

Babe Ruth League, Inc.
East and West Tennessee

CAL RIPKEN ROOKIE 8's and ROOKIE 7's

BASEBALL TOURNAMENT

(To be used for State Tournaments)

TOURNAMENT RULES

1. **Pitching Machine**—The Perfect Pitch Arm (™) or other sling-arm pitching machine will be used in State Tournament play.
2. **Rookie 8 year-olds Age Group:** All players must be registered with Babe Ruth League, Inc. and cannot turn nine (9) before May 1 of the tournament year.
Rookie 7 year-olds Age Group: All players must be registered with Babe Ruth League, Inc. and cannot turn eight (8) before May 1 of the tournament year.
3. **Player roster:** 12 – 15 player roster with 10 players batting in order (11 if using EP).
 - a. An extra player (EP) can be used as the 11th batter. If a team elects this option, it must start with the EP and end with the EP or forfeit the game. Otherwise, a minimum of 10 players are required to start the game.
 - b. There will be four (4) outfielders. ALL outfielders must remain in the grass area of the outfield until ball is hit by batter (cannot be positioned in the infield at any time).
 - c. The player that assumes the pitcher's position must remain within the radius circle (8 ft. diameter), behind the machine, and on one side or the other until the ball is hit. If the pitcher violates any of these requirements, the **(1)** The play will stand, even if the pitcher is involved in the play, and **(2)** the umpire(s) will warn the violating pitcher's manager that if that same pitcher violates one or both requirements again, the player will have to be removed from the pitcher's position. The player can assume another position but cannot re-enter as a pitcher in that game.

NOTE: The pitcher position is only a reference to a “fielder's” position (does not throw a pitch). Therefore, there is NO “number of inning pitched” rule for the player in the position. A “courtesy runner” is not allowed for the pitcher.

- d. The catcher takes the catcher's normal position in full gear.

4. **Game Length:** Six (6) innings. Each batter receives a maximum of five (5) pitches. If the batter strikes out, or if the ball has not been hit into play after five (5) pitches, the batter is out.
 - a. If the batter fouls of the 5th pitch, the batter will receive pitches as long as the batter continues to foul pitches. NOTE: any fouled bunt after two (2) strikes is an out.
 - b. The half inning is over when three (3) outs are made.
 - c. The batter is out if the batter swings on a third strike and misses the ball. A foul-tip on a third strike (or 5th pitch) and caught by the catcher is also an out.
5. **Field Dimensions:** Standard Cal Ripken Division base length of 60 ft.
6. **Pitching Machine Placement and Settings:** The pitching machine is placed at 46 ft. with a speed of 43 mph (established when the ball crosses home plate) for the Rookie 8's Division and 38 mph for the Rookie 7's Division. The front two legs of the machine must be placed in front of the pitching rubber (best if up against the front edge of the rubber or at least the front edge of any underground base for the pitching rubber). Coaches are allowed only to adjust the thumb screw, should the ball begin to come to the batter "too high" or "too low". Only umpires may decide if other adjustments should be made.
7. **COACH FEEDING MACHINE & UMPIRES:**
 - a. A coach will feed the machine. Machine should be checked prior to batting. Only the umpire may make adjustments to the machine., other than the fine-tuning thumb-screw.
 - b. The umpire(s) is/are allowed to declare "no pitch" if the umpire judges that it is not reasonably hittable. This is a judgement call and thus not subject to protest.
8. **Dead Ball:**
 - a. The ball is declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base tagged.
 - b. The ball will be declared dead when a player is injured and the umpire's judgment is unable to continue the play.
 - c. If a batted fair ball hits any part of the pitching machine without touching any defensive player first, the ball is immediately dead. The batter is awarded first base. All other runners return to the base they occupied before the ball was hit

unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the machine, it is a live ball. If a batted fair ball touches an umpire (or coach feeding machine) in fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher, the ball is dead and the batter is awarded first base. All other runners return to the base they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base.

- d. If a thrown ball hits any part of the pitching machine, it is a live ball.
9. **Infield Fly Rule:** there is NO INFIELD FLY RULE.
10. **Catcher:** The catcher takes the normal position in full gear. Catcher catches the ball (or retrieves a missed, non-batted ball) , gives the ball to the umpire, the umpire places the ball into the bucket or umpire ball bag. The catcher DOES NOT throw the ball back to the player on the field or to the coach feeding the machine.
11. **Bunting:** Bunting is allowed. However, NO FAKE BUNTING IS ALLOWED. If the batter offers to bunt, then the batter must bunt the ball or pull the bat back to take the pitch. If the batter offers to bunt, pulls the bat back, and then swings at the pitch, the batter will automatically be declared out by the umpire.
12. **Courtesy Runner:** The catcher may have a courtesy runner run for them every time that they are up to bat. Each courtesy runner used must be a player who is not in the game at the time. Each courtesy runner may only pinch-run once per inning.
13. **Base stealing:** Base stealing is not permitted. Runner(s) leaving their base(s) before the batter hits the ball or before the ball reaches home plate shall be regulated by the Special Base Running Rule found in the current edition of the Babe Ruth League Baseball rule book according to comment #3 under the Cal Ripken Baseball – Rookie and T-Ball League Rules and Regulations found in the same rule book. The runner(s) will not be called out.
14. **Baseballs:** Must use approved Cal Ripken baseballs.
15. **Run rule:** the ten-run rule (4 complete innings, or 3 ½ innings if the home team is ahead) will be in effect (tournaments only). NOTE: For Districts and State Tournaments, a run rule of 20 after 2 complete innings or 15 after 3 will also be in effect.
16. **Umpires:** Two (2) umpires will be on the field at all times (one on the field and one at home plate, behind the batter).
17. **Credentials:** As specified in the current Cal Ripken Rule Book.

18. **Patches:** Cal Ripken Baseball patches must be displayed as specified in the current Rule Book.
19. **Rules Not Specified**—Any other rule not specifically modified for this age group and covered within this document will be played in accordance with the current rules for Cal Ripken Baseball.

Adopted November 20, 2019 for 2020 Season
Approved by Doug Strong, State Commissioner
Remains in Place Until Further Notice