

2025 Tewksbury Conway Classic Tournament Rules

General Rules for all divisions (8, 9, 10, 11, & 12): The Tournament will follow the **Babe Ruth Leagues Rule Book** unless otherwise stated within each division referenced herein. All players in the tournament must comply with the Cal Ripken Age Determination, division age based on player's age as of April 30, 2024.

1. **Batting:**

- 1.1 USA official bats only, clearly marked/labeled.
- 1.2 Continuous batting order for all divisions; all players present in full uniform must bat in the game (12 players present, 12 players bat).
- 1.3 Only the player at bat can have a bat in their hands. No on deck batter is allowed and no player shall be allowed to hold or swing a bat in or around the dugout.
- 1.4 Any batter removed from the batting order during the game shall be recorded as an out for each subsequent turn in the batting order.
- 1.5 Any player arriving late may be placed at the last spot in the batting order, provided the first player in the order has not come up to bat for his 2nd turn.
- 1.6 No Pinch Runners allowed. In the event a base runner is injured and unable to run, the batter who made the last out recorded shall be the designated pinch runner.
- 1.7 No head 1st slides allowed going into a base; a head first dive back to return to a base is allowed.

2. **Pitching:**

- 2.1 Pitching will be in accordance with Babe Ruth League Rule Book for pitching. A manager must remove a pitcher when the pitcher reaches the Max for his/her age. If a pitcher reaches their pitch Max during an at bat, he/she may exceed their pitch max and finish out the at bat. No pitcher can start a new batter once their respective pitch max is met.
 - *Example: Pitcher starts a batter and his pitch count is 83, he/she then finishes the batter and is removed with a pitch count of 88 – the Managers should record 85 as the pitch count and follow the corresponding rest period for that pitch count threshold the pitcher had at the start of that batter (66 & 2 days rest).*

- However, there will be a hard cut off for pitches with regards to rest (Days). For example if a pitcher starts a batter with 39 pitches and he/she finishes the batter with 41 pitches and is done pitching for the game he/she would need 1 day of rest.

Pitch Counts by age and days of rest are as follows:

Age	Max	Pitches	Rest (Days)
7-8 YO	75	1-40	0
9-10 YO	75	41-65	1
11-12 YO	85	66+	2

Both teams are responsible to track pitch counts for all pitchers. Managers should verify pitch counts each ½ inning. **There will be an official scoring tent set up adjacent to the snack shack. Both teams will record/enter pitch counts for all pitchers for both teams each day upon the conclusion of the games. THIS INCLUDES ENTERING THE FINAL SCORE OF THE GAME.**

2.2 There are no limitations in accordance to catchers and pitchers.

2.3 A player removed as a pitcher may pitch again the same game. In addition, he/she may pitch in another game within the same day as long as he/she does not exceed the total pitches for the day as referenced above.

3. Defensive Positions / Playing Time:

3.1 Teams are allowed to make free defensive substitutions. Notice should be given to the other team.

3.2 Each player must play a minimum of 9 defensive outs per game. Exceptions: 1) games shortened due to weather or darkness. However, if 4 innings have been completed, all players must have played at least 3 defensive outs -in other words, the team must be on track to obey the rule should the game be shortened.

3.3 **8U Only:** When a ball hit to the outfield is returned to the infield **and infielder has possession**, runners can no longer advance without peril. If in the umpire's judgement a runner is more than halfway to the next base that runner can continue to the next base at his/her own peril but if the umpire's judgement the runner is less than halfway the runner must go back to nearest base.

4. Manager and Coaching Rules

4.1 Only players, coaches and managers are allowed in the dugouts.

- 4.2 All players must remain in the dugout unless they are hitting or playing in the field or a base coach.
- 4.3 There shall be a maximum of 4 coaches, including the manager and scorebook keeper, within the active field boundaries during actual live ball play. Any additional coaches must be outside the field boundaries, although they may be nearby the dugout to help with scorebooks etc.
- 4.4 If one of the 4 managers or coaches is ejected, a substitute may not take his place in the dugout.
- 4.5 Players coaching bases must wear a batting helmet.
- 4.6 Only the Manager is allowed to discuss calls or rules with umpires, and must do so appropriately.
- 4.7 Home team is the second listed team on each scheduled game (i.e., A vs. B, B is the home team.)
- 4.8 During the playoffs, the team with the higher seed is the home team. If there are two number one seeds from different brackets, the home team is the team with the better record. If these teams have the same records, the home team is the team with the least runs against per game during pool play of the tournament. If still tied after these tiebreakers, a coin flip by the home plate umpire before the game will determine the home team.

5. Miscellaneous Rules

- 5.1 If after 4 innings, 3 ½ innings if the home team is ahead, one team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- If the visiting team has a lead of 10 runs or more, the home team must bat in its half inning.
 - This rule is in effect in all games, including the playoffs. The manager has no option.
- 5.2 No new whole inning should start after 1:50 minutes unless it is a playoff game.
- 5.3 This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound:
- A manager or coach may come out twice in one inning to visit with the pitcher, but the 3rd time out, the player must be removed as a pitcher.
 - A manager or coach may come out 3 times in one game to visit with the pitcher, but the 4th time out, the player must be removed as a pitcher.
 - The manager or coach is prohibited from making a 3rd visit while the same batter is at bat.
- 5.4 Intentional walks are not allowed.
- 5.5 Dropped third strike will not be played at the 8YO, 9YO, 10YO level but will at the 11 and 12YO level.** Babe Ruth League Rule 6.09(b) states “The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out.” Rule 6.05(b) Approved Ruling, states the following, “To put the batter out, the

defense must tag the batter or first base before the batter touches first base.” Please note that an uncaught third strike does not result in a dead ball or stopped play.

5.6 Stealing is allowed for 8U, 9U, & 10U,, and forward motion does have to be continuous to be allowed to steal. 11U & 12U open base rules apply.

5.7 In the event of a tie in the standings, tiebreakers shall be determined by: (1) head-to-head results; (2) least number of runs allowed per game for the tournament; (3) coin flip.

5.8 Failure to play a game, unless authorized by the Tournament Director for good cause, shall result in a forfeit. Failure to field a team of at least 8 players within 10 minutes after the scheduled start time for a game shall result in a forfeit. A team may not play a game with less than 8 players. Any forfeit will be scored as 6-0.

5.9 In the event that a game is called for any reason, the game will be an official game (or resumed as applicable) in accordance with Cal Ripken Rules.

5.10 Only players on the rosters officially submitted to the Tournament Director are eligible to play in the tournament. A manager must obtain permission from a Tournament Co-Director to use any player not already on the submitted roster. The use of an ineligible, ‘non-rostered’ player will result in an automatic forfeit.

5.11 Each team will be allowed up to 10 minutes for pre-game warm-ups. The away team will take infield practice first. Pre-game warm-ups may be excluded if they will impact the start time of the game.

5.12 Coaches may warm up pitchers. Any player warming up a pitcher must wear a catcher's helmet with a throat protector and use a catcher's mitt. A player warming up the pitcher does not have to be wearing a protective cup, as per Cal Ripken rules. **LIMIT WARM-UP PITCHES TO 5 PER INNING.**

5.13 No batting donuts are allowed.

5.14 Managers are responsible for the conduct of the players, parents and fans of the team.

5.15 If you can HEAR OR SEE A THUNDERSTORM:

- Suspend all games and practices immediately.
- Get players to walk, not run to their parent's or designated driver's cars and wait for your decision on whether or not to continue the game or practice.
- If a player's parent is not attending the game, the Manager will take responsibility for evacuating that child.
- A game or practice cannot commence or resume within 30 minutes of the last visible lightning.

5.16 Play hard, play fair, play ball and have fun! That's a RULE !

<u>Division Specific Rules</u>	<u>8U</u>	<u>9U</u>	<u>10U</u>	<u>11U 50/70</u>	<u>12U 50/70</u>
Stealing	YES	YES	YES	YES	YES
Stealing Home	NO	YES	YES	YES	YES
Stealing / advance on overthrow to pitcher	NO	YES	YES	YES	YES
Delayed Steals	NO	YES	YES	YES	YES
Balks	NO	NO	NO	YES*	YES*
Walking Runners Home	YES	YES	YES	YES	YES
Infield Fly Rule	NO	YES	YES	YES	YES
Dropped 3rd Strike	NO	NO	NO	YES	YES
Bunting	NO	YES	YES	YES	YES
Slash Bunting	NO	NO	NO	NO	YES
Max Runs/Inning	5**	Unlimited	Unlimited	Unlimited	Unlimited

**Balks will be called after the pitcher's 1st warning.*

***Max Runs/inning does not apply for 6th inning - scoring is unlimited*