

T-Ball 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. Please 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 4 to L/A 6 as determined by the baseball age chart above. As proof of player's eligibility, 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:** One manager and three coaches per team are allowed. All managers and coaches shall be in team uniform jersey. Long baseball pants and patches are **NOT** required on the uniforms.
- **Players:** Players should be in similar uniforms with a unique number for identification.
- **Dugout:** 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).
- **Game Time Limit (Pool Play only):** Games are scheduled for 6 innings subject to time limits. The time limit is that no new inning can be started after one hour and 30 minutes (1:30) 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 6 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 $\frac{1}{2}$ of a win and $\frac{1}{2}$ of a loss (during Pool Play only).
- **Game Time Limit (Elimination Rounds only):** During elimination rounds, games are scheduled for 6 Innings and will follow time guidelines until the Semi-Finals and Final Game. These games will have no time limit and played until 6 innings OR the run rule has been met.
- **Seeding:** After Pool Play games, all teams will be reseeded for single elimination play.

- **Game Time Courtesy:** To allow for and encourage maximum baseball playing time for the benefit of every team and player, the umpires will be responsible for “speeding up the game”. The umpires and Oviedo Babe Ruth want your team to get the full amount of baseball you paid for. Your cooperation and assistance will be greatly appreciated.
- **Arrival:** Teams need to be at the field 30 minutes before the scheduled game time. Games may begin up to 15 minutes prior to the scheduled start time. There will be no infield. Outfield areas may be used for warm-up **if time permits**.
- **Home Team:** Home team will be determined by coin flip for Pool Play games. For Elimination games, higher seed will be home team.
- **Official Scorekeeper:** The home team will provide the official scorekeeper. Official sheet will be kept at the score table behind home plate. Official sheet should be turned in to the Tournament director at the completion of the game (scores for each team should be indicated and circled so they are obvious at a quick glance).
- **Runs Per Inning:** When any team’s sixth run of **any** inning is scored, the inning shall be considered over, even if the team batting has no outs assessed against them.
- **Run Rule:** A game will be considered complete and shall end after four or more complete innings (3 ½ innings if the home team is in the lead) have been played if the home team is ahead by 10 or more runs, or if at any point following a regulation game (3 ½ or 4 innings) either team is unable to surpass their opponents total runs, the game is considered over.
- **Players:** A regulation game requires a minimum of 9 players at the start of the game and playing each inning. Less than 9 players results in an automatic forfeit. The score for a forfeit will be 6-0.
- **Bases:** bases will be 60 feet apart.
- **Fair Ball Arc:** There will be a 25 foot radius arc from home plate drawn foul line to foul line.

Batting:

- **Batting Lineup:** All rostered players present for the game shall bat in order, whether playing defensively or not. If a batter becomes ill or injured during the game, the spot in the batting order will be skipped without penalty.
- **Tee Position:** All batters will hit the ball from a batting tee. The tee should be adjusted to such a height that the batter will be able to swing level.
- **Batter Position:** Once the batter has entered the batter’s box, the batter will not be allowed to take practice swings or to line up the ball. The penalty for either action will be a called strike.
- **Bunting:** There will be no bunting allowed
- **Fair Ball Arc:** When the ball is hit, it must go at least 25 feet, which is shown by an arc of 25-foot radius from the apex of home plate drawn from foul line to foul line. A batted ball must travel past this arc to be a fair ball; if it does not, it will be considered a foul ball.
- **Strike Out:** Three complete misses of the ball while batting constitutes a strikeout. A foul ball or practice swing will be counted as a strike. If the batter hits a foul ball on the third strike, he/she will continue to bat. Only a complete miss of the ball and the tee, or a practice swing, or “line up” on the third strike will be a strikeout.
- **Late Arrivals:** Any player(s) arriving after the game has begun, shall be added to the bottom on the batting lineup.

Running:

- **Leading:** Leading off is **not** permitted, the runner must wait until the ball is hit in play by the batter.
- **Stealing:** Stealing is **not** permitted; the runner must wait until the ball is hit in play by the batter in order to advance bases.
- **Sliding:** Sliding is permitted. 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 cannot 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).

Fielding:

- **Fielding:** Teams **can** play 10 players in the field. The field should be set up as normal with a 4th outfielder. All outfielders must start 15 feet into the outfield grass. Once the ball is hit, they can advance into the infield area and can make plays in the infield. However, they must all start in the outfield grass until the ball is hit (this is for all outfielders regardless if a team is using 9 players or 10 players).
- **Substitution:** Teams can use free substitution for any fielding position. All rostered players that are present will bat. Fielding substitutions does not change the batting order.
- **Injury, Illness, Ejected Player:** Players can enter and leave defensive positions freely due to injury or illness. Note, a team must maintain 9 players to continue play and prevent a forfeit.
- **Must Play:** Each player present must play a minimum of **2** defensive innings.
- **Pitcher:** The pitcher must be in contact with the pitching rubber until the batter makes contact with the ball. If, in the judgment of the umpire, the pitcher is not in the correct position, the offensive team can take the results of the play or bat again.
- **Infield Fly Rule:** Infield fly rule is **not** in effect. There will be no infield fly rule called or no automatic out called. Ball that should be an infield fly rule ball is just a fly ball.
- **Runner Containment:** Containment on lead runner will stop play. When the runner(s) stops and gives up effort to advance, the play is completed and stopped.
- **Overthrows:** All overthrown balls will be considered live and the runner(s) can advance until they are contained or give up the effort to advance to the next base. Balls entering dead ball areas will be dead and runner(s) will be awarded bases as specified by Rule 7.00.
- **Defensive Coaches:** Two defensive coaches may be positioned in foul territory to provide instruction to all defensive players - one coach positioned at least 12 feet beyond first base and one coach positioned at least 12 feet beyond third base.

Umpires and Misc rules

- Manager is the only person to communicate with umpires. We have local high school players that volunteer umpire, they are to be treated properly. No abusive interactions will be tolerated.
- 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.

- 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.
- 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.
- A team that forfeits a game (without good reason) will be placed as the last seed in their pool (regardless of their record). 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. The 2nd tie breaker will be total runs allowed in the pool games. The third tie breaker will be total 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.