

# West Linn Battle of the Bridge

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## 2018 Tournament Rules

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**NO SUNFLOWER SEEDS ARE ALLOWED AT ANY OF THE TURF FIELDS**

**ALL GAMES PLAYED WITH CAL RIPKEN APPROVED BATS ONLY**

Tournament Directors:

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**WINNING TEAMS MUST TEXT SCORES TO AT LEAST ONE OF THESE DIRECTORS WITHIN 15 MINUTES AFTER THE END OF EVERY GAME, OR BE SUBJECT TO A FORFEIT AT THE TOURNEY DIRECTOR'S DISCRETION.**

- **The 2018 Official Cal Ripken** rules shall govern in all tournament play except as outlined below.
- **Ages:** All players are to be under the division's age limit. A player's "baseball age" is his age as of April 30, 2018.
- **Set Roster:** No floating rosters, players can only participate on one team per tournament.
- **Batting Order and Substitution.** Teams will have the option of batting 9, 10, or their entire roster. Example: if a team rosters 13 players, they may not choose to bat 11 or 12. If they choose to bat 10 or the entire roster, all players not currently playing in the field will be scored as an EH which will represent a position the same way a shortstop or centerfield would. If batting the entire roster, an out will be recorded if any batting spot is vacated during the course of the game.

If a team finishes the game with fewer players than they started, the team must take outs in the vacant positions (NO EXCEPTIONS).

Teams are allowed free defensive substitutions throughout the game. A player may enter the game at any time defensively without entering into the batting order. The only time a player must check in and become an eligible substitute is when replacing a player in the

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batting order. Example: a substitute may play left field every other inning without actually taken the place of the starting left fielder in the batting order as long as the substitute is never granted an at bat.

All age divisions will allow re-entry one time for the starter.

- **No substitution runners** allowed except for injured player. In that case the last out is runner. Injured player may not return to game.
- **Slug bunts** are NOT allowed per Cal Ripken rules.
- **Leading off** is not allowed in 46'/60' divisions. Runners must not leave the base prior to the pitch crossing the plate. Leading off is allowed in the 50'/70' division (11u-12u/70 division only).
- **Dropped 3<sup>rd</sup> strike** is not in effect in the 9U and 10U divisions only.
- **Home team:** Home Team will be decided by coin toss prior to the start of each pool play game and team traveling farthest makes call. During bracket play, the team with the best seed is Home Team.
- **Dugouts:** No assigned dugouts in Pool Play. During Bracket Play, Home Team is assigned 3<sup>rd</sup> base dugout. All teams are responsible to clean up all trash and debris in the dugout after each game.
- **Pitching:** Pitchers may not pitch more than 6 innings in two consecutive games with a cap of 12 maximum innings for the tournament. Tournament pitch limits ARE NOT BASED ON PITCH COUNTS, though we strongly encourage teams to manage pitchers in this regard. Each Manager must turn in pitching card to Tournament Director at the conclusion of each game (texts ok). One pitch thrown during an inning constitutes an inning pitched. The starting pitcher can reenter the game as a pitcher unless they have been A) taken off the mound on a manager's second visit that inning or B) they have

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exceeded the 6 inning max. Violation of pitch maximums or failure to submit pitching logs each day results in a forfeiture of that game.

- **Rainouts:** In the event of a rainout during a game and after waiting a substantial amount of time (tournament director's discretion), the team leading the game in the last completed inning will win the game. In the event of a tie or if the game has not started yet, a coin flip will be used to determine which teams move forward.
- **Time Limit:** All games shall be 6 innings unless called by the time limit or Mercy Rule. No new inning will start after 1:45 for all games with exception of championships.
- **Inning Run Limit:** There is no run limit per inning.
- **Tie games:** During pool play any game tied at the end of six innings will end in a tie. During bracket play a game tied at the end of six innings or time limit will continue with additional innings using the Kansas City tie breaker rule in effect, with the last batter completing an at bat in the previous inning placed on second base with one out to start the inning. If the game is still tied after 8 innings, the game will revert back to last untied inning with that team winning. If there is no untied inning during the game, coin toss called by team travelling furthest will determine winner. Championship Games that go to extra innings, will have the Kansas City Plan in effect and will be played to its entirety.
- **Mercy Rules:** A 15-run limit after 3 innings and 10-run limit after 4 innings will be in effect for all games including the championship game.
- **All players**, with the exception of the on-deck batter, pitcher warming up, or player about to enter the game, must remain inside the dugout.
- **Speed of Play:** In order to speed up play, warm-up pitches cannot take more than one minute from time of the last out. A new pitcher entering the game during an inning will be allowed at least 6 pitches.

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- **Bats:** All bats must be official Little League/Cal Ripken approved bats. Non-wood bats must bear the stamp of the USABat licensing mark.
- **Protests:** NO protests will be allowed, with the exception of pitching rule violations. In all other situations, the umpire decision is final.
- **Expected Behavior:** All players, coaches and fans are expected to conduct themselves in a fashion that is fitting for this great game. Unsportsmanlike behavior towards the opposing team, umpires or fans will be grounds for ejection from the field for the remainder of the game and could be determined to be for the entire tournament. Head coaches are ultimately responsible for the conduct of their team and fans. Conversations with umpires regarding calls made on the field should come ONLY from the Head Coach. Failure to manage the conduct of the team or restrict any player, coach or fan who has been ejected from the game could be grounds for forfeit. If an Assistant Coach is ejected, the Head Coach is also automatically ejected and both coaches are suspended for the next game as well. The umpire and/or Tournament Director will be the only ones to take action on unexpected behavior.
- **MVP Pins:** Coaches will hand out an MVP pin to a player on the opposing team at the completion of each pool game at the tournament. Coaches should select the MVP based not only on performance on the field, but effort, attitude and exemplary behavior.

### **Bracket Play Placement:**

#### Criteria for placement in Bracket Play

1. Win/Loss record
2. Head to Head record
3. Least runs allowed
4. Most runs scored - - no more than 10 runs per game
5. Coin toss