

**CAL RIPKEN 4.5&6 YR. OLD
REGIONAL T-BALL TOURNAMENT
7-11-2008**

1. **TIME LIMIT:** One hour and fifteen minutes or (5) innings, whichever comes first. *In the event of a tie, the game will continue until there is a winner.*
2. **BATTING ORDER:** All teams will bat round-robin. If a batter becomes disabled during a game and cannot bat, it is not an out. If a child is sick before a game, leave him off your line up and inform both the opposing coach and the press box. This player cannot enter the game.
3. **DEFENSE:** Will consist of (9) regular fielding positions and (1) additional rover in the outfield grass. The pitcher must be on or behind the pitching rubber with both feet in the circle when the ball is hit. *Penalty:* The batter will be awarded first base. This shall apply only if the batter is put out at first base, or by a fly ball, or if a runner is forced out by the hit. If the batter reaches first base and continues to second, he is in jeopardy and may be put out at any time.
4. **RUNS PER INNING:** (6) runs per inning.
5. **CONTACT RULE:** Babe Ruth rule 6.05 shall apply.
6. **DEAD BALL:** The Field Umpire will call Time when a player has control of the ball within the pitchers circle *AND* asks for time. When the lead runner is forced back to a base, all play is dead. Trailing runners' positions will be determined by their degree of advancement.
7. The baseball that is to be used in the tournament is the Official Babe Ruth, Cal Ripken Rawlings Ball.
8. A tee is used in the 4, 5 & 6-Year-Old Tournament.
9. **GROUND RULES:** The pitching rubber will be a distance of 46 feet from home plate. The pitchers circle will be a (10) foot circle measured from the centre of the pitching rubber. There will be (60) feet between bases. An arc will be drawn (15) feet from the back of home plate, from foul line to foul line in fair territory. This area will be foul territory for the purpose of batted balls. A line will be drawn halfway between first base and second base, second base and third base, and third base and home plate. These will determine the runners' degree of advancement when time is called.
10. **THE BATTER:** All batters will wear a batting helmet when on the field of play, whether as an on deck hitter, a batter, or a base runner.

11. **BUNTING:** Will not be allowed.
12. **THE CATCHER:** Must wear a catcher's helmet with facemask. The umpire will place the catcher in an area, behind home plate, that he deems safe before the batter swings. After the ball has been put in play the catcher will not be restricted on the field of play.
13. **INFIELD FLY:** Will not be in effect.
14. **THE FIELDERS:** All defensive players must be positioned farther from home plate than the back of the pitchers circle (exceptions: pitcher and catcher. All outfielders must remain in the grass until the ball is put into play. *Penalty:* The batter shall be awarded first base if he is out at first, on a fly ball, or if a proceeding runner is forced out.
15. **BATTER IS OUT:** After (3) strikes. If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately. No runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play.
16. **THE RUNNER:** Base awards will be determined by the lead runners' position. Runners who have reached the halfway line when time is called will be awarded the next base. Runners who are not halfway must return to the last base touched unless doing so would force a runner off of first base.
17. **COACHES:** On offense a first and third base coach will be allowed at their respective coaches box on the field. On defense, coaches must remain in their dugout. One coach may stand directly in front of the dugout for the purpose of defensive instruction.
18. **BASE AWARDS:** All overthrown balls are live unless the ball leaves the field of play, in which case a (1) base limit will be given to the runners. Any batted ball that bounces over, rolls through, or under a fence in fair territory will be a ground-rule double.
19. **RUN RULE:** If a team is ahead by (7) runs after 4 complete innings (3 ½ for the home team) the game will be called.
20. **GAME TIME:** Be at the field at least 30 minutes prior to game time.
21. **UMPIRES:** (2) – The field umpire will call time, players on the bases, and base awards. The home plate umpire shall be the Umpire-in-chief for the game, and will call fair and foul, plays at home, and assist with calls on the bases and base awards.

22. **LINE-UPS:** 1 to the score box and 1 to the opposing coach, no later than (10) minutes before game time. (First initial, last name, and number are required. Full first and last name, number, and position played are preferred for the public address announcer.)
23. **WATER COOLERS:** will be allowed. Ice chests will not be permitted in the park. Ice and water will be provided by the host site.
24. **TOBACCO:** Use is prohibited.
25. **OTHER:** Refer to the Cal Ripken Tournament Rules & the Official Baseball Rules for situations not covered here.

**CAL RIPKEN 4, 5 & 6 YR. OLD T-BALL
TOURNAMENT
RULES & REGULATIONS**

1. The tournament team manager must place in the custody of the tournament officials, the following documents prior to the start of competition:
 - a. Birth documents or records as specified by rule 0.04, paragraph 1, of each of the tournament team players
 - b. Certificate of coverage of group accident insurance policy and (3) claim forms.
 - c. Certificate of coverage of League Liability insurance policy.
 - d. Tournament team roster certified and signed by the league president. Use Cal Ripken All Star Roster Form.
 - e. Consent for treatment form for each of the tournament players.
 - f. Coaching Certification I.D. Card or Certificate.*(These documents must be in a 1-inch ring binder, with a protective plastic cover sheet.)*
2. All managers and coaches must be in FULL uniform. NO SHORTS.
3. A ball stamped "Official Babe Ruth League Baseball" shall be used in all tournament play.
4. Each tournament team roster must include a minimum of (12) players with a maximum of (15).
5. All managers, coaches, and players are required to wear the Official Cal Ripken Baseball shoulder emblem on the left sleeve of their uniform.
6. Before each game the managers will meet with a tournament official for a coin toss to determine home team.

7. All 4, 5 & 6 year-old teams will be required to participate in the cal Ripken Tournament trail starting at the lowest level (District and State) before they can enter a SW Regional Cal Ripken Invitational Tournament.

The SW Regional 6U Tournament will be conducted as a preliminary round of pool-play followed by a double-elimination championship round and a single-elimination consolation round.

Pool Play

All tournament game rules will be in effect with the following added provisions:

1. Each team in a pool will play every other team in the same pool once.
2. Home team will be determined by coin flip prior to each game.
3. The teams with the best and second-best win-loss record within each pool will advance to the double-elimination championship round. The remaining teams will advance to the single-elimination consolation round.
4. Pool play games will be limited to five innings or one hour and fifteen minutes. If a game is tied at the end of regulation play, one additional inning will be played. If the game is still tied after one additional inning, the game will be entered into the standings as a tie game.
5. If two or more teams in a pool are tied in win-loss record, then the following "tiebreaker" criteria will be used to determine the pool winner and/or runner-up:
 - A. Head-to-head game results.
 - B. Fewest runs given up to common opponents.

Special Note: In any instance where a rule or regulation from the preceding section(s) "Cal Ripken 4.5&6 Yr. Old Regional T-Ball Tournament" conflicts with a rule or regulation from the following "Game Conduct and Special Instructions", the rule or regulation from the preceding section will have priority

Game Conduct and Special Instructions

1. All games will be played under rules and regulations covered in the Professional Baseball Rule Book, Rules and Regulations of Babe Ruth Baseball.
2. Brackets for Regional Tournaments are preset at the Regional meeting each year.
3. Bottom of the bracket will be Home Team
4. The on deck circle closest to your dugout will be the one used by your team.
5. Games will be kept moving at all times. No unnecessary delays or mound conferences, etc., will be permitted. Have a back up catcher to warm up pitchers between innings if your catcher is not ready.
6. Anyone, players, managers, or coaches acting in an unsportsmanlike manner shall be removed from the playing field or ballpark immediately and disqualified from tournament. If a player is ejected from the game, he must leave the ballpark accompanied by an adult. If his parents are not present his manager or coach will accompany him (no host parent will be allowed to accompany a player).
7. Managers, coaches, and players shall wear full uniforms according to Baseball Rules (these uniforms do not have to match). While in uniform, neatness is a must. When at the ballpark, your shirt tail must be tucked in and your cap worn properly. When taking the field for your game no warm up or hitting shirts are allowed. Protective headgear must be worn at bat and on the bases. Equipment (bats, gloves, helmets, etc.) shall be neatly stacked in their proper places at all times (inside the dugout).
8. Only players, coaches, the manager, and the batboy shall be allowed in the dugouts. Players and coaches must stay inside the dugouts. (two coaches in coaches boxes Offensively)
9. Masks with a throat protector will be required at all times when warming up the pitchers whether on the fields or in the bullpen. Players protecting the bullpen must wear protective headgear.
10. No team will be allowed to kneel or stand along baseline and watch other teams warm up.
11. Players must be in uniform and at the field (1) hour before their scheduled game time. All players are required to attend the Opening Ceremony in uniform.
12. Each team will be allowed (10) minutes of fielding practice. The home team will start thirty (30) minutes prior to game time. The visiting team shall practice next

- for ten (1) minutes. The last ten (10) minutes prior to the game will be for the introduction of players, umpires and introduce any special guest.
13. Jewelry is prohibited; players shall not wear jewelry. Medical alert and religious bracelets are not considered jewelry. If worn they must be taped to the body so as to remain visible.
 14. The tournament is under the jurisdiction of the Assistant Southwest Regional Commissioner and the Tournament Director. The Tournament Director in accord shall appoint the Protest Committee with the Assistant Regional Commissioner. The Protest Committee shall have the final authority in all protests (right or wrong). A rule violation is the only thing that can be protested (judgment calls are not protested).
 15. Team managers, together with the Host Parent Coordinator will determine at his team elimination if the players will remain in their Host Homes until the next morning or leave the Host homes. The entire team will be required to do the same (stay one more night or go with the team manager). The acting Babe Ruth commissioner must approve any other arrangements. All teams should be removed from Host Homes no later than noon, following the day of elimination from the tournament. Teams using a bus or other outside transportation should make arrangements for the transportation to be available upon elimination from the tournament.
 16. **No tobacco products will be permitted on the Playing Field, Dugout, or Restroom by managers, coaches or players of a team.**