense to cease play (i.e. force the base runner(s) into a non-advancing situation). At the umpire's discretion, play may be stopped if in the judgment of the

umpire there is an injury to a player. He would then award runner/batter bases accordingly and to the best of his judgment.

Protests - Will be ruled on immediately by the protest committee/tournament director.

Ejections – Ejections during a game are for the remainder of that game. Additional punitive action may be imposed at the discretion of the State Tournament Director. An ejection occurring in the last inning will also be imposed in the next game.

Participation - Any player who arrives late to a game may be entered in to the lineup as long as he is on the official team roster.

Appeal – Any appeal will be allowed during a dead ball period by the manager.

Fees – Each team will pay a \$400 entry/gate fee for District tournaments. There will be NO admission charged at the gate.

Concession - A fully functional concession stand is available on site. No carry-ins. A team cooler will be allowed for players/coach's game use only.

Note: Teams should be at the field and ready to play at least 30 minutes prior to their estimated game time. If the previous game finishes early and the coaches and umpires are ready, the next game will start earlier than the estimated time.

**Any changes to these rules will be announced and discussed at the Pre-Tournament meeting.

District qualifiers will be given information regarding registration for the State Tournament.

Teams qualifying on the District level have 24 hours to register for the State Tournament.

Information for registering will be available from your District Commissioner following completion of your District Tournament