

Prep Division Rules for Holiday Classic

Fall 2015

This tournament will be played by the official Cal Ripken Baseball Rules and Regulations with a few local rule exceptions as indicated below. The following is a reminder of some of these rules and any procedural issues pertaining to tournament play.

Follow 'normal baseball rules' except for the following local rules below. Reference Cal Ripken Division or 'Old Bambino' Tournament Rules and Regulations.

- All players on a team's roster must have played on a Babe Ruth League (or Oviedo Little League) team during the Spring 2015 and/or Fall 2015 seasons.
- League age (L/A) to play in this division is L/A 13 to L/A 15 as determined by the baseball age chart.
- A L/A 12 year old is eligible to play in this division with the following exceptions: he must not be rostered on another (lower) division team and must be currently rostered on a Fall 2015 Babe Ruth (or OLL) prep division team. Your league roster from this season will suffice as proof of a L/A 12 year old player's eligibility.
- Rosters: Your official team roster (available off our website: oviedobaberuth.com) is to be filled out completely and submitted to a tournament official for checking prior to the start of your first game. Along with your tournament roster, a copy of your leagues' roster(s) showing proof of your players' participation in Babe Ruth (or OLL) baseball during the Spring 2015 or Fall 2015 is also required to be submitted.. These rosters can be requested from your league's baseball commissioner.

GAME and Baseball rules

- Managers and coaches do **NOT** need to wear long baseball pants.
- **No** patches are required on the uniforms. Players should be in similar uniforms with a unique number for identification.
- Game Time Limit (**Pool Play only**): Games are scheduled for 7 innings subject to time limits. The time limit is that no new inning can be started after one 2 hours (2:00) from the start time of the game. Please try to start the games on time as per the start time as listed in the schedule. However, the start time will be considered as when the home team takes the field to start the game. This time should be noted by the umpire and provided to the official score keeper (home team scorer) who should mark it on the official score sheet. The umpire or his designee will keep the official time. Once a new inning is started (when last out is declared from previous inning), it should be completed (if the home team is leading, they do not need to bat in the bottom of the last inning). When the time limit (for starting a new inning is reached), the umpire should inform both Managers that this is now the last inning. In the event of a tie after 7 innings, extra innings may be played until there is a winner (as long as within the time limits provided). All Pool games are subject to the time limit. It does not matter if there is a game following your game or not. If a game is tied and the new inning limit has been reached, the game will end as a tie and each team will be awarded ½ of a win and ½ of a loss (during Pool Play only).

- Game Time Limit (**Elimination Rounds only**): During elimination rounds, games are scheduled for 7 Innings and will follow time guidelines until the Semi-Finals and Final Game. These games will have no time limit and played until 7 innings OR the run rule has been met.
- Home Team: Home team will be determined by coin flip for Pool Play games. For Elimination games, higher seed will be home team.
- Run rule - A game will be considered complete and shall end after four or more complete innings (4½ innings if the home team is in the lead) have been played if the home team is ahead by 10 or more runs.
- A regulation game requires a minimum of 9 players at the start of the game and playing each inning. Less than 9 player's results in an automatic forfeit. The score for a forfeit will be 6-0.
- Line-Up/Substitutions/Re-Entry:
 - **9 Player Lineup:** Teams may bat a nine (9) player line-up and have substitutes per normal baseball rules
 - **10 Player Lineup with EH:** Teams may bat a ten (10) player line-up using an Extra Hitter (EH). When playing with a ten (10) player line-up, the player in the Extra Hitter position, while not actually playing a defensive position, will be treated as such for substitution purposes. When using the Extra Hitter, all players in the line-up may move freely in defensive positions.
 - Example: Baker is the Extra Hitter and batting 2nd, Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the Extra Hitter. Both players would remain in their original batting position in the batting order.
- **Continuous Lineup:** Teams may use a continuous line-up of all present uniformed players. When playing with a continuous line-up, all players other than the nine (9) defensive position players are Extra Hitters and may move freely in defensive positions.
 - Such line-ups must be declared before the start of the game and used the entire game.
- For Non-Continuous lineups: Starting players may re-enter once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting position in the batting order must be removed from the game and is ineligible for the remainder of the game.
- Any player(s) arriving after the game has begun, shall be added to the bottom on the batting lineup.
- Injury, Illness, Ejected Player: If a team chooses to use the EP and has additional subs and a player becomes injured, ill or ejected, then a sub can replace that player. If the subs have already been in the game and this situation occurs, the opposing manager may choose the player from the opposing team that will replace that player. The risk is if you have only 9 or more players and use the EP and someone can not finish the game. If using a continuous line-up and a player can not play further due to illness, injury or ejection, an automatic out will be given at their position in the line-up. Once any player is removed from a game due to sickness, injury, or ejection, they cannot re-enter back into that game at all regardless of the situation.
- There are **No** must play rules and there are **No** speed up rules
- Only players, batboys, Manager and **3** coaches are allowed in the dugout. After the game has started, all players must stay in the dugout when they are not in the field (rest room breaks excluded).
- Infield fly rule is in effect.
- Intentional walk - This is not automatic. The pitcher is required to pitch to the batter.
- Sliding is permitted. Leading off is permitted (reference rules book for additional details).
 - The runner is not required to slide into home plate. The rule is that the runner is required to attempt to avoid intended malicious contact at any base. If in the umpire's judgment, intended malicious contact did occur, the runner will be called out (ie: you can not barrel over the player with the ball to try to knock it loose). Sliding is considered an

attempt to avoid intended malicious contact. On the other hand, the defensive fielder is not allowed to block the base without the ball in hand or in the process of receiving the ball. Blocking the base would result in interference and the runner would be awarded that base safely (this is an umpire judgment call). The intent of this is to try to keep the kids from hurting each other by contact and also keep from getting hurt by having to slide. If you are called out for malicious contact, this could also result in an ejection from that game (umpire judgment).

- A batter **may attempt to** advance on a third strike missed by the catcher.
- A runner is out if the catcher holds on to or catches a tipped third strike.
- Defensive chatter is not allowed when the pitcher is pitching.

PITCHING

- Pitching Rule - **No pitcher will be allowed to pitch more than seven innings in two consecutive games.** A player is limited to pitching 7 innings in the combination of 2 games (the game they are in and the previous game the team played). Please refer to the Babe Ruth Tournament Rules. If it is discovered that this rule has been broken, this will result in a forfeit by the offending team. The offending teams Manager and the player will both be ejected from the next game.
- A single pitch in an inning constitutes a full inning (ie: Joey pitches to 1 batter and walks him. Tim comes in to pitch and strikes out the side. Both Joey and Tim are credited with 1 inning pitched).
- Any pitcher, including the starting pitcher, can re-enter the game as a pitcher one time only as long as he has not violated the 7 innings in two consecutive games rule or removed from the game previously due to second trip to the mound.
- If a starting pitcher is removed from the mound by the 2nd 'trip to the mound' in the same inning, he can not return as a pitcher in that game. It is considered a 'trip to the mound' when you trade pitchers even if you physically do not go onto the field. (ie: Alan is starting pitcher and pitches to 2 batters and is replaced by Ed (1st trip for Alan). Ed pitches to 2 batters and you decide to bring Alan back in (1st trip for Ed). Alan pitches to 3 batters and you decide to bring in Carl (2nd trip for Alan and he is no longer eligible to pitch again in this game). Carl finishes the inning). Ed and Carl are still eligible to pitch again. All 3 pitchers would have 1 inning counted against them. You do not have to remove a pitcher for your visit to be considered a trip to the mound. Calling time out and going on to the field and/or calling the pitcher to you near the dugout to talk is also considered a 'trip to the mound'. This is an umpire's judgment call. If you switch pitchers between innings, this is not counted as a 'trip to the mound'.
- The home team should keep the "official" score sheet. In addition to the score, both teams should also keep track of the innings pitched for each player from both teams (remember - one pitch in an inning is considered as a full inning pitched) on the pitching affidavit form. At the end of the game, both managers should sign this score sheet attesting to their agreement of the results and also turn in their pitching affidavit with the innings pitched for each player. If the score sheet or pitching affidavit is not signed by a manager, it will be assumed that the results and information are correct as written. Managers should make sure that they review what is written and agree with it prior to signing. The
- Tournament Director should be informed of any disputes concerning the score sheet or pitching affidavit information immediately and will make the final judgment on any disputes.

Umpires and Misc rules

- Manager is the only person to communicate with umpires.
- Smoking or profanity is not permitted in the dugout or on the field at any time (set the right example for your players). Alcoholic beverage consumption is not allowed on city property at any time.
- Any unsportsmanlike conduct (throwing bats, helmets, etc...), use of profanity, fighting, arguing or nasty comments to the umpire will result in ejection from that game.
- Dugouts and bleachers must be cleaned up after each practice and/or game. These are your fields so **KEEP THEM CLEAN PLEASE**.
- Do not debate judgment calls with the umpire. It is permissible to ask the umpire to explain the technical aspects of a ruling but do not debate the issue during play if you do not agree (this slows play, does not project a positive example, and has the potential to ignite into an argument).
- In the event of a suspected rule violation, the process is to protest the game. Indicate in the score book the point of the violation and cite the specific rule and circumstances. The protest must be done at the time of the incident to the umpire and per proper baseball rules. Play should then continue.
- Appeal – The appeal of a missed base is not automatic. The umpire will not rule on a missed base unless the appeal is properly made by the team in the field.
- Line up sheets - Managers must sign. Turn in prior to game time to umpires. Not official until meeting at home plate. Changes during game give to home plate umpire.
- Protest - A judgment call cannot be protested. All protests must be filed with the chief umpire immediately. Play will be stopped until a ruling is given by the protest committee. Only the manager may make a protest. The decision of the protest committee is final.
- A team that forfeits a game (without good reason) will be placed as the last seed in their pool (regardless of their record). The opposing manager of their next game will also be able to select 2 players from that team and designate them as having pitched 6 innings in the previous game (thus making them ineligible to pitch in the current game. The reason for this is that a team should not be able to take advantage of a forfeit for their placement in the elimination bracket or to save pitching. This happened in the past but the penalties now will be severe so this does not happen again. The Tournament Director will decide if there is good reason for a forfeit on a case by case basis.
- Advancement to elimination games will be based on finish in your Pool play. Your record dictates your placement. When 2 teams are tied, head to head game breaks the tie with winner taking precedence. 2nd tie breaker will be runs allowed in the pool games. Third tie breaker will be runs scored in pool games. Final tie breaker will be a coin toss.
- After pool play, teams will advance to single elimination play. At this point, if you win, you move on; if you lose, you are eliminated.

REMEMBER... THIS TOURNAMENT IS FOR THE KIDS TO LEARN AND HAVE FUN. SHOW SPORTSMANSHIP AND HOLIDAY SPIRIT AT ALL TIMES.