



2010 Cal Ripken Baseball 11U 50/70 Maryland State All Star Tournament General Information – Updated June 18, 2010

The 2010 Cal Ripken Baseball 11U 50/70 Maryland State Tournament will be hosted by the Charles County Youth League (CCYL). The tournament will take place July 9-16, 2010 at Laurel Springs Regional Park at 5940 Radio Station Road, La Plata, Maryland 20646. The tournament team participation fee is \$350 per team, please make check payable to "CCYL" and mail to: CCYL Tournament, PO Box 1543, White Plains, MD 20695.

ADMINISTRATIVE

MANAGERS'/CREDENTIALS MEETING

There will NOT be a managers'/credentials meeting held before the beginning of the tournament. Instead, all teams are to report to Laurel Springs Park Field 9 NLT 6:00pm on Friday, 9 July 2010 to turn in credentials books. There will also be a short opening ceremony at 6:00pm followed by a Team Skills Competition beginning at 6:30pm. It is mandatory that all teams participate in the opening ceremony and skills competition. The State Representative Tournament Director (Gil Green from Washington, DC) will verify that ALL sections of the credentials book (listed below) are complete and accurate. Teams have to have any missing, incomplete, or incorrect information rectified by the start of their second game or become ineligible. It is strongly recommended that each team make a copy of their credentials book.

CREDENTIALS NOTEBOOK

Each team is required to have a credentials notebook that must be turned in to the State Representative Tournament Director (Gil Green from Washington, DC) prior to the start of the tournament on Friday July 9, 2010 at 6:00pm at Laurel Springs Park in La Plata, MD. These will be returned to each team after their final game. *It is the responsibility of the team to get their credentials book after their last game before they leave the tournament site.* The credentials books include the documents required by the Babe Ruth League Official Rule Book. The contents of this notebook are as follows:

1) BIRTH DOCUMENTS

One document or ID card for each of the tournament players.
Only official copies or certified copies of the original birth document are acceptable.
Babe Ruth Rules & Regulations: 11.04-1a

2) INSURANCE POLICIES

This is a copy of your league's certificates of coverage of group accident and liability insurance policies.
Babe Ruth Rules & Regulations: 11.04-1b & 11.04-1c
Each team is required to carry its own insurance and submit an Accord Certificate of Coverage of Group Accident Insurance Policy and Accord Certificate of Coverage of league's Commercial General Liability Insurance Policies. No team will be allowed to play until we have the information. Insured must include all activities involved in Babe Ruth/Cal Ripken Baseball operations and activities.

3) OFFICIAL ROSTER / INFORMATION SHEET

Signed by your league's president and filled out completely.

Babe Ruth Rules & Regulations: 11.04-1d

Teams must submit a roster with no less than twelve (12) and no more than fifteen (15) players, and three coaches (one manager, two coaches). **Rosters need to be submitted prior to the start of the tournament and Babe Ruth League Headquarters must receive a copy before start of tournament play.** Roster forms are located on the Babe Ruth Baseball web site (www.baberuthbaseball.org). Make sure to fill out the form completely. It must be certified and signed by the league's President, and must match the roster submitted to Babe Ruth League Headquarters.

4) TOURNAMENT ELIGIBILITY FORM

Signed by the District Commissioner in the designated area.

Babe Ruth Rules & Regulations: 11.04-1e.

Make absolutely sure your District Commissioner (DC) signs the designated area. Even if you didn't play a District Tournament the DC still MUST sign it!

5) CONSENT FOR TREATMENT FORMS

One required for each of the tournament team players.

Make certain that allergies are listed on the consent forms.

Babe Ruth Rules & Regulations: 11.04-1f

The form can be found on the Babe Ruth Baseball web site (www.baberuthbaseball.org).

6) TEAM PHOTO

5x7 or 8x10 color or black & white

Babe Ruth Rules & Regulations: 11.04-1g

Players must be wearing matching uniforms and must be identified by last name and uniform number. There should be four photos: State tournament host, Regional tournament host, World Series tournament host, and one stays with the team's credentials book.

(Team Photo not required for State Tournaments but will be required for the winner to advance to the Regional's)

7) COACHING CERTIFICATION I.D. CARD OR CERTIFICATE

Tournament managers and Coaches must complete coaching education and certification prior to the start of their first level of tournament competition.

Babe Ruth Rules & Regulations: 11.04-1h

If coaches certifications are not in the Credentials Books then those coaches will not be allowed to coach in the dugout or on the field. They will be spectators.

8) REGULAR SEASON SCOREBOOKS, ROSTERS, AND SCHEDULES

Each team is required to submit scorebooks from the regular season games and have all tournament players highlighted. These scorebooks will be used to verify player eligibility.

Each team is required to include the regular season team rosters with the tournament players highlighted. Each team is required to include the regular season game schedule showing all league games in which tournament players have participated.

While this is not a Babe Ruth League HQ requirement as found on the "Tournament Trail" BRL web site, it is a MD STATE BRBB requirement to confirm player eligibility. Players MUST play in at least 50% of the regular season games played to be tournament eligible or if injured during the season must have a medical clearance. If you do not have all the scorebooks then try to make sure you have enough to verify eligibility. We realize this is not always possible because the scorebooks go to the oldest age group, e.g. the 13-15 scorebooks go with the 15U all stars & thus the 13s won't have them. But do as much as possible to prove your players are all eligible.

IT IS THE RESPONSIBILITY OF THE TEAM MANAGER TO MAKE SURE THE CREDENTIALS BOOK IS 100% COMPLETE. PLEASE MAKE SURE IT IS COMPLETE WELL BEFORE YOUR FIRST GAME OR YOU WILL BE SCRAMBLING TO MAKE IT SO. IF IT IS INCOMPLETE YOU WILL HAVE UNTIL START TIME OF YOUR 2ND GAME TO COMPLETE IT. IF IT IS NOT COMPLETE BEFORE YOUR 2ND GAME THEN YOUR TEAM WILL BE DISQUALIFIED.

Once a team has handed their credentials book to the State Representative he will have them until the team is eliminated. No one gets to say whether a player can play or not but the State Representative or State Commissioners. The State Representative must have control of the scorebook(s).

TOURNAMENT JURISDICTION AND DELEGATION OF AUTHORITY

All tournaments will be under the jurisdiction of the State Commissioner (Kal Johnson) or his designated representative who will serve as the State Representative. The State Commissioner has appointed Gil Green as the 2010 11U 50/70 State Representative Tournament Director and Charlie Huber (from CCYL) as the Host Tournament Director.

ACTING STATE REPRESENTATIVE TOURNAMENT DIRECTOR

In the event it becomes necessary, the State Commissioner or his Designated Regional Representative shall have the authority to appoint an Acting State Representative Tournament Director to assist the State Representative Tournament Director with the operation of the tournament.

Babe Ruth Rules & Regulations: 11.06-3

TOURNAMENT PAYMENT POLICY

Each team is required to pay a tournament participation fee of \$350. The fee should have been paid at the State tournament meeting on 14 June 2010, but if not then must be paid prior to the start of the tournament. Payment must be made by check payable to "CCYL". We are not set up to accept credit cards. Teams that withdraw after the State meeting will not receive a refund and will incur a penalty fee of an additional \$350. If payment is not received in full before a team's first game, then that team will not participate in the tournament and their scheduled games will be considered forfeits.

OPERATION & ADMINISTRATION

The State Commissioner or his Designated Representative will have full authority in making decisions pertinent to the operation and administration of the tournament. All decisions made will be in accordance with Babe Ruth Baseball Rules & Regulations.

Babe Ruth Rules & Regulations: 11.06-3

DISQUALIFICATION OF PARTICIPANTS

The State Commissioner or his Designated Representative shall have the authority to remove any player(s), coach or manager for actions detrimental to Babe Ruth Baseball. Any misbehavior on or off the field could cause disqualification of a manager, coach, player or the entire team from the tournament.

Babe Ruth Rules & Regulation: Power of Commissioners (All levels)

Note: Disqualified individuals may be sent home at their own expense prior to the end of their team's participation in the tournament.

TEAM ARRIVAL

All team members and coaches shall arrive together. Should there be extenuating circumstances which prohibits anyone from arriving with the team; permission must be granted by the State Commissioner or the Designated Representative for that individual to participate in the tournament.

Only the State Commissioner or the Designated Representative has the authority to prevent a player from participating in the tournament.

RESCHEDULING OF GAMES

The State Commissioner or his Designated Representative shall have the authority to reschedule games that have been suspended or cancelled due to weather.

Note: This rescheduling will be done with, and based on recommendations from, the Host League President or Host Tournament Director.

TEAM CREDENTIALS

The State Commissioner or his Designated Representative shall have the jurisdiction over the credentials of the teams participating in the tournament. The State Commissioner or his Designated Representative will check the credentials and they will remain in his/her possession until such time as the team is eliminated or the tournament ended.

Babe Ruth Rules & Regulations: 11.04 – Note.

HOST COMMITTEES

The Host League President or Host League Tournament Director shall have jurisdiction over the committees of the tournament such as concessions, fund raising, etc.

FIELD READINESS

The Host League President or Host League Tournament Director shall have jurisdiction over the grounds crew that the field is ready for play before each scheduled game.

STATE REPRESENTATIVE TOURNAMENT DIRECTOR DUTIES

1. Be responsible for total operation of the tournament
2. Be responsible for rescheduling games
3. Meet with team members, managers, and coaches upon arrival and obtain team credentials and eligibility documents and retain them until the team is eliminated.
4. Conduct orientation for managers, coaches and umpires
i.e. review all tournament rules and regulations as well as ground rules.
5. Be responsible for the conduct of umpires
6. Be responsible for obtaining a protest committee before each game.
7. Coordinate pre-game practices for each team
i.e. each team is allowed 10 min, infield practice with the home team going first.
8. Be responsible for making sure games start on time.
9. Be responsible for checking the paperwork of all tournament teams.

HOST LEAGUE

1. Serve as liaison between the State Representative Tournament Director and all local committees.
2. Be responsible for the operation of all local committees.
3. Ensure that everything is ready for a successful tournament.
4. Field Maintenance: Ensure that the field is in proper condition for play each day. If not, make sure the proper people are involved to fix it.
5. Protest Committee (3 per game)
6. Official score keeper
7. Umpires (2 per game, 3 for final). It is highly recommended the umpires be Cal Ripken or Babe Ruth certified and have patches on their shirts
8. Cal Ripken or Babe Ruth approved Tournament baseballs

MANAGER'S INSTRUCTIONS

A REPRESENTATIVE FROM EACH DISTRICT OR THE MANAGER OF EACH DISTRICT CHAMPION TEAM MUST ATTEND THE STATE TOURNAMENT MEETING

1. **Credentials** – Refer to the credentials checklist to make sure you have everything you need. Without proper credentials your team will not be permitted to play in the tournament. (manager and 2 coaches must be certified to walk onto field)
2. **Uniforms** – Each team member must have a different number on his uniform shirt. Uniforms do not have to be identical but the manager, coaches and players must all wear uniforms that are similar. The State Commissioner has determined that Managers and Coaches may wear matching shorts and polo-style shirts instead of the same uniform the players are wearing, but this is ONLY for the State Tournament level. Full uniforms will be required at the Regional Level and higher.
3. **Patches** – Leagues may choose to wear the shoulder emblem or hat emblem. Emblems must permanently affix to the uniform or hat. Official Babe Ruth Baseball shoulder emblem #792 must be worn on each team member's left uniform sleeve. Any player or coach not wearing a shoulder patch or hat emblem is ineligible for tournament play.
4. **Number of coaches** – In accordance with Babe Ruth Baseball Rules & Regulations, Tournament Regulation 11.02 -1 team composition – each tournament team may consist of fifteen (15) players, one (1) manager and two (2) coaches. Only the player, manager coaches and one bat boy/girl will be allowed on the playing field and in the dugout. All such adults and bat boy/girl must be in uniform.
5. **Scorekeeper** – Each team is allowed a scorekeeper. The scorekeeper will not be in uniform and will not be allowed on the field or to participate in coaching activities. Scorekeepers are not allowed in the dugout.
6. **Conduct** – Each manager and coach is responsible for his personal conduct on and off the diamond as well as each team member's. All are officially placed on notice that we want everyone to enjoy themselves at the State Tournament, but that no conduct which could be interpreted as detrimental to the basic aim of Babe Ruth Baseball, which is "building better citizenship", will be tolerated. Individual leagues shall be held responsible for the actions of their parents and fans. The leagues are liable for damages and any unauthorized expenses incurred by their tournament team players, coaches or managers.

OTHER

ADMISSION

Admission and parking for all games is **FREE**. There will be 50/50 raffles at each game to help offset tournament costs. The 50/50 raffles are purely voluntary, however participation is encouraged. You are also encouraged to buy food and drink from our concession stand.

ALCOHOL OR TOBACCO PRODUCTS

Absolutely NO alcohol is permitted inside the park. No tobacco products are permitted in any public areas of the park, including fields, bathrooms, concession areas, and play grounds. If an individual must smoke, it must be in the parking lot and butts must be disposed of properly. Failure to comply with these rules will result in immediate ejection from the park for the duration of the tournament.

AWARDS

Individual trophies will be awarded to the championship and runner-up teams' players. All other teams will receive individual participation awards of varying types. Awards will be presented at the completion of each team's final tournament game. Both competing teams from the game, including the team that is not finished with the tournament, are requested to stay and view the awards presentation.

BATTING CAGES

CCYL has 3 batting cages, located behind the concession stand between fields 9 and 10. The batting cages are for use by tournament teams only, and players **MUST** be accompanied by a coach in each cage. Batting cages are available first-come-first-served. Each team has 20 minutes maximum in the cage when other teams are waiting.

Note 1: **BATTING HELMETS ARE MANDATORY FOR ALL PLAYERS!!!**

Note 2: **NO STEEL CLEATS ALLOWED, ONLY RUBBER SOLED SHOES!!!**

BENCHES, DUGOUTS, & ON-DECK BATTERS

Home team will occupy the 3rd base dugout. CCYL will provide a cooler of ice water with cups in each dugout for each game. Some of the dugouts at Laurel Springs are not covered. Teams are permitted to bring portable tents or may secure tarps over the dugouts to provide shade during their games. Everything brought to the dugout must be removed at the completion of each game, including trash, tents, and tarps.

On-Deck Batters: For safety, all on-deck batters must stand behind the batter, i.e. for a right-handed batter the on-deck batter must stand near the 3rd base dugout.

Due to safety reasons, **ALL on-deck batters MUST have a helmet with a face mask.**

CONCESSIONS

The CCYL concession stand is located between fields 9 and 10. It will be open from approximately 9:00am until 9:00pm the weekend of the tournament and 6:00pm to 9:00pm during the week. It is strongly encouraged that all food and drink at the tournament be purchased from the CCYL concession stand. There are also a few areas with grills that are open to the public, but charcoal will be needed. Gas grills are not permitted inside the park. There are also numerous eating establishments within 10 minutes of the park.

CONDUCT

Each manager is responsible for his own personal conduct as well as the conduct of his coaches, team, and spectators, both on and off the diamond. The goal is for everyone to enjoy themselves in the spirit of friendly competition, setting good examples for the kids, and building better citizenship. Any misconduct will not be tolerated and could result in individuals or entire teams being disqualified from the tournament and sent home without delay at their own expense.

DIRECTIONS TO LAUREL SPRINGS REGIONAL PARK

The tournaments will be held at Laurel Springs Regional Park at 5940 Radio Station Road in La Plata, Maryland 20646. Specific driving directions can be obtained from any starting address by utilizing Charles County Parks web site:

(<http://www.charlescounty.org/pf/pg/parks/facilitiesXjls.htm#laurel>). Choose the "Driving Directions" at the bottom address and obtain directions specific to your location. Or you can use www.mapquest.com. General directions are listed below.

1. From the Washington Beltway (I-95 South)

- a. Take exit **7A/MD-Rte 5 (Branch Avenue) South**.
- b. Continue on **MD-Rte 5/US-301 South** into Waldorf for about 10.1 miles.
NOTE: Staying on **MD-Rte 5** requires a left turn in Waldorf but don't do that. Stay straight & it will change into **US-301 (Crain Highway) South**.
- c. Continue South on **US-301 (Crain Highway)** from Waldorf for about 10.7 miles
- d. Turn **LEFT** onto **Washington Avenue** and go about 0.9 miles. (Note: If you accidentally miss Washington Avenue don't panic. Just continue driving for about 1 more mile and turn left onto Rosewick Road.)
- e. Turn **LEFT** onto **Rosewick Road** and go about 1.6 miles.
- f. Turn **RIGHT** onto **Radio Station Road**.
- g. Follow **Radio Station Road** for 0.5 miles, turn **LEFT** into the park entrance and continue straight back to the parking lot for fields 9 and 10.

2. From South and East (St. Mary's or Calvert Counties)

- a. Take **MD-Rte 5 North** toward Waldorf/La Plata.
- b. Turn **LEFT** onto **Md-Rte 488 (La Plata Road)** toward La Plata.
- c. Continue on **MD-Rte 488** for about 5.4 miles.
- d. Turn **RIGHT** onto **Radio Station Road**.
- e. Laurel Springs Park entrance is about 1 mile, turn **RIGHT** and continue straight back to the parking lot for fields 9 and 10.

DIRECTIONS TO WHITE PLAINS PARK, FIELD C

If there are rainouts it is possible some games may be held at White Plains Regional Park, Field C, 1015 St. Charles Parkway, White Plains, MD 20695. Specific driving directions can be obtained from any starting address by utilizing Charles County Parks web site:

(<http://www.charlescounty.org/pf/pg/parks/facilitiesXjls.htm#laurel>). Choose the "Driving Directions" at the bottom address and obtain directions specific to your location. Or you can use www.mapquest.com. General directions are listed below.

1. From the Washington Beltway (I-95 South)

- a. Take exit **7A/MD-Rte 5 (Branch Avenue) South**.
- b. Continue on **MD-Rte 5/US-301 South** into Waldorf for about 10.1 miles.
- c. Turn **LEFT** onto **Mattawoman-Beantown Rd/MD-Rte 5 South** toward Leonardtown. Do **NOT** stay straight because that changes into **US-301 (Crain Highway) South**.
- d. Continue on **MD-Rte 5 South** for about 3.3 miles until you come to a traffic light. Go straight through the light onto **St. Charles Parkway**. Do **NOT** turn left onto **MD-Rte 5 South**.
- e. Stay on **St. Charles Parkway** for about 5 miles.
- f. Turn **LEFT** into **White Plains Park**.
- g. **White Plains Regional Park** is near the corner of **St. Charles Parkway & DeMarr Rd**. Once you turn into the park, continue straight all the way to the dog park. You will pass the golf course on your right, the Skate Park on your left, soccer fields & concession stand on your left, & a playground on your right. Park your car & walk passed the dog park, up the hill to **White Plains Park Field C**.

2. From South and East (St. Mary's or Calvert Counties)

- a. Take **MD-Rte 5 North** toward Waldorf/La Plata.
- b. Turn **LEFT** onto **Billingsley Rd** and go about 2-3 miles.
- c. Turn **LEFT** onto **St. Charles Parkway** and go about 0.7 miles.
- d. Turn **LEFT** into **White Plains Park**.
- e. White Plains Regional Park is near the corner of St. Charles Parkway & DeMarr Rd. Once you turn into the park, continue straight all the way to the dog park. You will pass the golf course on your right, the Skate Park on your left, soccer fields & concession stand on your left, & a playground on your right. Park your car & walk passed the dog park, up the hill to White Plains Park Field C.

DIRECTIONS TO WHITE PLAINS PARK FROM LAUREL SPRINGS

1. From Laurel Springs Park to White Plains Park

- a. Exit Laurel Springs Park.
- b. Turn **RIGHT** onto **Radio Station Rd**. Follow to end.
- c. Turn **RIGHT** onto **St. Charles Parkway**. Go about 2 miles
- d. Turn **RIGHT** into **White Plains Park**.

DRESS CODE

Players are required to wear matching uniforms and hats for game play. Official Cal Ripken Baseball Shoulder Emblem is required on the uniform's left sleeve or the hat emblem. Players are not permitted to wear any items on either arm when pitching. Players must wear rubber cleats (no metal cleats). **Managers and coaches must wear matching "uniforms" whether they be full uniforms like the players or matching shorts & polo shirts.** However, this is only for the State level. At Regional's & beyond the coaches must have full uniforms that match the players.

FOUL BALLS

Please be alert for batted balls. All foul balls are to be returned to the scorer's table.

GAME BASEBALLS

The tournament host will provide game baseballs for all games. Teams must bring practice balls.

GAME REPORTING TIME

Players and coaches must be in uniform at the field at least one (1) hour before their scheduled game time.

JEWELRY

Players are not allowed to wear jewelry during games. This is a safety issue. The only exception will be made for jewelry worn for medical reasons. In those cases, the item must be taped to the body before the player will be allowed to play. The team will receive a warning if a player wears jewelry during the game. Any players found wearing jewelry after the warning will be ejected from the game.

LINE-UP CARDS

Each team should make out four (4) line-up cards with first and last names, batting order, uniform number, and position. One card each for the opposing team, umpire-in-chief, official scorekeeper, and announcer. Note: the line-up card for the announcer should have phonetic spelling for correct pronunciation.

LODGING INFORMATION

There are numerous area hotels in the Waldorf/La Plata area for your stay during the tournament. There are also numerous restaurants in the area for a variety of tastes. We are not partnered with any of them but a few hotels are listed below for easy reference.

1. **Sleep Inn – La Plata**
6890 Crain Highway
La Plata, Maryland 20646
(301) 392-0065
Only approximately 3.5 miles from the park & by far our #1 recommendation!

2. Clarion Inn – Waldorf
45 St. Patrick's Drive
Waldorf, Maryland 20603
(301) 645-8200
Approximately 7.5 miles from the park

3. Hampton Inn – Waldorf
3750 Crain Highway
Waldorf, Maryland 20603
(301) 632-9600
Approximately 7 miles from the park

4. Best Western – La Plata
6900 Crain Highway
La Plata, Maryland 20646
(301) 934-4900
Approximately 3.5 miles from the park

5. Comfort Inn – Waldorf
11765 Business Park Drive
Waldorf, Maryland 20602
(301) 932-4400
Approximately 10 miles from the park

6. Econo Lodge – Waldorf
11770 Business Park Drive
Waldorf, Maryland 20602
(301) 645-0022
Approximately 10 miles from the park

7. Days Inn – Waldorf
11370 Days Court
Waldorf, Maryland 20603
(301) 932-9200
Approximately 7.5 miles from the park

8. Super 8 Motel – Waldorf
3550 Crain Highway
Waldorf, Maryland 20603
(301) 932-8957
Approximately 7.5 miles from the park

MERCHANDISE

Teams are given the opportunity to pre-order souvenir T-shirts, but a limited number will still be available throughout the tournament until the supply runs out. **To pre-order T-shirts please email order form to jcaron@comcast.net, jeffery.caron@gdit.com, AND charleshuber@comcast.net NLT 30 June 2009.**

***T-Shirt Order Form for MD State CR/BB 12U 50/70 All Stars
MUST be submitted NLT 11pm Wednesday June 30th to jcaron@comcast.net,
jeffery.caron@gdit.com, AND charleshuber@comcast.net***

SIZES RUN SMALL SO ORDER THE NEXT SIZE UP!!!

Team District & Name: _____

Manager's Name, Cell Phone, & email: _____

T-Shirts are White, micro-mesh pre-shrunk 100% Cotton, multi-colored Tournament Logo on front, Team Names, Players & Coaches' Names on back. \$20 each.

Note: sizes run small so it is strongly suggested you order the next size up!

Team T-Shirt Order, Number of Shirts Ordered by Size:

Youth Small (YS): _____

Youth Medium (YM): _____

Youth Large (YL): _____

Youth Extra Large (YXL): _____

Adult Small (AS): _____

Adult Medium (AM): _____

Adult Large (AL): _____

Adult Extra Large (AXL): _____

Adult Extra Extra Large (A2XL): _____

Total # of Shirts Ordered: _____

Total Cost (\$20 per shirt): _____

SIZES RUN SMALL SO ORDER THE NEXT SIZE UP!!!

Make out 1 team check for the total order cost, payable to "CCYL" & submit it with your Credentials Book on Friday July 9th.

Note: this is a **binding order** for your team. Shirts will be pre-ordered July 1st.

Email this form to jcaron@comcast.net, jeffery.caron@gdit.com, AND charleshuber@comcast.net NLT 11:00 pm on Wednesday June 30th. There will be a small number of shirts on sale to the general public, but they are 1st-come-1st-served, and the supply likely won't last long, so pre-ordering them is by far the preferred method. Thanks!

Please send your team roster to jcaron@comcast.net, jeffery.caron@gdit.com, **AND** charleshuber@comcast.net NLT 28 June 2009 so that the names of all the players and coaches can be printed on the back. The roster should be sent in the following format:

DISTRICT #: TEAM NAME (LEAGUE NAME & TEAM NICKNAME)
PLAYERS NAMES LISTED IN ALPHABETICAL ORDER

EXAMPLE:

DISTRICT 5: CCYL CHARGERS

TIMOTHY ALFONSECA

MATTHEW HUBER

CODY MYSTIC

NICHOLAS YOLANSKY

ETC.

MANAGER: RONNIE LAGRANGE

COACHES:

MIKE PARCHET

FRED YONTA

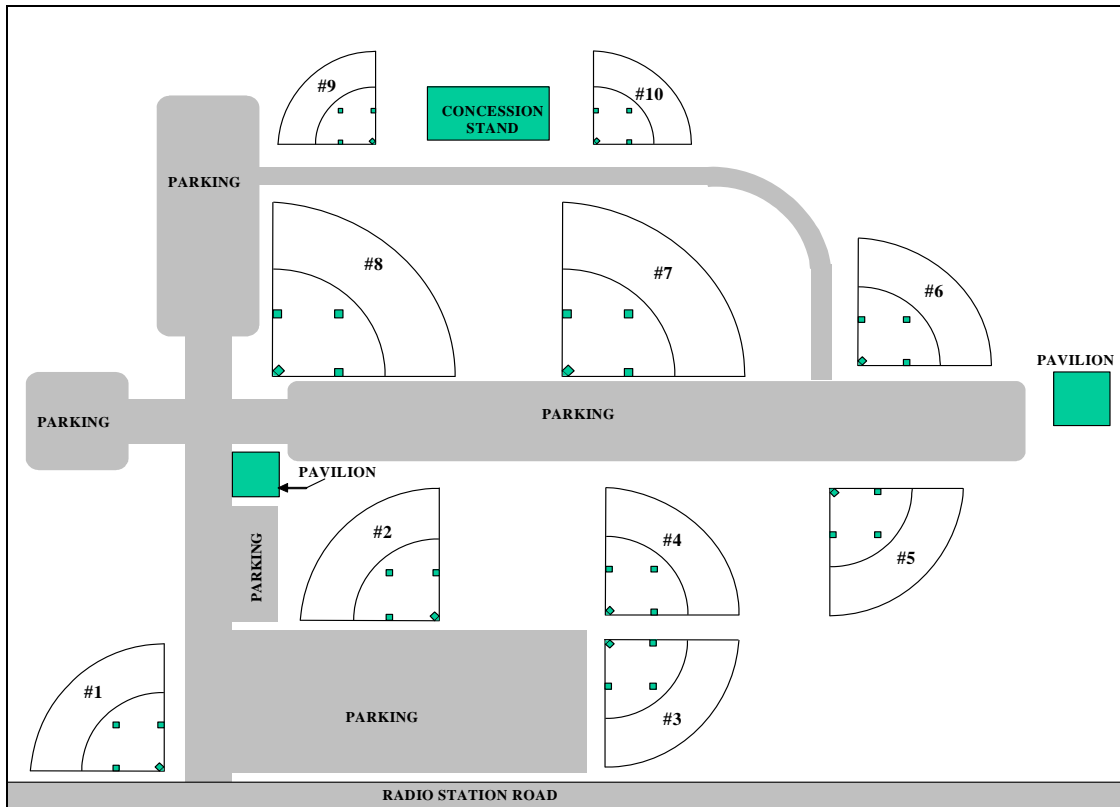
If you do not send a team roster you will not get the individual players names on the t-shirt. The goal is to have every player & coach in the tournament listed on the t-shirt!

Other assorted Cal Ripken Baseball merchandise will be on sale throughout the tournament.

OPENING CEREMONY – CREDENTIALS CHECK-IN & SKILLS
COMPETITION

All team managers are to report to the Welcome Table near the Concession Stand between fields 9 and 10 NLT 6:00pm at Laurel Springs Park on Friday July 9th. Managers will turn in their team's credentials book then and receive their pre-ordered T-shirts upon payment (please have one check per team payable to "CCYL"). Teams are to assemble near the batting cages behind the concession stand by 6:00pm which is when the Opening Ceremony will begin. Teams will be announced to the crowd and will take a place along the edge of the outfield grass, starting on the 3rd base side and finishing near the 1st base side. There will be a short Opening Ceremony and then players will disperse to different fields for the Skills Competition which will begin at approximately 6:30pm (see detailed information below).

PARK LAYOUT



PARKING

There is plenty of free parking available inside Laurel Springs Regional Park. Please refer to the map layout above to identify the parking areas. Do not park in areas other than those indicated and do not park on the grass. Make sure to respect the handicap spaces since these will be enforced.

PETS

For safety reasons, pets are not permitted at Laurel Springs Regional Park.

PHOTOGRAPHER

There will be a photographer on duty taking action photos of the kids during the games. There will be many terrific items on sale, including the standard photography packages plus lots of innovative things like FATHEADS, magnets, and more. They will be handing out business cards, but also please check them out at www.sportpicsdirect.com.

PITCHING MOUNDS

Regulation pitching mounds have been installed on fields 6 and 10 for this tournament. However fields 5 and 9 are multi-use county fields so will have temporary portable pitching mounds installed. The intent is to play all games on fields 5, 6, 9, and 10, however inclement weather may force the use of other fields. Field 1 does not have a mound. If we are forced to use field 1 or other fields then we will do our best to get temporary portable pitching mounds. However, it is possible that games played on field 1 or other fields might be played on a flat pitching surface as they are multi-use county fields.

PLAYING RULES

Refer to Rule 11.05 for all the tournament rules, but here are a few common ones that all managers should be aware of:

Balks

Rule 8.05: Balk Penalty: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first base on a hit, error, base on balls, hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk. Cal Ripken Division – Penalty – Delayed dead ball if pitcher was in act of delivering pitch. Otherwise the ball is dead and penalties will be enforced.

NO BALK WARNINGS!!!

Contact Rule

If a runner attempting to reach home plate intentionally and maliciously runs into a defensive player in the area of home plate, he will be called out on the play and ejected from the game. The objective of this is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner for the obvious purpose of crashing the defensive player, rather than trying to reach home plate. Obviously this is an umpire's judgment call. Note: While there is no "must slide" rule, the runner must either slide or attempt to avoid contact or be at risk for being ejected for violating the "no contact" rule.

Courtesy Runners

Speed Up Rule for the Catcher. It is MANDATORY to run for the catcher with 2 outs. The courtesy runner must be either the last player out (2nd out of the inning) or a legal substitution.

Ejections

If a player, manager, or spectator is ejected from a game they will have to immediately leave sight and sound of the field. Failure to leave could result in their team forfeiting the game. Additionally, they will be suspended from the next game as well, and not be within sight or sound of the field.

Intentional Walks

This is not automatic. The pitcher is required to pitch to the batter.

Line-Up

There must be exactly nine (9) players in the starting line-up at all times, to start and finish a game. There is no Extra Hitter (EH) allowed and you cannot bat the entire roster.

Official Games

Rule 11.05.7: All Cal Ripken tournament games shall be six (6) completed innings, unless the home team leads at the end of 5 ½ innings of play (or unless extended because of a tie score - games must continue with no time limit until there is a winner). **In the event a game is called before completion, it shall be completed from the point of discontinuance.**

Rule 11.05.8: 10 Run Rule - Tournament game must be terminated 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.

Pitching Limitations

Rule 11.05.4: No pitcher in Cal Ripken tournament play shall be allowed to pitch in more than six innings in any two consecutive tournament games within the same tournament level. Note: If a pitcher delivers one pitch in an inning he shall be charged for one inning pitched.

Pitching eligibility regulations will be in effect throughout the entire tournament level.

Pitching limitations, if applicable, will not begin over (reset) at the beginning of the single-elimination competition.

Protesting Games

Rule 11.05.10: A Protest Committee shall be appointed before each game. The Protest Committee will consist of three members: one person designated by each team before the game begins, and one CCYL official (usually the announcer). A manager must immediately claim a violation of a rule at which time play will be suspended until the Protest Committee has made its decision. The Protest Committee's decision will be final! No protest, except on player eligibility, will be honored after the next play or after a game has been completed.

Re-Entry Rule

Any of the nine (9) starting players may withdraw and re-enter once provided such player occupies the same batting position whenever he is in the line-up. A substitute who is withdrawn may not re-enter. However, re-entry of already used players is allowed if all substitutes have been used and injury occurs, or a player is ejected. Selection of the substitute must be made by the opposing manager. The injured or ejected player, once removed from the game, cannot re-enter.

Ten-Run Rule

All games will be terminated once becoming regulation (4 full innings if the visiting team is winning, 3.5 innings if the home team is winning) if one team is ahead by 10 or more runs and have equal times at bat or the home team is leading.

Trips to the Mound

Rule 11.05.6: Refer to rule 8.06 with the following exception: the second trip to the mound in the same inning to the same pitcher shall automatically result in the removal of that pitcher from the game as a pitcher only.

Warming Up a Pitcher

Anyone warming up a pitcher, whether he is on the mound or on the sidelines, must wear protective headgear.

PRACTICE FIELDS

There are several fields available for practices, first-come-first-served. Laurel Springs field 6 (70 foot diamond) may be used when available. Additionally there are several local schools that have fields available for practice. Matula Elementary School is located at 6025 Radio Station Road, La Plata, MD 20646, about ½ mile up the street from Laurel Springs Park. There are also several fields at Milton Somers Middle School (300 Willow Lane, La Plata, MD 20646) and Mitchell Elementary School (400 Willow Lane, La Plata, MD 20646), both just a short drive from Laurel Springs Park.

PRE-GAME PRACTICE SCHEDULE

If time permits, the Home team will be able to take the game field 30 minutes prior to the scheduled start time for 10 minutes of infield/outfield practice (no batting practice). Visiting team will be able to take the game field 20 minutes prior to the scheduled start time for 10 minutes of infield/outfield practice. Please be careful not to mess up the lines, especially the batter's box. Both teams must be in their dugouts (home team will occupy the 3rd base dugout) for the 10 minutes prior to game time for announcements.

RAIN OR INCLEMENT WEATHER POLICY

In the event of rain or inclement weather, the number to call for field conditions or game cancellations is (301) 934-2541. CCYL also has a wonderful web site (www.ccyouthleague.org) which we will do our best to maintain for the tournament keeping it current with scores and game cancellation information. CCYL will try our best to maintain the game schedule and keep the fields playable. Our first priority is the safety of the players. Lightning observed or Thunder heard at the Laurel Springs Regional Park will result in suspending the game and immediate removal of the players from the field until inclement conditions are not observed over a 30 minute time period.

SKILLS COMPETITION

A Skills Competition will be held on Friday July 9th after the Opening Ceremony, beginning at approximately 6:30pm and ending at approximately 9:00pm. If players are late arriving we will do our best to get them into the competition, but cannot guarantee spots due to time constraints.

The Skills Competition is meant purely as a fun way to kickoff the tournament, though prizes will be awarded to the winners. Every team may enter players in the 3 different skills competitions as follows:

Home Run Derby: 1-2 players

Turn-Two: 6 players required

Base Running: 1-8 players

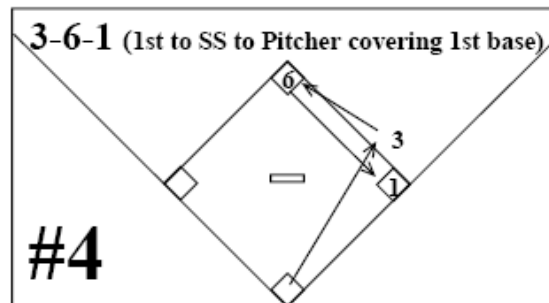
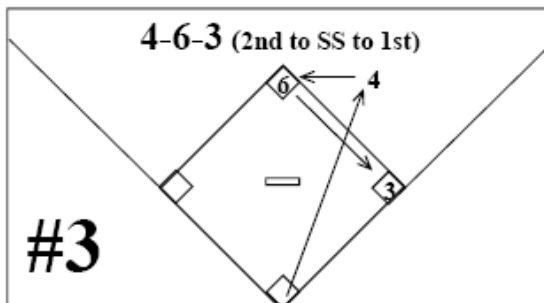
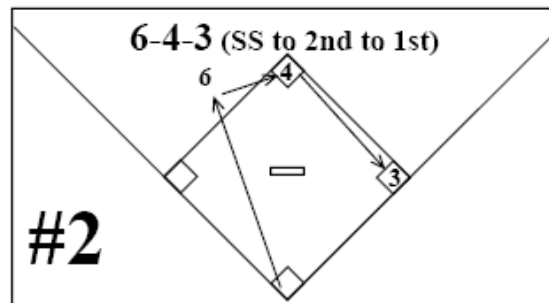
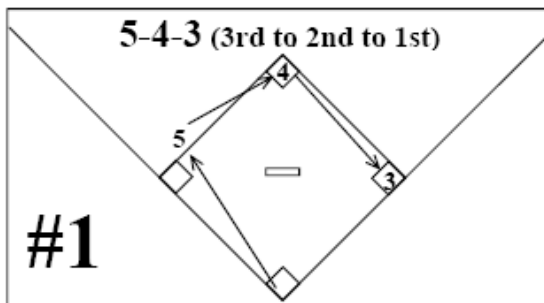
Players may only compete in one (1) of the three (3) skills competitions. It is up to the team as to which skills competition each player will be participating in. Please fill out the Roster below and bring it with you.

Home Run Derby

1. Up to two players from each team may participate in the Home Run Derby.
2. Participants must bring their own pitcher to pitch to them for the derby.
3. Each participant will receive 10 "outs" (any swing that doesn't result in a homerun is an 'out').
4. The individual with the highest number of home runs will be the winner. If no home runs are hit, the player with the longest hit will be declared the winner. If there is a tie for most home runs, or if there are no home runs and there is not a clear longest hit, then the remaining players will have a 5 swing playoff (most home runs after 5 swings wins) to determine the winner.

Turn-Two Competition

1. Each team will have a fielder at all 6 infield positions (pitcher, catcher, 1st, 2nd, 3rd, and SS).
2. A ground ball will be rolled to a fielder (machine will roll grounders to 3rd, SS, 2nd, & 1st). The fielder must catch the ground ball and then throw to second base to start the double play. The fielder covering 2nd base must touch the base and then throw to 1st base to complete the double play. The 1st baseman (or pitcher covering first) will then throw the ball back to the catcher. The rotation of "hits" will be: 3rd baseman, shortstop, 2nd baseman, 1st baseman (pitcher covers 1st base), catcher (bunt rolled out in front of home plate), pitcher (ground ball rolled to pitcher). See diagrams below for 3rd, SS, 2nd, & 1st to get the idea.
3. Once the catcher receives the throw and places the ball in the bucket, the next ground ball will be rolled out.
4. MISSED GROUND BALL - the fielder can choose to play the ball or raise his hand for a new ground ball.
5. OVERTHROW - If there is an overthrow, the player that was to receive the throw can choose to go after the ball or pick up a replacement ball. Replacement balls will be kept in a bucket behind the pitcher's mound. In either case, the player must first touch the base that the throw was originally intended for and then throw to the next base.
6. FAILURE TO TOUCH BASE - If a player covering 1st or 2nd base does not touch the base there will be a 3 second penalty.
7. The competition will be timed from the start of the first groundball to the completion of the last double play (catcher places ball in bucket). A failure to record any one of the "outs" will result in a 3 second penalty. Each team will get 2 turns, only 1 turn will count. The lowest time will be the one that counts for that team. The team with the lowest time will be the winner.



Base Running

1. Up to 8 players from each team may participate in the base running competition. Each team must use all of the remaining players who did not participate in the Home Run Derby or Turn-Two competitions.
2. Each player must run around the bases once as if running out an inside-the-park home run, for a total of 4 bases.
3. Once a player touches home plate then the next player can take off running from home plate. If a player misses a base or leaves home plate early then there will be a 3 second penalty
4. Once all players from a team have completed one trip around the bases each, the team's total time will be divided by the number of runners the team had participating, thus giving the teams an average score for time to run out a home run (1 trip around the bases). This evens out the competition for teams that have a different number of participants.
5. The team with the lowest average time will be the winner.

Note: CCYL reserves the right to slightly modify the above rules depending on varying circumstances & time constraints.

Team Skills Competition Roster

Home Run Derby (up to 2 players)

1. _____

2. _____

Turn-Two (6 players required)

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

Base Running (up to 8 players)

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

Managers: Please make 3 copies of this roster. You keep the original & then present one copy at each competition to the person organizing the event.

TOURNAMENT FORMAT

The tournament will consist of a pool play format as mandated by Babe Ruth League, Inc. The blind draw at the State meeting determined each team's division in the tournament pool. No team will be permitted to play more than two (2) games in a calendar day. The pool play rules and schedule were derived directly from the Babe Ruth League web site. The scheduled fields and times were made as fair and equally as possible.

Pool Divisions

Pool A

A1 – Calvert
A2 – Queen Anne
A3 – Western Frederick
A4 – Urbana
A5 – Mt. Airy
A6 – Broadneck

Pool B

B1 – Kent Island
B2 – CCYL
B3 – Glade Valley (GVAA)
B4 – UMAC
B5 – Bel Air
B6 – PG

Schedule

Assuming the weather cooperates, below is the schedule. In the event games have to be suspended or postponed, the schedule will be adjusted as necessary. Note: If many games are postponed it may be necessary to play games during the day on weekdays or even to continue the tournament past July 16. It also may be necessary to play more than one round of the single-elimination competition on the same day.

Pool Play

Time	Field	<u>Saturday July 10</u>
10:00 AM	5	MT. AIRY @ BROADNECK
10:00 AM	6	QUEEN ANNE @ CALVERT
10:00 AM	9	KENT ISLAND @ GLADE VALLEY
10:00 AM	10	PG @ BEL AIR
1:30 PM	5	WESTERN FREDERICK @ QUEEN ANNE
1:30 PM	6	BROADNECK @ URBANA
1:30 PM	9	UMAC @ BEL AIR
1:30 PM	10	GLADE VALLEY @ CCYL
5:00 PM	5	URBANA @ CALVERT
5:00 PM	6	MT. AIRY @ WESTERN FREDERICK
5:00 PM	9	CCYL @ PG
5:00 PM	10	UMAC @ KENT ISLAND

Time	Field	<u>Sunday July 11</u>
10:00 AM	5	BEL AIR @ CCYL
10:00 AM	6	PG @ UMAC
10:00 AM	9	WESTERN FREDERICK @ BROADNECK
10:00 AM	10	URBANA @ MT. AIRY
1:30 PM	5	KENT ISLAND @ PG
1:30 PM	6	BEL AIR @ GLADE VALLEY
1:30 PM	9	CALVERT @ MT. AIRY
1:30 PM	10	BROADNECK @ QUEEN ANNE
5:00 PM	5	GLADE VALLEY @ UMAC
5:00 PM	6	CCYL @ KENT ISLAND
5:00 PM	9	QUEEN ANNE @ URBANA
5:00 PM	10	CALVERT @ WESTERN FREDERICK

Single-Elimination Competition – Top 3 Teams from each Division Advance

Time	Field	Monday July 12
7:00 PM	9	Game 1: 3rd POOL B @ 2nd POOL A
7:00 PM	10	Game 2: 3rd POOL A @ 2nd POOL B

Time	Field	Tuesday July 13
7:00 PM	9	Game 3: Game 2 Winner @ 1st POOL A
7:00 PM	10	Game 4: Game 1 Winner @ 1st POOL B

Time	Field	Wednesday July 14
7:00 PM	10	Game 5: Game 3 Winner vs. Game 4 Winner
		Higher Seed Home Team or Coin Flip if Same Seed

DETERMINATION OF POOL PLAY STANDINGS

When competition begins with pool play format, each division will play a pool play schedule as determined by the commissioner under whose jurisdiction the tournament falls. At the end of the pool play schedule, a pre-determined number of teams from each division will advance to the single-elimination competition. Participating teams will be advised, in writing, prior to the start of tournament competition how many teams will advance to the single-elimination round. For the 2009 12U 50/70 tournament there are 20 teams, 4 divisions of 5 teams each (determined by random draw at the State Meeting on June 14th), and the top 3 teams from each pool advances to the single-elimination competition.

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 Team B and Team C during pool play. Result - Team A advances, which 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 back 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, 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.

2010 MD State CRBB 11U 50/70 All Star Team Managers/Reps Info

<u>Team Name</u>	<u>Manager/Rep</u>	<u>Phone #</u>	<u>Manager Email Address</u>
STATE REPRESENTATIVE	Gil Green	(202) 340-8436	gilbiskit@aol.com
HOST TOURNAMENT DIRECTOR	Charlie Huber	(240) 299-6479	charleshuber@comcast.net charles.huber@navy.mil
CALVERT	Jay Cleary	(443) 624-6042	MJHCleary@comcast.net
QUEEN ANNE	Brian Pinder	(443) 496-0141	QABaseball@aol.com
WESTERN FREDERICK	Andy Roberts	(301) 788-7677	andyroberts@comcast.net andyr@vertexcommunication.com
URBANA	Don Barry	(202) 579- 8631	D_Barry@acs.org
MT. AIRY	Jim Allnutt	(301) 525-8766	jmt.allnutt@att.net
BROADNECK	Daryl Hartley	(443) 926-4918	daryl_hartley@yahoo.com
KENT ISLAND	Steffan Sonneveldt	(410) 703-3114	vp@KIYBSC.org
CCYL	Mike Hanks	(301) 399-6474	mkhnks@comcast.net michael.a.hanks@navy.mil
GLADE VALLEY	Travis McCrory	(301) 305-2139	Travis.McCrory@securitasinc.com
UMAC	Greg Carver	(301) 512-5110	gregscarver@gmail.com gcarver@presidio.com
BEL AIR	Paul Exter	(410) 375-0120	peexter@usgs.gov paul@exters.com
PRINCE GEORGE'S	Jeff Tolson	(301) 643-4096	jefftolson@netzero.net