



## 2021 10U Memorial Day Tournament at Ewald Park

### Teams:

- Pomperaug
- New Milford
- Newtown
- Shepaug

### Schedule:

[Click here for tournament schedule](#)

### Games:

- Games will be played under the 2021 Cal Ripken Rules.
- Time limit
  - 2 hour time limit for all first-third round games. No inning can start after 1 hour and 50 minutes.
  - Games can go into extra innings as long as the time limit has not expired. Pool play games can end in a tie.
  - If the time limit is reached during an inning, that inning will be the last one of the game.
  - If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half.
  - If the home team is trailing and must hit in the bottom half of the last inning, the game will end at the moment the home team scores the winning run or at the moment of their third out.
  - If the time limit is reached during the bottom half of an inning and the home team is winning at that moment, we will let the current batter complete the at-bat and then the game will end.
  - Game is official after 4 innings
- TIE GAMES IN POOL PLAY: Pool play games can end in a tie. A tie game in pool play equals  $\frac{1}{2}$  of a win and  $\frac{1}{2}$  of a loss for both teams toward their overall record and/or winning percentage. Therefore, a team that is 2-0-1 would have a winning

percentage of .833 and a team that is 2-1-0 would have a winning percentage of .667. In other words, the 2-0-1 record is better than the 2-1-0 record.

- **10 RUN RULE** – Any game must be terminated immediately once becoming **regulation** (3 ½ or 4 innings) if one team is ahead by ten (10) or more runs and has had **equal times at bat**. Or the home team is leading.
- **LINEUPS**: All nine position players must be in the batting lineup.
  - Teams also have the option to bat more than 9. Example: if a team has 12 players on their roster, they have the ability to bat 9, 10, 11 or their entire lineup. A team in this situation could bat 9 with 3 substitutes; bat 10 with 2 substitutes; bat 11 with 1 substitute; or bat all 12 players with no substitutes.
  - All players starting in the lineup but not in the field are extra hitters (EH) which are considered defensive starters for substitution purposes.
  - Batting the entire lineup – When a team chooses to bat the entire lineup, each player is considered a starter and the team has free defensive substitution for that game. Furthermore, if a player is injured or ejected during the game in which a team is batting the entire lineup, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped due to an injury, that player is not eligible to return to the game in any capacity.
  - Speed-up runners are allowed. The runner is the last batted out and may only replace the catcher with two outs. Teams are not required to use a speed-up runner. A speed-up runner does not count as a substitution.

### **Determination of Pool Play Standings:**

Pool play standings will be determined as follows:

1) **WIN - LOSS RECORD** The tie breakers are used in order to advance or seed ONE team at a time. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts to criterion #2. (Head-to-head results).

If still tied:

2) **RESULTS OF HEAD-TO-HEAD COMPETITION** Example: Three teams are tied with identical records for the first place at the end of pool play. Teams A, B and C played against each other once in pool play. Team A won all of its games against Team B and Team C during pool play. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broken by reverting to criterion #2.

If still tied:

3) FEWEST RUNS GIVEN UP If the results of the head-to-head match up(s) of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie, or because the teams involved in the tie did not play one another during pool play), then the tie is broken using criterion #3. The remaining teams' tie is broken by reverting to criterion #2.

If still tied:

4) RUN DIFFERENTIAL WITH A MAXIMUM OF 10 PER GAME In the event a tie is created by virtue of a forfeited game, and the tie cannot be broken by criterion #2 or #3, the order of Criteria #3 and #4 will be reversed and applied to the tie. Since the number of runs which might have been scored during the game may have affected the fewest runs allowed standing (and the awarding of the forfeit gives the "winning team" no additional runs given up), this order will better adjust for that event.

**Pitching rules:**

**[Babe Ruth Tournament Pitching Rules](#)**

Daily Maximum allowed	Number of pitches/day	Days Rest required
75 pitches	1-40	0
	41-65	1
	66+	2

**No player may pitch 3 days in a row**

**[Cal Ripken pitch count sheet](#)**

**Sliding:**

Head and feet first slides are allowed. Slide or avoid- umpire discretion.

**Batting Cages and Infield practice prior to the game:**

There will be one cage available for each field. Each team will have 30 minutes to hit prior to the game. The home team will hit first. Each team will have 10 minutes to take infield practice before the game. The home team will take infield first.

**Awarding game ball:**

After each game, coaches from each team will award one player from the opposing team a game ball for a well played game.

**Protest Procedure:**

- 1) No game will be played without the protest committee present. The Tournament or Field Director will ensure the protest committee is established.
- 2) Managers must have the Babe Ruth rulebook with them at all times.
- 3) All Official Playing Rules, including rule 11.05 from the Babe Ruth rulebook and the re-entry rule and base running rule shall be under the jurisdiction of the Umpires. Also under the jurisdiction of the umpires are the Contact Rule and the Slash Bunt Rule. The interpretation of these rules by an umpire or the application of these rules by an umpire can be protested.
- 4) All other Cal Ripken rules including but not limited to team eligibility, player eligibility and those rules that are on this sheet are under the jurisdiction of the Tournament Director. These rules will not be protested. The procedures used by the umpires cannot be protested. A game will not be delayed to question the afore-mentioned rules or the umpires' procedures.
- 5) The team manager is the only person allowed to protest an umpire's decision. The manager will notify the umpire in chief who will then notify the Tournament Director. The Tournament Director will decide if the protest is valid and then continue following the proper protest procedure.
- 6) The Tournament Director does not have to allow a protest even though it may be protest-able as stated above.
- 7) If the Tournament Director should allow the Protest Committee to hear a protest, the following procedure shall be used:
  - a. The Committee, the Umpires and the Manager from each team shall meet. This meeting should take place in a secluded spot on the field so as not to have interference from spectators.
  - b. The **protesting Manager** will state why he is protesting the call and why his interpretation of the rule differs from that of the Umpire.
  - c. The **Umpire** will then state why he made the call and explain his view of the rule.
  - d. The opposing Manager **may make statements** pertaining to the discussion.
  - e. The Committee members **may ask questions** pertaining to the discussion at any time.
  - f. The Tournament Director **may disallow** the protest at any time should he decide that the call is not protest-able or if the manager is protesting a judgment call.
  - g. When the Committee has heard all discussion pertaining to the protest, then the three members will leave the presence of the Managers and Umpires and make

a decision. The Committee needs to make a decision based on the best interests of all the players and follow whatever means and take as much time as is necessary to make a fair decision.

- 8) If the Committee decides the protest the Tournament Director shall inform the managers from both teams and the umpires of the decision. The Committee will either agree with the umpire(s) or uphold the outcome of the play or they will disagree with the umpire(s) and revise the outcome of the play.