



2008 Ripken Baseball Tournaments

TOURNAMENT POLICIES, INFORMATION, AND RULES

TOURNAMENT POLICIES

TOURNAMENT PAYMENT POLICY

Listed below are the Ripken Baseball tournament payment policies, failure to abide by these policies may result in the forfeiture of a tournament spot.

- A non-refundable deposit of **\$300** is required for all tournaments.
- To secure a spot in a tournament Ripken Baseball requires a deposit by check or credit card (Credit card preferred).
 - If paying by check there are two options:
 - a. The coach may leave his credit card information with Ripken Baseball. If we do not receive the check within 10 days from date of registration the credit card will be charged the \$300 deposit amount.
 - b. Ripken Baseball will hold the spot for 10 days, if we do not receive the check within 10 days, the tournament spot will become available for another team.
- Final payment for all tournaments is due **ONE MONTH** prior to the start of the tournament.
- Approximately 15 days before the final payment due date an email reminder will be sent to coaches who still have an outstanding balance.
- If final payment is not received by the due date, coaches will be contacted and will be given one full business day to make necessary payment. If there is no contact made after one business day, Ripken Baseball will contact the first person on the wait list for that specific tournament and the original team will forfeit their spot in the tournament.
- If a coach is registering for a tournament inside of one month prior to the start date of the tournament, full payment is required.
- A wait list will be kept for each tournament. Coaches on the wait list will be contacted in the order that their calls were received. When we contact the wait list, coaches will be given 24 hours to get back in touch with us before we move onto the next name or team.
- There are **ABSOLUTELY NO REFUNDS OR CREDITS** given within 14 days of the start date of the tournament.

RAIN / INCLEMENT WEATHER POLICY

◆ **TOURNAMENT / WEATHER HOTLINE #** ****410-297-8817****

In the event of rain we will do everything within our power to stay as close to the game schedule as possible. However, because of limited field availability we may have to deviate from the printed schedule.

- ◆ If and when we need to alter the schedule, we use the following procedures/priorities as our guide:
 1. Our first priority always will be to make sure that each team plays it's minimum number of games
 - We will try to maintain the original schedule as much as possible
 2. We will attempt to have a championship game
 - We will never name a champion of a tournament without a championship game
 - We may eliminate the quarter-final or semi-final round to ensure a championship game
- ◆ Games that do not make it to regulation (*4 complete innings for a 6 inning game or 5 complete innings for a 7 inning game*) due to weather / darkness will be considered a suspended game and will be resumed (if possible) from the point of suspension at the earliest time available. If there is not time to resume the game, it will be considered a complete game at the end of the last complete inning and the team that is winning at that point will be the winner.

WEATHER RELATED REFUND POLICY

- 3 game minimum tournaments
 - Play 1 game – 50% credit or refund
 - Play 2 games – \$100 credit only (no refund)
- 4 game minimum tournaments
 - Play 1 game – 60% credit or refund
 - Play 2 games – 25% credit or refund
 - Play 3 games – \$100 credit only (no refund)

GENERAL INFORMATION

MANAGER'S MEETING

There will be a mandatory manager's meeting held before the beginning of all Ripken Baseball Tournaments. This meeting must be attended by all team managers. Coaches are encouraged to attend as well. This meeting is designed to allow us an opportunity to verify each participant's birth certificates, to explain our philosophy on youth baseball and youth tournaments, to hear and answer any questions you might have, listen to any ideas for future events you might have and to just get to know everyone in a relaxed setting.

ROSTERS

Teams must submit the online roster form with no more than 15 players and 4 adults (1 manager, 2 coaches, and a scorekeeper). **Rosters need to be submitted at least a week prior to the start of the tournament.** The online form is located on our tournament website – www.ripkentournaments.com.

*Each player can only be listed on one roster for each tournament. In other words, a player can not be on two different teams during the same tournament, even if they are in two different age groups.

INSURANCE

Each team is required to carry its own insurance and submit a certificate of insurance to Ripken Baseball prior to the beginning of the tournament. No team will be allowed to play until we have that information and it is verified.

***We must have "Ripken Baseball Camps and Clinics, LLC" and "Ripken Baseball Academy" listed as an 'additional insured' in the certificate holder section of the standard certificate of liability form.** This can be obtained by simply calling your insurance company and asking them to list that on the certificate. **Please note: we are not requesting to be added as a 'named insured' on your policy.** Our address is 1427 Clarkview Rd., Baltimore, MD 21209.

AWARDS

A team trophy and individual awards will be presented to the championship and runner-up teams. Also, a championship game MVP trophy will be awarded for each tournament in 2008.

NO ALCOHOL OR TOBACCO PRODUCTS

Absolutely no alcohol or tobacco products will be permitted on the Ripken Baseball Complex, Ripken Stadium, or any other Ripken Baseball Tournament site. Failure to comply with this regulation will result in ejection from the complex.

PHOTOGRAPHY SERVICE AT RIPKEN BASEBALL COMPLEX

Major League Photos will be on-site providing professional quality team, individual, and action photos for purchase. A time will be set aside for the team and individual photos. Action photos will be taken during game play. Photos will be posted on the internet (www.majorleaguephotos.com) so that they can be accessed by friends and relatives all over the world. Packages will be available for purchase containing basic photos as well as items such as keychains, baseball cards, magazine covers, mouse pads, etc.

MERCHANDISE

Ripken Baseball merchandise will be on sale throughout each tournament. We will have a variety of Ripken Baseball products available at the Academy site. Aberdeen IronBirds merchandise also will be available at the team store (The Hangar) located in Ripken Stadium. Ripken Baseball is also an official vendor of the JUGS Company and can fulfill any of your equipment needs for your team.

UMPIRES

Games played with 60 foot bases (9u / 10u) will have one umpire during pool play. They will have two umpires during all single elimination games. Games with 70 foot bases (11u / 12u) will have two umpires at all games and four for the championship game. Teams that play on the 90ft. diamonds (13u – 18u) will also have two umpires per game and four in the championship game. Umpires will be chosen from a professional organization that services local high school and college programs.

ADMISSION

Admission to all Ripken Baseball tournament events is free.

TOURNAMENT FORMATS

Since our tournaments vary in length, both in number of days and minimum games, we will use a variety of formats throughout the year. Generally speaking, the minimum number of games will be played as pool play games with a semi-final round and championship game to follow for the teams that qualify.

TIME LIMIT

The shortest time limit we will use in any tournament game is 2 hours. Our policy is that no new inning may start after the time limit elapses. The official start time of the game is based on the first pitch and the official start time of each subsequent inning is the first pitch of that inning. Ripken Baseball's expectation is that there will be 2 minutes in between innings. If the time limit is reached during the top of an inning and the home team is winning at the end of that half, the home team will not hit in the bottom of the inning. The time limit will be increased or eliminated (if possible) during the elimination rounds. Time limits do apply to the last games of the day.

TIME IN-BETWEEN INNINGS

We have found through experience that youth teams take too long to clear the field and warm-up in between innings. Our expectation is that teams will take 2 minutes in between innings to come on and off the field and warm up. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work or 5 warm-up pitches every other inning that they pitch in the game. If a catcher is still getting dressed, a coach or another player should be ready to warm-up the pitcher.

By following these guidelines, we expect more games to go to completion instead of being cut short due to the time limit. To illustrate this, see the example below:

Team A and Team B both average 3 minutes in between innings. At the end of the 6th inning, the game time has reached 2 hours and 8 minutes meaning that the game is over due to the time limit. To complete 6 innings, there are 11 "changes" that occur. If both teams averaged 2 minutes in between innings, they would have completed the 6th inning in 1 hour 57 minutes meaning that they could start and complete the 7th inning.

BASEBALLS / EQUIPMENT

Nike game balls will be provided by Ripken Baseball for all games. Teams are to bring their own practice balls. We will also provide a cooler in each dugout with ice water and cups for each game. All other baseball and safety equipment is the responsibility of each team. Some of the dugouts at the Ripken Baseball Complex do not have a cover at the present time. Teams are allowed to bring portable tents to cover those dugouts during the games to provide shade.

PARKING

There is plenty of parking available for parents and coaches at the Ripken Academy. There will be no parking permitted (except for handicapped patrons) in the circle adjacent to Cal Sr.'s Yard or on any of the access roads within the Ripken Youth Academy. Also, DO NOT park on the grass.

CONCESSIONS

A concession stand will be set up at the Ripken Baseball Academy throughout all tournament events. The general hours at the Academy site will be from 10:00am to 5:00pm. The concession stands will not be open in Ripken Stadium during our tournaments.

ATHLETIC TRAINERS

Certified athletic trainers will be on-site at each of our tournament sites. It is important to remember that trainers are not medical doctors. They provide basic first aid, determine the severity of injuries and make recommendations as to whether or not a player should see a doctor or go to an emergency room. Union Memorial Sports Medicine is the official sports medicine partner of Ripken Baseball tournaments. An ambulance will be contacted if an injury is deemed serious enough to warrant such accommodations.

PROTESTS

If a manager feels that a ruling during a game is incorrect, he/she should stop the game and ask for a Tournament Official to resolve the issue before play resumes. We will do everything to resolve issues as they occur, if that is not possible or the team wishes to protest a ruling, we will get a written report from both coaches, the umpires that were officiating the game and the tournament official in order to make a fair and accurate ruling. There will be a \$50 fee for all official protests. Judgment calls cannot be protested.

PETS

Pets are not permitted at Ripken Baseball Tournaments. Our facility, as well as all other satellite facilities, have adopted this policy due to issues in the past regarding pets and pet owners.

HOME / VISITING TEAM

Home teams will be listed first on the schedule. If the dugouts are not labeled, the home team will occupy the first base side.

LODGING / TRAVEL INFORMATION

Ripken Baseball has partnered with several of the area hotels to assure that your stay with us is a quality stay both on and off the field. Hotel Partners include:

- ◆ Wingate Inn (410) 272-2929 www.the.wingateinns.com/aberdeen13084
- ◆ Sleep Inn & Suites (410) 679-2997 www.hesshotels.com
- ◆ Ramada Inn (410) 679-2997 www.hesshotels.com
- ◆ Best Western (410) 679-2997 www.hesshotels.com
- ◆ Holiday Inn (410) 272-8100 www.holiday-inn.com
- ◆ Clarion Aberdeen (410) 273-6300 www.clarionaberdeen.com
- ◆ Hampton Inn (410) 670-6000 www.hamptoninn.com

◆ **Airports**

Baltimore/Washington International Airport (BWI)

Main Telephone: 1-800-435-9294

Approximate distance from Ripken Stadium: 45 minutes

Philadelphia International Airport

Main Telephone: 215-492-2970

Approximate distance from Ripken Stadium: 1 hour, 5 minutes

◆ **Bus Services**

Greyhound

Main Telephone: 410-273-6832

Approximate distance from Ripken Stadium: 10 minutes

◆ **Train**

Amtrak (Aberdeen)

Main Telephone: 410-612-1621

Approximate distance from Ripken Stadium: 10 minutes

DIRECTIONS TO TOURNAMENT FACILITIES

Ripken Stadium and Academy:

873 Long Drive, Aberdeen, MD 21001

From North: Take I-95 SOUTH. Take the MD-22 exit, exit number 85, towards Churchville/Aberdeen. Turn RIGHT onto MD-22 WEST/Churchville Rd. Turn RIGHT onto Gilbert Rd. Turn RIGHT onto Long Dr. Ripken Stadium will be straight ahead. Follow signs to the registration area.

From South: Take I-95 NORTH. Take the MD-22 exit, exit number 85, towards Churchville/Aberdeen. Turn LEFT onto MD-22 WEST/Churchville Rd. Turn RIGHT onto Gilbert Rd. Turn RIGHT onto Long Dr. Ripken Stadium will be straight ahead. Follow signs to the registration area.

From West: Take I-68 EAST. Take the I-70 EAST exit, exit number 82B. Take the I-695 SOUTH exit, exit number 91A. Take the I-95 NORTH exit, exit number 11A. Continue on I-95 to exit number 85, MD-22 WEST. Turn LEFT onto MD-22 WEST/Churchville Rd. Turn RIGHT onto Gilbert Rd. Turn RIGHT onto Long Dr. Ripken Stadium will be straight ahead. Follow signs to the registration area.

From East: Take I-295 SOUTH. Take the I-95 SOUTH exit, exit number 5. Continue on I-95 to exit number 85, MD-22 WEST. Turn RIGHT onto MD-22 WEST/Churchville Rd. Turn RIGHT onto Gilbert Rd. Turn RIGHT onto Long Dr. Ripken Stadium will be straight ahead. Follow signs to the registration area.

Harford Community College (HCC) is located about 5 miles from the Ripken Complex. The directions are the same as above except that you stay straight on Rt. 22 West for about 6 miles after exiting Interstate 95. Turn right onto Thomas Run Road and make the next immediate right into the complex.

Aberdeen High School (Cal Ripken Sr. Field): Take exit 85 off of Interstate 95. Follow the exit to Rt. 22 East. Turn right onto Paradise Road. You will see the school on your left. The field is located behind the school and left of the football field.

Stancill Field: Interstate 95 to Havre de Grace Exit 89, stay right off exits to Route 155. Go down steep hill and stay in right lane. Follow signs to Route 40. Go to light and make right into Route 40. Go to second light on Route 40 and make a left onto Old Post Road. Go over bridge to first light and turn right onto Old Bay Lane; Stancill Field will be on your right.
From Rt. 22 - go east on Rt.22 across I-95 and look for signs for Rt. 40. Turn onto Rt. 40 East toward Havre De Grace. Turn slight right onto Rt.7 (Old Post Road). Turn right onto Old Bay Lane.

John Carroll High School: Take I-95 to exit number 85 towards Churchville/Aberdeen. Turn onto MD-22 WEST. Stay on Rt. 22 West for approximately 10 miles, school will be on your left.

JEWELRY

Players are not allowed to wear jewelry during the games. This is a safety issue. The only exception will be made for jewelry worn for medical reasons. In those cases, the item must be taped to the body before the player will be allowed to play. The team will receive a warning if a player wears jewelry during the game and any players found wearing jewelry after the warning will be ejected from the game.

CELL PHONES

Managers and/or coaches are not permitted to have cell phones or Bluetooth earpieces on the field.

DRESS CODE FOR COACHES

Managers and coaches are not required to be in uniform during the games. However, we do expect the adults on the field to be dressed appropriately.

PIN TRADING

Teams are encouraged to bring team pins with them for trading at the tournaments. There may not be a formal time and place for this, so teams are encouraged to do this prior to or after their games.

2008 Ripken Baseball Tournament Rules

The default rule book for all Ripken Baseball Tournaments will be the Major League Rule Book (American League).

Lineups

- ◆ 9u/10u/11u/12u tournaments will use a 10 bat format in which all nine position players must be in the batting lineup with an extra hitter (EH). Extra hitters are considered defensive positions for substitution purposes. 9u – 12u teams have the option to bat the entire lineup if they choose; however, we will not force the opposing team to do so.
- ◆ 13u/14u/15u/16u/17u/18u teams will use a 9 bat format and have the option of using a DH (designated hitter) for any position player. Teams in these age groups have the option to bat the entire lineup if they choose; however, we will not force the opposing team to do so.

*DH – The DH and the player being hit for are locked together in the same spot in the lineup for substitution purposes

Avoiding Contact – Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they will automatically be suspended for their team's next game with the possibility of further sanctions as well.

Re-entry – Starters may be re-entered once, including the DH, as long as the player occupies the same position in the batting order. If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game. In other words, as soon as another pitcher throws a pitch to a batter (becoming the new 'pitcher of record'), the previous pitcher is no longer able to pitch in that game. If a team substitutes for the pitcher when on offense, but then re-enters the pitcher before going out on defense, that pitcher is still the 'pitcher of record' and can continue to pitch in the game.

Time Limit – No new inning may start after the time limit elapses. The standard time limit for all age groups is 2 hours from the time of the first pitch of the game to the last out of an inning. Games can go into extra innings as long as the time limit has not expired. Pool play games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half. If the home team is trailing and must hit in the bottom half of the last inning, the game will end at the moment the home team scores the winning run or at the moment of their third out.

- ◆ ***Time in-between innings** - We have found through experience that youth teams take on average 3 minutes to clear the field and warm-up in between innings. Our expectation is that teams will take 2 minutes in between innings. Pitchers are permitted to throw 8 warm-up pitches in their first inning of work or 5 warm-up pitches every other inning that they pitch in the game. If a catcher is still getting dressed, a coach or another player should be ready to warm-up the pitcher.*

Intentional Delays – Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike conduct and will not be tolerated at a Ripken Baseball Tournament. The umpires and/or tournament officials at the game reserve the right to eject a coach or player for intentionally delaying a game and possibly declare a forfeit to that team.

Tie-breakers *Runs scored has been eliminated from the tie-breaking system.

Ties are possible in pool play (in the case of a three-way tie, the procedure will go to step two first).

- 1) Head-to-head results (if applicable)
- 2) Average runs allowed per games played
- 3) Lowest single game runs allowed
- 4) Each subsequent lowest single game runs allowed (2nd lowest for each team, 3rd lowest for each team, etc.)
- 5) Coin flip

- *A game featuring teams that are the same seed from different divisions will use a coin flip to determine home team.*

Line-up Cards – Each team must provide their own line-up cards. A copy should be given to opposing team each game.

On-deck batter – all on-deck batters must stay near their team's dugout on the warning track with a helmet on.

Official Scorebook – The home team will keep the official scorebook.

Home/Visiting Team – Home teams will be listed first on the schedule. If the dugouts are not labeled, the home team will occupy the 1st base side.

Jewelry - Players are not allowed to wear jewelry during the games. This is a safety issue. The only exception will be made for jewelry worn for medical reasons. In those cases, the item must be taped to the body before the player will be allowed to play. The team will receive a warning if a player wears jewelry during the game and any players found wearing jewelry after the warning will be ejected from the game.

Cell Phones - Managers and/or coaches are not permitted to have cell phones or Bluetooth earpieces on the field.

of Players – Teams are permitted to play with 8 players due to ejection and/or injury situations

Pool Protection – During the first round of single elimination play of a tournament, we will use "pool protection" to ensure that a team will not play another team from their pool in that first round. For example, for tournaments in which 4 teams advance and the 4th team is a "wildcard", the matchup is normally 1 seed vs. wildcard and 2 seed vs. 3 seed. With "pool protection", if the wildcard team is from the same pool as the 1 seed, the matchup would change to 1 seed vs. 3 seed and 2 seed vs. wildcard.

2008 RIPKEN BASEBALL TOURNAMENTS

RULES SUMMARY SHEET

Rule	9u	10u	11u	12u	13u	14u - 18u
Base path Distance	60'	60'	70'	70'	90'	90'
Pitching Distance	46'	46'	50'	50'	60'6"	60'6"
Game Length	6 innings	6 innings	7 innings	7 innings	7 innings	7 innings
Complete Game	4 innings	4 innings	5 innings	5 innings	5 innings	5 innings
Leads	*crosses plate *Immediate dead ball call if they leave too early (1 st offense per team – warning / 2 nd offense – runner is out)	*crosses plate	yes	yes	yes	yes
Stealing	crosses plate	crosses plate	yes	yes	yes	yes
Stealing Home	yes	yes	yes	yes	yes	yes
Run on dropped 3rd	no	no	yes	yes	yes	yes
Mercy Rule	10 after 4 *Mercy Rule is in effect for all games, including elimination rounds and championship games	10 after 4	10 after 5	10 after 5	10 after 5	10 after 5
Balks	warning <i>Educational purposes only</i>	warning	yes <i>1 warning per pitcher</i>	yes <i>No warnings</i>	yes <i>No warnings</i>	yes <i>No warnings</i>
	*Immediate dead ball for all balks 11u and older (not a delayed dead ball)					
Bats	2-1/4"	2-1/4"	2-1/4" - 2-3/4"	2-1/4" - 2-3/4"	2-3/4" ok	NO 2-3/4" (-3 only)
	<i>*No weight restriction on bats except for 14u and older which will follow NFHS rules</i>					
Cleats	rubber	rubber	rubber	rubber	rubber/metal	rubber/metal
Bunting	yes	yes	yes	yes	yes	yes
IF Fly Rule	no	no	yes	yes	yes	yes
Must Avoid Contact	yes	yes	yes	yes	yes	yes
Lineup	10 bat (w/EH)*	10 bat (w/EH)*	10 bat (w/EH)*	10 bat (w/EH)*	9 bat (DH) **	9 bat (DH) **
	<i>*9u/10u/11u/12u – 10 bat in the lineup with a mandatory EH (extra hitter).</i>					
	<i>**13u-18u – 9 bat in the lineup with the option of using a DH (designated hitter) for any positional player</i>					
	▪ All age groups have the option of batting the entire lineup if they choose; however, we will not force your opponent to do the same for that game. Teams can make this decision on a game by game basis.					
Rosters	No more than 15 players and 4 adults (1 manager, 2 coaches, and 1 scorekeeper) allowed on the roster.					
Re-entry	Starters may be re-entered once, including the DH, as long as the player occupies the same position in the batting order. Starting pitchers may be re-entered, but not as pitchers * <i>*If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game</i>					
Courtesy Runners	There is NO courtesy runner rule for Ripken Baseball Tournaments – all catchers and pitchers run for themselves unless a substitution is made.					
On-deck Batters	All on-deck batters must stay near their own dugout on the warning track with a helmet on.					
Mound Visits	Pitcher must be removed on second mound visit in the same inning or the third overall visit for the same pitcher (all ages).					
Intentional Walk	The pitcher must throw to a hitter during an intentional walk situation (all ages)					
Ejections	If a player, manager, coach, scorekeeper, parent, or fan is ejected from a game, they also face being suspended for the next game and even possible expulsion from the entire tournament. All ejections must be reported to the Director who will make the final determination on eligibility for future games. If a player is ejected from a game, and there is no substitute available, that spot in the lineup will be skipped with no penalty.					
Injuries	If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty.					
Sliding	Head first and feet first slides are allowed.					