



Wood Bat Tournament Rules



The Babe Ruth League, Inc. Baseball Rules and Regulations & Official Playing Rules of Baseball will be used for all tournament games, with the following modifications.

All Divisions

Bats: Only 2 ¼" barrel bats shall be used for the tournament.

Batting Lineup: Teams have the option of batting nine players, 10 players, or the entire roster. This shall be declared at the plate talk.

Cleats: Only molded rubber cleats may be worn by the players.

Courtesy Runners: A courtesy runner will be allowed for the pitcher and catcher only. Only eligible substitutes should be used. In the event an eligible substitute is not available, the last runner called out may act as a courtesy runner.

Home Team: The home team for all pool round games shall be determined by a coin flip at the start of the game. For the knockout rounds and championship game, the higher seed will serve as the home team.

Intentional Walks: Intentional walks will be granted upon request.

Jewelry: The wearing of jewelry is not permitted at any level.

Mercy Rule:

15 Runs after three innings (or 2 ½ innings if the home team is ahead)

10 Runs after four innings (or 3 ½ innings if the home team is ahead)

8 Runs after five innings (or 4 ½ innings if the home team is ahead)

Pitching:

Cal Ripken Baseball - Tournament Pitching Rules These pitch count limitations will apply to all tournament games played.

There are no limitations on the number of innings a pitcher may pitch in a tournament (bracket or pool play) game subject to the following pitch count limitations:



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TOURNAMENT PITCHING REST REQUIREMENTS				
AGE	DAILY MAX (PITCHES IN GAME/DAY)	REST PERIOD		
		0 Days	1 Day	2 Days
9-10	75	1-40	41-65	66+
11-12	85	1-40	41-65	66+

1. If the pitcher reaches the maximum pitch count limit while facing a batter, he may continue to pitch until the batter reaches base safely or is put out.
2. **Intentional Walk Rule** – An intentional base on balls may be given by the defensive team by having its catcher or coach request the umpire to award the batter first base. This may be done before pitching to the batter or on any ball and strike count. The ball shall be declared dead before making the award.
3. All pitchers must adhere to the pitch count rest requirements before pitching in another tournament game.
4. All players have full pitching eligibility beginning at each level of tournament competition.
5. Games in which an ineligible pitcher has been used, as specified above, shall be declared forfeited. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a preparatory (warm-up) pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Tournament Officials are urged to take precautions to prevent protests.

Official Pitch Count Record

1. The home team scorekeeper is designated as the official pitch count statistician. The pitch count statistician shall record all pitches for both teams.
2. The pitch count statistician must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager has the ultimate responsibility for knowing when his/her pitcher must be removed to meet the mandated rest requirements.

The official pitch count statistician should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted above. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count statistician to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

The home team head coach shall report all pitching totals (jersey number, first/last name and pitches thrown for all pitchers from both teams) to the Tournament Director upon the conclusion of the game.



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Pool Play:

Each team shall play each other team in the pool once. Upon the conclusion of pool play, the teams will be reseated with the #4 and #3 seeds playing each other in a consolation game. The #2 seeds will play for third place and the #1 seeds will play for first and second place.

Protective Head Gear: Catchers must wear a hockey style catcher's helmet that protects the entire head. A two piece helmet/mask is illegal and shall not be worn. Batting helmets must cover both of the player's ears. **Note: Coaches warming up pitchers in a squatting position either on the field or in the bull pen must also wear a mask.**

Protests: A coach must protest at the time of the occurrence. If a protest is made, the game shall be stopped and the tournament director will be summoned. The tournament director will then rule as to the validity of the protest. **Note: Protests can only be made on a rule interpretation error and not on a judgment call. Any protest pertaining to a judgment call will be denied.** All protest decisions made by the tournament director are final.

Slide Rule: Runners must either slide directly into the base or away from the defensive player in an attempt to avoid contact. Runners judged to be in violation of the rule, shall be called out. If in the judgment of the umpire a second out could have occurred, but was prevented by the illegal slide, the batter/runner shall also be called out.

Time Limit (Pool Games Only):

No new inning shall start after 1 hour and 45 minutes, and shall stop at 2 hours. If an inning has not been completed, the score shall revert to the last completed inning. If the score was tied, the game will be recorded as a tie.

Tie Breakers:

Win – Loss record
Head to Head
Fewest Runs Allowed
Run Differential with a Maximum of 10 Runs per game.

Minors (9U/10U)

The 9U/10U divisions utilize Cal Ripken 46'/60' base running rules. Players may not attempt to steal until after the ball has crossed home plate. The penalty for leaving the base early is that all runners are returned to the base that they occupy at the time of the pitch (the result of the pitch stands). If the defense throws out the runner, the out will stand.

Players who attempt to steal before the ball crosses home plate, and the ball is hit, play will continue until any out(s) are recorded. Upon the completion of play, the umpires will determine where the runner(s) are to be placed. In any instance, a base runner may only advance one base beyond the previously occupied base. Any outs made on the play shall stand.



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Players who attempt to steal before the ball crosses home plate, and the ball is bunted, play will continue until any out(s) are recorded. If the bases are loaded, the runners shall move up one base, but no run will be allowed to score. Any outs made on the play shall stand.

In Minors play, the dropped third strike does not apply and a batter shall be declared out. Runners may attempt to advance at their own risk.

Since a base runner cannot steal, no balks shall be called.

Majors (11U/12U)

The 11U.12U divisions utilize Cal Ripken 50'/70' base running rules. Runners may lead off and steal at any time.

Balks: All balks shall be called without warning. All balks are a live ball. If a batter hits the ball and a balk is called, the offensive team has the choice of accepting the balk, or taking the results of the play. The third base to first base (3-1) move is illegal and shall be called a balk.

Dropped Third Strike: If there are less than two outs, and first base is unoccupied, or two outs, and first base is occupied, a batter may attempt to run to first base on a dropped third strike.