



**CAL RIPKEN -- 7-8 YR. OLD
PITCHING MACHINE
STATE TOURNAMENT**

1. TIME LIMIT: One hour and twenty minutes or (6) 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 the game and cannot bat, it is an out. If a child is sick before the 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. A second pitcher may be used at the discretion of the head coach. **The pitcher(s) will be placed to the side of the machine, within (4) feet of and behind the rear of the machine base. The pitcher(s) may not be beyond the rear of the machine base before the ball is put in play.** Penalty: If the ball is not hit the umpire shall declare "no pitch". If the ball is hit the offensive coach may choose between the play and "no pitch".
4. RUNS PER INNING: (6) runs per inning.
5. CONTACT RULE: Babe Ruth rule: 6.05 (m) shall apply
6. DEAD BALL: Time will be called by the HOME PLATE UMPIRE when no runner is advancing.
7. PITCHING MACHINE: **The Louisville Slugger Perfect Pitch Machine speed will be set on 40 MPH at 46 feet (approximately 36 to 38 mph) at home plate. The rear of the machine will be placed 46 feet from home plate.** The umpires may adjust the machine at the beginning of any inning to maintain consistency. The machine may be adjusted during an inning with the consent of both coaches or if deemed necessary by the Umpire-in-Chief. Any batted ball striking any part of the pitching machine or the individual feeding the machine will be called dead. The batter will be awarded first base. **No runners may advance unless forced.**
8. 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.
9. THE CATCHER: Must wear a face mask, helmet, mitt, chest protector, shin guards, and a protective supporter with cup.
10. COURTESY RUNNER: Will not be allowed.
11. INFIELD FLY: Will not be in effect.
12. BUNTING: Will be allowed. **(The batter may square to bunt and pull the bat back to take a pitch, but he cannot square and then swing away)** Penalty: *The batter is out, the ball is dead, and no runners may advance.*
13. STEALING: Will be permitted. **Cal Ripken Baseball Special Base Running Rules** (a, b, c) shall apply. Passed balls will be live. At no time can a runner advance to home plate if he is on third base when the pitch is made, unless the catcher throws to a base in an attempt to make a play on a baserunner. Stealing will not be allowed on a "no-pitch".
14. BATTER IS OUT: After three strikes. If, in the umpires judgement, the machine delivers a ball out of the strike zone a "no pitch" will be called unless the batter swings in which case it will be called a strike. 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 and 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.

15. COACHES: On offense a first base and third base coach will be allowed on the field. On defense, coaches must remain in their dug out. One coach may stand directly in front of the dugout for the purpose of defensive instruction.
16. 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 (fair) batted ball that bounces over, rolls through or under a fence will be a ground rule double.
17. RUN RULE: If a team is ahead by (15) runs after (3) complete innings (2 ½ for home team), (10) runs after (4) complete innings (3 ½ for the home team) the game will be called. If a team is ahead by (7) runs after (5) complete innings (4 ½ for the home team) the game will be called.
18. GAME TIME: Be at field at least (30) minutes prior to game time.
19. UMPIRES: (2) –The field umpire will feed the pitching machine, call strikes, “no pitch”, and call plays on the bases. **The senior umpire shall be Umpire-in-chief for the game.** Home plate umpire will call, fair or foul, plays at home plate, leaving early and assist in calling plays on the bases. **Both umpires may stop play by calling time out**---- ***Any thrown ball striking an umpire is in play.***
20. LINEUPS: (1) copy to score box and to opposing coach (30) minutes before game time. First name, last name and uniform number are required.
21. Tobacco use is prohibited.
22. Refer to the Cal Ripken Tournament Rules and the Official Baseball Rules for situations not covered in these rules.

Cal Ripken 7 & 8 Tournament Rules and Requirements

1. The tournament team manager must place in the custody of the tournament officials the following documents prior to the start of competition:
 - a. Accord certificate of coverage of group accident insurance policy.
 - b. Certificate of coverage of league’s commercial general liability insurance policy.
 - c. Tournament team roster certified and signed by the league president.
 - d. Babe Ruth League, Inc. letter of tournament eligibility form.
 - e. Consent for treatment forms.
 - f. Three (3) team photos, 5x7 or 8x10 (preferably 8x10 in black & white). All players and coaches listed on the Official Team Roster must be in this picture. Players and/or coaches missing from the photo will not be permitted to participate. On a separate sheet of paper, attached to the back of each photo, with the name of the league typed at the top, identify each person, starting with the bottom row, left to right.
 - g. **Babe Ruth Coaching Certification I.D. Card or Certificate:**
Place these documents in a clear plastic paper savers.
(These documents must be in a 1 inch ring binder, in protective plastic cover sheets)
2. **All managers and coaches must be in uniform.** Refer to rule 1.11
3. A ball stamped “Official Babe Ruth League Baseball” shall be used in all tournament play. Rawlings is the only official Tournament Baseball to be used for all District, State, Regional, and World Series competition.
4. It is recommended that each tournament team roster include a minimum of (12) players with a maximum of (15) players, (1) manager, and (3) coaches.
5. All managers, coaches and players are required to wear the Official Cal Ripken Baseball shoulder emblem on the left sleeve of their uniform. Managers and coaches wearing pullovers must have the emblem on the left sleeve or chest.
6. Before each game the managers will meet with a tournament official for a coin toss to determine home team.