



MISSISSIPPI

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

02/18/09

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 of your line up and inform both the opposing coach and the press box. This player cannot enter that 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. **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. **BASEBALL:** The baseball that is to be used in the tournament is the Official Babe Ruth, Cal Ripken Rawlings Ball.
8. **TEE:** A tee is used in the 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 center 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.



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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 catchers' 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 three 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 base and third base coach will be allowed at their prospective 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.



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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 Umpire-in-chief for the game, and will call fair or foul, plays at home base, and assist with calls on the bases and base awards.
22. **LINE-UPS:** 1 copy to the score box and 1 copy to the opposing coach, (10) minutes before game time. First initial, last name, and number are required.
23. **WATER COOLERS:** will be allowed. **Ice chests** will not be permitted in the park. Ice and water will be provided by 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.



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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. (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 forms. (4 copies per player)
 - f. Letter of league eligibility
(These documents must be in a 1-inch ring binder, with a protective plastic Cover sheet.)
2. All managers and coaches must be in uniform.
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 the Home Team.