



2021 Pembroke "Kids Helping Kids" Summer Invitational Tournament

Official baseball rules as stated in the official Cal Ripken League rule book have been accepted as official with the exceptions of those listed below:

Registration

- Any representative league player who does not exceed the maximum age using April 30 as the cutoff date will be eligible to compete in the tournament.
- A team roster will be set at a maximum of fifteen players with four adult coaches. No bat persons allowed. The player's roster must remain fixed throughout the tournament based upon the roster submitted prior to the start of the tournament.
- A team roster and birth certificates of each player should be available for review by the tournament director at any point during the tournament.
- The president or other league official must certify (by signature) and be responsible for the eligibility of each player submitted on the team's official team roster.

Pitching

- A player may pitch no more than nine innings in a tournament and no more than six innings in one game.
- One pitch equals 1 inning
- Each manager will be allowed only two trips to the mound per inning or for a total of five in a game with a single pitcher, at both points in time the pitcher must be removed from the pitching mound.
- A pitcher removed from the game may not re-enter the game as a pitcher.
- A pitcher who hits 2 batters in one inning or 3 batters in one game must be removed as the pitcher.
- There will be no balks.
- There will be no intentional walks
- Warm up pitches are limited to 8 in the first inning pitched and 5 at the start of each subsequent inning.
- Curve balls are not allowed – Only fastballs and change ups are allowed
- Should an umpire believe a pitcher is throwing a curve, the pitcher will be given a warning
- The second offense will require the pitcher to be removed from the game

Rule Exception: 8 year old tournament - pitching limit is 2 innings per game and no more than eight innings in a tournament.

Rule exception: 8 year old tournament – trips to the mound are limited to 3 times per inning or a total of 5 times in one game per a single pitcher.

Tournament Play

- Teams should be present thirty minutes prior to the start of scheduled games
- A fifteen-minute delay will be allowed to field a team. However, if a team still cannot field a complete eligible team after the allotted time period, the umpire will call the game and the team unable to field a team of eligible players will forfeit 6-0. If both teams are unable to field a team it will be considered a forfeit for both.
- In the case of a continued or suspended game, if a team is unable to field a team of eligible players, the manager will be allowed to use the last nine players taken out of that game to replace the missing player(s).
- Prior to the game, a tournament official will conduct a coin flip with the managers of each team to determine the home team.
- The home team for the championship game will be the higher seed as determined based upon the tie breaking rules.
- The teams should exchange line-ups prior to the start of the game.
- The home team will keep the official scorebook - teams are encouraged to verify the score at the end of each inning.
- At the conclusion of the game, the home team is responsible for completing the scoring and pitching summary and turning in to the snack bar or a tournament official.
- All players must remain on the bench when their team is batting. There will be no 'on deck' circle. The 'on deck' batter should wait with helmet on, at the end of the team's dugout. This player is prohibited from swinging the bat for obvious safety reasons. The umpire will stop the game if the players are not inside the bench area. When a team is on the field, all players not playing should remain on the bench.
- All bats must be USA Baseball certified.
- The umpires will explain ground rules.
- Teams have the option of batting either the 9 current field players or the entire team. Should a team choose to bat the entire lineup, they may choose to freely substitute throughout the game. Both situations are subject to the minimum play rule.
- Every player on a team roster will participate in each game for a minimum of six outs in the field and one at bat in the first six innings. All players who are unable to play in a game, because of injury or other reason must be reported to the opposing coach and a tournament official. If by the judgment of the tournament committee this rule was intentionally violated, then forfeiture will be invoked.
- **Rule exception: 8 year old tournament will employ a 10th field player who must be on the field as a 4th outfielder. All outfielders at the 8 year old level must play at least 10 feet beyond the start of the outfield grass.**
- Stealing is allowed. This rule will reinforce the need to back up throws back to the pitcher and to back up the catcher's throws to any base. **(Please see 8 year old stealing rules addendum for more details).**
- Runners may not leave the base until the pitched ball crosses the plate.
- The ball is considered "dead" when controlled by a player on the pitcher's mound.
- Runners may advance from 3rd base on pass balls or wild pitches. They may also advance on overthrows to the pitcher or throws to any base.

- **Delayed stealing is prohibited.** A delayed steal is defined as a runner who is in a stopped position or who has not made a clear attempt to steal the base – attempting to advance as the ball is being thrown to the pitcher. Runners can advance from a stopped position on an overthrow to the pitcher or if a throw is made to either the base the runner would advance to or is leaving from (i.e., runner on first who comes to stop can advance on a throw to first base, second base or overthrow to the pitcher)
- No slash bunts. Batters will be called out and the ball will be dead.
- Runners must slide or avoid contact at all bases. Players must attempt to avoid contact with other players in tag-out situations. Failure to do so or blatant disregard for the safety of another player, as determined by the umpire, may lead to ejection and a mandatory one-game suspension.
- If a player, manager, coach, or scorekeeper is ejected from a game, they are automatically suspended for the next game as well. The individuals must leave the playing field area immediately and will not be allowed on the bench for their one game suspension.
- If a parent or fan is ejected from a game, they are automatically suspended for the remainder of the tournament and must leave the playing facility immediately.
- Batting helmets must be worn by players while batting, on base as a runner, as a base coach, by the bat person while out of the dugout, and by any player being used as a spotter for a pitcher.
- Players warming up pitchers must wear a mask at all times. Warming up pitchers on the sideline requires a spotter.
- Metal spikes are not allowed.
- **Rule Exception - The 8 year old tournament shall have a 10 run maximum per inning.**
- A pinch runner can be utilized for any player who finished the previous inning as either a pitcher or catcher. The pinch runner will be the player who made the last out.
- The infield fly rule is in effect.
- **Rule exception: 8 year olds – infield fly rule will not be used**

Definition of games

- A ten run lead after four complete innings or a completed inning thereafter will constitute a complete game. Should the game be completed prior to the start of the 5th inning, the minimum play rule is not in effect. Should the game be completed prior to the start of the 6th inning, the minimum field play rule will be amended to 3 outs.
- There is a 2 hour time limit for each game. No inning shall be started 2 hours after the start of the game. – Game start time is determined by the first pitch. The last inning started before the 2 hour mark shall be completed.
- The team leading at the end of this inning shall be declared the winning team.
- Games are six innings in length and become official after four innings have been completed, or after three and a half innings if the home team has scored more runs than the visiting team.
- Games may end in a tie (pool play only), if no team has scored more runs than the other after 6 innings or after becoming an official game as noted above. Exception being the championship game where a winner must be determined.
- If there is a tie after the last inning as defined by the 2 hour rule, the game shall end as a tie, exception being the championship game where a winner must be determined.

- Games suspended shall be completed with the 2 hour rule still in effect based upon the initial start, stop and any restarts. Suspended games shall be completed based upon tournament rules.
- The head coach is the only coach permitted to approach the umpire with a question/concern.
- All suspended games will be continued at the point where the umpire suspended play.
- Make-up games will be rescheduled at the discretion of the tournament committee.
- No smoking, open fires or grills will be allowed within the playing complex.
- Any protest will be settled by the tournament committee before resuming play.

Location of Coaches

- **Team is batting:** Coach at first base, coach at third base – both coaches need to stay within the coach's box. One additional coach is allowed outside the dugout but must stay within the front portion of the dugout.
- **Team is fielding:** Only one coach is allowed outside of the dugout area. He/she must remain in the area in front of their team's dugout. The other coaches must remain in the dugout or in the entrance to the dugout.

Tiebreakers

- When 3 teams are involved, if one team is eliminated, then the other two go head to head for the remaining tie breakers.
- Head to Head between all teams involved.
- Runs Allowed (all games). At this point, if one team is eliminated, then the other two go back to head to head.
- Lowest single game runs allowed.
- Three way coin toss. Odd man loses, then a two way coin toss.

Stealing - 8 Year old Division ONLY

No stealing will be allowed on wild pitches or passed balls that go past the dead-ball line (catcher). A straight line will be marked from the left side of the backstop to the right side of the backstop that is perpendicular to the mound. The line should be behind the catcher and slightly after the umpire. Any pitched balls that go past the catcher and the dead ball line will be considered dead; therefore, no runners on base can advance. The goal is to create more force plays at second and third and limit the number of walks that turn into triples within a few pitches. Pitched balls that are blocked or stay in front of the dead ball line are considered "live" and runners may advance a single base at their own risk.

- If there is an overthrow by the catcher during any steal attempt, the runner may not advance an additional base. This is to encourage catchers to attempt to throw out base runners advancing.
- Stealing of home will not be allowed. A runner on third base can only advance home on a batted ball or a bases loaded walk.
- Runners may not advance on overthrows or any miscues on the ball being returned from the catcher to the pitcher.
- There is no limit to the number of bases stolen at one time.
- If a team is ahead by 6 or more runs, that team is not allowed to steal.
- The final decision on any stealing play is at the discretion of the umpire.

Backstop

Umpire

Dead Ball Line