



Villages Baseball Association 2022 Fireball 6U

Palencia Park:
405 Palencia Village Dr
Saint Augustine, FL 32092

Tournament Director:
Brian Smith 904-704-6967
AJ Ghazanfari 904-874-1004

Tournament Information/Brackets/Scores Available:
www.Villagesbaseball.org
Facebook: Villages Baseball Association

TourneyMachine

TOURNAMENT RULES: The Cal Ripken League Tournament rules and regulations as stated in the rule book are applicable with the following exceptions/revisions:

Batting - All rostered players will be presented in a complete batting order, and that list will be presented to the umpire at the start of each game. Any team with less than 10 batters will take an out each time the 10th batter is scheduled to bat. Each batter will be allowed to swing at the ball until they hit a ball in fair territory or have three complete misses of the ball or four (4) foul balls. A strike shall be called if the bat hits the tee without hitting the ball. (Balls and strikes are treated the same as regular Cal Ripken Baseball rules). A batted ball that does not reach the 25' arc marked in front of home plate and is not fielded by a defensive player is considered a dead ball and considered a foul ball. If a defensive player touches a batted ball before it crosses the 25' line and before the umpire declares the ball dead, it becomes a live ball. Coaches will set the Tee for the batters and assist with Tee when necessary. Coach may position player in the batter's box. There will be no on deck batters.

Fielding - A fourth outfielder will be allowed defensively. There shall be ten (10) players on the defense. Play ends when lead runner is stopped and the umpire calls time out. The pitcher does not have to make a pitching motion before batter swings at ball.

Field marking – A 25' arc will be marked in front of home plate to indicate foul or dead ball area.

Scoring - When any team's sixth run of any inning is scored, the inning shall be considered over, even if the team batting has less than 3 outs assessed against them.

Game length - Six innings (5 ½ if the home team is ahead) no new inning will begin after play has lasted ninety minutes. A game shall be considered regulation if a team is ahead by ten (10) runs after four (4) innings or three and one half (3 ½) by home team and at any time thereafter, if a team is unable to surpass the other team due to the 6 run per inning rule, the game will be terminated. No new inning after 1 hour 30 minutes

Stealing - Stealing will not be permitted and all base runners must remain in contact with the base until the ball is hit.

Overthrows - Players can advance as many bases as possible, until the play is called dead by the umpire or when the ball is returned to the pitcher on the mound, action has ceased and umpire has declared the play over.

Infield fly rule - There will be no infield fly rule.

Defensive players/coaches position - A maximum of six (6) players including the catcher are allowed to play in the infield. Two defensive coaches will be allowed on the field. Coaches must be positioned and remain in foul territory at least 15' beyond first and third base. If any coach attempts to intimidate, coerce or otherwise negatively affect the opposing team, they will be removed from the field/game at the umpire's discretion. An offensive coach is permitted in the area of home plate, position to be determined by the umpire in charge. Pitchers are required to have at least one foot on the pitching rubber.

Time out request - In accordance with the rules of baseball, time out is requested by a coach/player, and then granted by the umpire, at the umpire's discretion. Before a timeout shall be granted to the defensive team in a live ball situation, the defense must cause the offense to cease play (i.e. force the base runner(s) into a non-advancing situation). At the umpire's discretion, play may be stopped if in the judgment of the umpire there is an injury to a player. He would then award runner/batter bases accordingly and to the best of his judgment.

Protests - Will be ruled on immediately by the on duty board member on-site, only the head coach is permitted to protest, judgment calls can not be protested

Ejections – Ejections during a game are for the remainder of that game. Additional punitive action may be imposed at the discretion of the Tournament Director.

Participation - Any player who arrives late to a game may be entered in to the lineup occupying the last spot in the lineup

Age-A player's age may be protested by any team's head coach only. A binding fee of \$100 must be paid, if opposing coach is unable to provide proof of birthdate the player will be removed and \$100 returned to protesting coach. If player is proved to be of correct age the \$100 will not be returned. Coaches are advised to carry a team binder with proof of birthdate.