

Rookie Rules and Regulations

(Revised March 2024)

Age – League age 8 and under (must have been registered with Babe Ruth League Inc. and on an official regular season Cal Ripken roster).

Player Roster – Teams can have a 12 - 15 player roster. **The allstar team may have no more than 7 players from any one regular season team.**

Uniforms – All players must wear like style uniforms, but various colors/sponsors are allowed. Coach's uniforms do not have to match with the players, but uniformity among the coaching staff is strongly desired. *(Coaches must be in full uniform with baseball pants, numbers on back of jersey or the approved pilot program uniform as noted by corporate regulations).* Coaches can have the same number as a player. No metal spikes/cleats are allowed. Cal Ripken patches shall be worn by all players and coaches. Patches will be placed on the left sleeve. Teams may wear CR logo ball caps in lieu of the shoulder emblems. All players must be uniform, no mix and matching American flag patch is optional. Names on the back are optional.

Field Dimensions – Standard Cal Ripken division base length of 60 ft. and pitcher's mound at 46 ft.

Tournament Rules – Cal Ripken Rules will be followed with Rookie rule exceptions (as contained in this document). **Rookie suggested rules in the Cal Ripken rule book are for local league adoption only.**

Offense – Teams will have a choice of batting 10 players using the Cal Ripken substitution rules or 11 players using the EP rule. All teams must start a game with a minimum of 9 players. The missing starter (if less than 10) in the batting line up will be called out at his turn at bat. Failure to be able to field 9 players will result in a forfeit as covered in the Babe Ruth/Cal Ripken rules. Each batter shall receive a maximum of four (4) pitches or three (3) swinging strikes. If the batter fouls the 4th pitch, batter will receive pitches as long as batter continues to foul the pitch. There will be no walks or intentional walks. Any player hit by a pitch will be awarded first base by umpire's judgment. All players are required to wear approved batting helmets while batting. Face guards are optional. A late arriving player should be listed last in the batting order and skipped when his turn at bat comes up, until the player arrives. No penalty unless team drops below 10 players. In this case an out will be assessed for the 10th batter. If a team drops below 9 players they will forfeit the game.

Stealing – There will be no stealing. Runners must stay in contact with the base until the ball has reached home plate. Penalty for leaving early is covered in CR rules Page 13.

Pitching machine – A spring-loaded Portable Pitching Machine will be used for all Florida State Tournaments. Pitching machines and Cal Ripken baseballs will be provided for all games. The pitching machine will be maintained and monitored by the umpire

only. Coaches are not permitted to touch the machines, after a warning, coach will be ejected. The speed of the machines will be universal for each game of the tournament (*Approximately 40-43 mph*). The speed is determined as the ball crosses the plate. The machine will be located as close to the pitcher's plate (46') as possible. (Photo will be provided to show positioning on the mound) Umpire will place the ball on the machine, make eye contact, call "ready" and release the ball. Adjustments can be made by the umpire at any time at his discretion. A pitch can be deemed "no pitch" if in the judgment of the umpire there was machine malfunction. The pitching machine, when hit by a live ball, is considered an umpire and governed by the rule book (Rule 5.09). If a thrown ball hits the machine, it is a live ball.

Extra Player – Can be adopted as an option for those batting 10 players using the Cal Ripken substitution rule option. With the use of the Extra Player, teams would have 11 starters, with the remainder of players serving as substitutes. If you start game with an EP you must finish the game with an EP.

Defense – There shall be ten (10) players on the field defensively (1b, 2b, 3b, ss, 4 of, p, c). Outfielders may be placed anywhere in the outfield a coach deems necessary, in fair territory. Pitcher will be on either side of the pitching machine assuming the defensive position of a pitcher (helmet optional). Pitcher must be even with or behind the pitching machine and within reach of the clay area. The catcher takes his normal position in full gear. ***Pitcher cannot move/charge until the ball has been hit.*** First Offense: A warning to the player and coach. Second Offense: Player will be removed as the pitcher only, but eligible for any other position.

Game length – Six innings (5 ½ if the home team is ahead) and no new inning will begin after play has lasted ninety (90) minutes. A game shall be considered regulation if a team is ahead by ten (10) runs after four (4) innings (3 ½ if the home team is ahead). A game shall be considered regulation if a team is ahead by fifteen (15) runs after three (3) innings (2 ½ if the home team is ahead). The game is over, if at any point, either team is unable to surpass their opponent's total runs. If this occurs and it is determined that a player in the lineup has not batted, the game will be declared over, but we will allow those players not batting to have a turn at bat. If a game ends in a tie after time remains, extra innings will be played until a winner is determined.

Scoring – When any team's seventh run of **any inning** is scored, the inning shall be considered over, even if the team batting has no outs assessed against them.

Infield fly – There will be no infield fly rule.

Bunting – Bunting will be permitted. Fake bunting is not permitted. Penalty for fake bunting will be as follows (whether contact is made or not): 1) Batter will be called out. 2) Ball will be declared dead and all runners will return to bases. On the 2nd occurrence the manager will be ejected from the game. If it is the 2nd time for the same player, player will also be ejected. Bunting on the last pitch, if foul, batter is out. Pitcher cannot charge on bunts, until the ball has been released by the machine.

Courtesy Runner - The “catcher of record” may have a courtesy runner run for them every time they are up to bat. Each courtesy runner used must be a player who is not currently in the game.

Time out request – In accordance with the rules of baseball, time-out is requested by a coach/player, and then granted only by the umpires, 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).

Injury – If in the judgment of the umpire a serious injury has occurred during play, umpire shall stop play and award bases accordingly.

Defensive coaches – **No Defensive Coaches will be allowed on the field. Must remain in the dugout.**

Protests – Protests will be ruled on immediately by the protest committee. Protest committee will be appointed by the State Tournament Director. State Tournament director shall serve as mediator and shall direct the committee as to the proper ruling from the rule book.

Ejections – Ejections shall be for the remainder of the game. Additional punitive action may be imposed at the discretion of the Tournament Director, depending on the nature of the infraction.

Sliding – There is no “must slide rule” in this tournament or any other Babe Ruth/Cal Ripken Tournament. Head first sliding is permitted.

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.

Suspended Games – Suspended games will be rescheduled by the Tournament Director. All suspended games will begin from the exact point at which play was stopped. There are no rain outs.

Dugouts – Manager, three coaches, bat person and rostered players are permitted in the dugout. Coaches must be on the official team roster. There are no substitute coaches allowed. Bat person must be between 4 – 18 years old. Bat person does not have to be in uniform. At the completion of your game, please leave dugout clean, have your team meeting in another location so that incoming teams can enter and prepare for the next game.

Alcohol, Tobacco, E-Cigarettes – The use of alcohol, tobacco of any kind or e-cigarettes will not be allowed at or near the park. *The sale of these products as a fund raiser at or near the park is absolutely prohibited.*

Umpires – There will be two umpires assigned to each game, unless otherwise designated by the Tournament Director due to injury or game reschedule. Manager communicates with umpires.

Appeals – May be made during dead ball period at managers request

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.

Rookie Divisions of play clarification:

“A” Division – A league may have as many “A” Division teams as they wish.

“B” Division – A league can have as many “B” teams as they wish if it fields/registers an “A” team. Exception: A league can have a “B” team made up of all league age 7 year olds or younger, without having to field an “A” team. “B” State Champions do not qualify for further competition.

Points of Emphasis

1. Follow bracket times posted at the park.
2. Tournament will provide official scorekeepers. Team scorekeepers are not to approach official scorer. Discrepancies should be reported to the umpire by the manager.
3. Check with Tournament Director when scheduled game times are altered due to weather.
4. Weather delays may require play be completed late in the evening or may require that the tournament be extended beyond the announced tournament completion date. Time limit may be reduced when Tournament Director deems necessary to complete the tournament on time.
5. Line up sheets should be turned in ½ hour prior to game time. Line ups do not become official until turned in to umpire at pre-game meeting. Official line up sheets will be provided.
6. Teams should be at the field or in the dugout, if the game prior has been completed, at least 15 minutes before scheduled game time.
7. Practice fields and batting cages are available prior to game time. There will be no infield time on the game field prior to your scheduled game.
8. Brackets/pools are drawn at random by State Commissioner.

Credentials Required for Rookie Tournaments:

1. Cal Ripken Letter of Eligibility signed by State Commissioner.
2. Official Tournament team roster signed by league president.
3. Consent for treatment forms (1 form per player in book) coach keeps one.
4. Proof of League Accident and Liability Insurance
5. 1 Team picture beginning at State Level of play, with players identified, row by row. Picture is for Tournament program, not for identification purposes.
6. Signed Parent Form must be completed for each player. To get this form, go to the Document Download at (floridababeruth.com).
7. Coach's certification.
8. Check-off List for book check purposes signed by District Commissioner. To get this form, go to the Document Download at (floridababeruth.com).

***A-Teams must play in Districts to advance to the State Tournament**

**** B-Team Tournament is an invitational tournament. A non-refundable deposit will be required at the time of registration. Format for this tournament will be either Double Elimination or Pool Play.**

Your tournament book MUST be checked and signed by your District Commissioner prior to this tournament.

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