



**The Ripken Experience Aberdeen
Powered by Under Armour**

**2019 TOURNAMENT POLICIES, INFORMATION, AND
RULES**

The Ripken Experience Aberdeen Powered by Under Armour

2019 Tournament Policies & Information

TOURNAMENT PAYMENT POLICY (3 & 4 game minimum tournaments)

Failure to abide by these policies may result in the forfeiture of a tournament spot.

- A non-refundable, non-transferrable **30%** deposit is required for all tournaments.
- A tournament spot is confirmed for a team only after Ripken Baseball receives and processes the full 30% deposit.
- A team that registers for a tournament inside of **45 days** must pay in full.

WAIT LIST

A wait list will form once a tournament is sold out. Teams must place a wait list submission through our website on the Aberdeen Tournament Search. Coaches on the wait list will be contacted in the order that their submission was received. If there is an opening within 45 days of the tournament start date, the opening will be filled on a first-come-first serve basis.

INCLEMENT WEATHER POLICY

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 schedule. If and when we need to alter the schedule, we will use the following procedures/priorities as our guide:

1. Our first priority will always be to make sure that each team plays its minimum number of games
 - We will try to maintain the original schedule as much as possible
 - In the event of weather/darkness, it may not be possible to accommodate schedule requests
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
 - Individual and team awards will not be distributed if championship game is not played
3. Ripken Baseball reserves the right to alter the format of a tournament at any moment due to extraordinary circumstances.

SUSPENDED / REGULATION GAMES POLICY

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 from the point of suspension at the earliest time available. If there is not enough time to resume a suspended game, it will be considered complete and official at the end of the last complete inning. Below are some further points to help illustrate this policy:

- **Pool play / Consolation games:**
 - If a game is suspended prior to being official and there is not enough time to resume – the game would be considered complete at the end of the last complete inning.
 - If tied at the end of the last complete inning – the game would stand as a tie.
- **Elimination games:**
 - If one inning hasn't been completed and the game is suspended and there is not enough time to resume - the higher seed would advance to the next round.
 - If tied at the end of the last complete inning – the higher seed would advance
 - If tied at the end of the last complete inning and the two teams are the same seed from different divisions entering the game – we would revert back to the tie-breaking system in place
 - The Tournament Director has the right to name co-champs (i.e. weather delays, darkness)

LIGHTNING POLICY – The Ripken Experience Aberdeen utilizes lightning detection devices and programs that allow for the implementation of a consistent policy regarding the suspension of games.

- When a lightning storm approaches within 8-20 miles, Ripken Baseball staff will continuously monitor the storm activity and prepare for a possible suspension of games
- When lightning is detected within 8 miles, all games will be suspended. At that time, players, coaches, and spectators should exit the facility to the safety of their vehicles or the hotel.
- Games will be resumed once the lightning has moved outside of the 8-mile radius from the complex for a period of 15 minutes.
- It should be noted that lightning could be visible (usually in the clouds) over 20 miles away. These observations should obviously alert everyone that a storm may be approaching; however, it does not necessitate the suspension of play

WEATHER RELATED CREDIT/REFUND POLICY - Future considerations for tournaments impacted by inclement weather will be awarded as follows:

EVENT/GAMES PLAYED	0 OFFICIAL GAMES	1 OFFICIAL GAME	2 OFFICIAL GAMES	3 OFFICIAL GAMES
3-Game Min. Tournament	100% credit or 85% Refund	50% credit	20% credit	
4-Game Min. Tournament ("Classic")	100% credit or 85% Refund	60% credit	40% credit	20% credit
6-Game Min. Tournament ("Week Long Experience")	100% credit or 85% Refund	50% credit	20% credit	

NO ALCOHOL OR TOBACCO PRODUCTS – Absolutely no alcohol or tobacco products will be permitted on The Ripken Experience – Aberdeen, MD complex, or any other Ripken Baseball Tournament site. Failure to comply with this regulation will result in ejection from the complex.

ROSTERS – There are no limits on player rosters. Up to four (4) adults are allowed in the dugout at any one time. Rosters are locked once a team's first game of a tournament begins.

**Each player can only be listed on one roster for each tournament.*

BIRTH CERTIFICATES – It is always the responsibility of the coaching staff to carry documentation of birth for all of the players on their roster at all times during the tournament.

- Birth certificates, passports, state IDs or any other government issued documents are sufficient. (must list full name and birth date)
- Coaches may protest the ages of players on another team, only before or during a game.
- If a coach decides to protest the age of another team's player(s), the coach must provide a **\$100 protest fee (cash only)** to the tournament director, who will then request the birth certificates from the team in question. **Parents cannot protest the ages of other players.**
- If the team is unable to provide sufficient documentation, the team will forfeit the current game with a score of 7-0 (7 innings) or 6-0 (6 innings) and will not be permitted to start another game without the appropriate documentation.
- In the case of a successful protest (players are not age eligible or proper documentation cannot be produced), the tournament director will return the protest fee to protesting coach.
- In the case of an unsuccessful protest (documentation is provided, and players are age eligible) the protest fee will be lost.
- The Ripken Tournament Director may request for documentation of a player's age at any time.

If a team is found to be using an illegal player (not age eligible/not registered on official roster) the team will be **EJECTED from the tournament immediately. All previously played games will be reverted to a forfeit with score of 7-0 or 6-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.***

TEAM 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 & Clinics, LLC", "Cal Ripken, Sr. Foundation, Inc.", "City of Aberdeen", "CRJ, Inc.", "Tufton Professional Baseball", and "Ripken Baseball, Academy LLC.", "873 Long Dr. Aberdeen, MD 21001" 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.**

MANAGER'S MEETING – We will no longer conduct an on-site manager's meeting as in years past. A condensed digital version of the manager's meeting is available on our website. Coaches are highly encouraged to view this video prior to the start of the tournament. In addition to viewing the video, please be sure to read through this entire packet to ensure you are up to date with all tournament rules, policies, and information.

TOURNAMENT FORMATS – Ripken Baseball offers a variety of tournament formats that vary in number of days and minimum games. Events titled with a "Tournament" (such as Turn Two Tournament) are a 3-game minimum event that is held over a 2-day period. A "Classic" (Memorial Day Classic) is a 4-game minimum event that is held over a 3-day period. We also operate special 6-game minimum weeklong events in the summer season.

ACTION PHOTOGRAPHY SERVICE – **Major League Photos** will be on-site providing professional quality team, individual, and action photos for purchase. Action photos will be taken during game play. Photos will be on display on-site as well as 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 custom posters, key chains, baseball cards, magazine covers, mouse pads, etc.

CONCESSIONS – The concessions stand at Cal, Sr.'s Yard will be open at The Ripken Experience Aberdeen throughout all tournament events. The stand will open 1/2 hour prior to the start of the first game on-site and close during the 3rd inning of the last game. The concession stand will not be open at satellite fields during our tournaments so please plan accordingly when playing off-site.

MERCHANDISE – Ripken Baseball merchandise and tournament specific t-shirts will be on sale throughout each tournament. The stand will open an hour after the first game and will close at 4:00 pm.

UMPIRES – All age groups 9u and older will have two umpires at all games, including the championship game. Certified umpires will be chosen from a professional association. All 8u games will have one umpire, with the exception of the championship game, which will have two umpires.

BASEBALLS / EQUIPMENT – 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 water and cups for each game. All other baseball and safety equipment are the responsibility of each team.

AWARDS – Team and individual awards will be presented to the tournament champions and runner-up teams. Also, a championship game MVP award will be presented for each tournament. Ripken Baseball staff will determine the championship game MVP.

PARKING – There is plenty of free parking available for parents and coaches at The Ripken Experience Aberdeen. There will be no parking permitted in the circle adjacent to Cal, Sr.'s Yard and Nationals or on any of the access roads within The Ripken Experience Aberdeen.

ADMISSION – Admission to all Ripken Baseball tournaments is **free**. No gate fee for any of our events.

1st AID RESPONDERS / ATHLETIC TRAINERS – A 1st Aid responder or Athletic Trainer will be on-site at each of our tournaments. It is important to remember that 1st Aid responders / Athletic 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.

In accordance with Maryland state law, any athlete who sustains a possible head related injury must be evaluated by one of our Certified Athletic Trainers. Return to play status will be determined by our Certified Athletic Trainer and all decisions will be final. If an athlete is determined to be disqualified from play, a physician's clearance will be required to resume play for the remainder of the tournament, camp or event.

JERSEY # ON UNIFORMS – Each player on a team should have a unique number displayed on their jersey.

PETS – Pets are not permitted at The Ripken Experience Aberdeen. Our facility, as well as all other satellite facilities, have adopted this policy due to issues in the past regarding pets and pet owners. Service animals are welcome throughout the complex.

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.

GUM / SUNFLOWER SEEDS – Gum and sunflower seeds are **not** permitted in the dugouts or on the fields at The Ripken Experience Aberdeen or Satellite Fields.

METAL SPIKES – Metal spikes/cleats are **not** allowed on the complex for any age group. Molded spikes/cleats, turf shoes and tennis shoes are permitted on all fields.

PIN TRADING – Typically, teams do not trade pins at The Ripken Experience Aberdeen.

DUGOUTS & HOME / VISITING TEAM – All dugouts at The Ripken Experience Aberdeen complex are labeled Home or Visitor. If playing on a field that does not have labeled dugouts, the home team will occupy the first base side. During the playoff rounds, home team will be the higher seeded team. A coin flip will determine the home team if both teams are the same seed in the playoff round. If a team plays back-to-back on the same field, that team can stay in the same dugout for both games. For summer weeklong experience events – **ONLY** paid coaches and players are permitted in a dugout or on the field.

ELECTRIC / GAS HEATERS – Electric and/or gas heaters are not permitted at the facility.

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2019 Tournament Rules

All Ripken Baseball Tournaments will follow Major League Baseball rules, unless otherwise stated.

LINEUPS:

- **9u – 14u Tournaments:** 9 bat format in which all nine position players must be in the batting lineup. 9u – 14u teams also have the option to bat more than 9. Example: if a 9u - 14u team has 12 players on their roster, they have the ability to bat 9, 10, 11 or their entire lineup. *A team in this situation could bat 9 with 3 substitutes; bat 10 with 2 substitutes; bat 11 with 1 substitute; or bat all 12 players with no substitutes.* All players starting in the lineup but not in the field are extra hitters (EH) which are considered defensive starters for substitution purposes.
- **15u - 18u Tournaments:** Teams may bat anywhere from 9 players to the whole roster and have the option of using 1 DH (designated hitter) for any position player. The number of batters in your lineup must stay the same throughout the game. Example: If you have 14 players on your roster, you can bat anywhere from 9 players – 14 players. If you bat 12 players – you will have 2 substitutes available – and the lineup must stay at 12 players for that game. All players starting in the lineup but not in the field are extra hitters (except the DH) which are considered defensive starters for substitution purposes.
 - *The DH and the player being hit for are locked together in the same spot in the lineup for substitution purposes.
- **Batting the entire lineup** – When a team chooses to bat the entire lineup, each player is considered a starter and the team has a free defensive substitution for that game. Furthermore, if a player is injured or ejected during the game in which a team is batting the entire lineup, their spot in the lineup is skipped with no penalty. Once the spot in the lineup is skipped due to an injury, that player is not eligible to return to the game in any capacity.
- ***It is the responsibility of the opposing team to verify the accuracy of the other team's lineup prior to the start of each game.** Managers must bring any issues to the attention of a Ripken Tournament Official before the game. If a lineup issue is discovered during the game, the ruling will be that the lineup is corrected at that point for the rest of the game. If it is brought to our staff's attention after the game – there will be no penalty. There will not be a forfeit in this situation since the opposing team is responsible for verifying the other team's lineup prior to the start of the game.

INJURIES / SUBSTITUTIONS: If a player is injured and no substitute is available, that spot in the lineup will be skipped with no penalty. If an injury occurs during an at-bat and the player can't continue the at-bat, the next batter in the lineup will take over that at-bat and assume the count. If an injury occurs while on the base paths and there no substitute is available, the player that made the last recorded out will take the place of the injured player on the bases.

**In the event that a player will be late to the game, there are two options to utilize the player in the game.

- 1) The player can be placed in the starting lineup, but if he is unavailable for any of his at-bats, an out will be recorded each time he is due up. Whenever the player arrives and is available, he can assume his spot in the lineup.
- 2) The player can be listed as a substitute, and whenever he arrives or is available, he can enter the lineup according to our substitution rules.

RE-ENTRY: If a team does not bat the entire lineup and substitutes are available, we use the standard NFHS re-entry rule. Starters may be re-entered once (including the DH for 15u-18u), as long as the player occupies their original position in the batting order.

PITCHER RE-ENTRY: If a pitcher is removed after throwing a pitch 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 warm-up pitch (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.

PITCHER OF RECORD: Once a pitcher throws a warm-up pitch, they must face at least one batter. If the pitcher is hurt during their warm-up pitches, another player may come in to pitch. The previous pitcher of record will not be allowed to re-enter back onto the mound after a pitcher has thrown a warm-up pitch.

PITCHING RECOMMENDATIONS: Ripken Baseball does not have specific pitching limitations at our tournaments. We do, however, provide recommendations for coaches and parents to follow not only for your time at our tournament, but for your entire season. The responsibility ultimately lies with coaches and parents to ensure that each player's health and development is maintained properly. For further recommendations on pitching limitations, please see the information sheet we have compiled at the back of the packet to help educate those who monitor the players.

PITCHER'S EQUIPMENT: Pitchers are allowed to wear a protective helmet or head gear. The helmet/head gear can't be glossy nor have anything else on it that can be deemed distracting to the batter (umpire's discretion). It is the umpire and Tournament Director's discretion to deem whether any other equipment or clothing that the pitcher is wearing is distracting to the opposing batter. This includes but is not limited to: Batting gloves, sunglasses, long sleeves, compression sleeves, athletic tape on wrist/arm, and two-toned fielder gloves.

AVOID CONTACT RULE: 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 may face suspension for their team's next game with the possibility of further sanctions as well. The Tournament Director on-site will make the final ruling on a possible suspension.

On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgment) and the runner could be declared out. In this instance, the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called.

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. If the time limit is reached during the bottom half of an inning and the home team is winning at that moment, we will let the current batter complete the at-bat and then the game will end. Elimination games – depending upon the format, elimination games may have a time limit. If so, the details will be placed on the game schedule. Consolation games that are not elimination games will have a 2-hour time limit.

- **Time 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. If a catcher is still getting dressed, a coach should be ready to warm-up the pitcher.**

EXTRA INNINGS: The international tiebreaker will be in effect for games this season. Its application will vary depending on the type of game being played.

- **Pool Play/Consolation Games** – If the score remains tied after regulation play AND the time limit has not been reached, the top of the next inning and each half inning thereafter will start with a runner on second base until there is a winner or the time limit is reached. The batter who leads off an inning shall continue to be the batter who would lead off the inning in the absence of this extra-innings rule. The runner on second base shall be the player (or substitute for such a player) in the batting order immediately preceding the batter who leads off the inning. *NOTE: This rule only goes into effect if the game is tied AND the time limit has NOT been reached. If the time limit is reached, and the score is tied, the game will end in a tie.
- **Elimination Games** – If the score remains tied after regulation play, the top of the next inning and each half inning thereafter will start with a runner on second base until there is a winner. The batter who leads off an inning shall continue to be the batter who would lead off the inning in the absence of this extra-innings rule. The runner on second base shall be the player (or substitute for such player) in the batting order immediately preceding the batter who lead off the inning.

INTENTIONAL DELAYS: Intentionally delaying a game to achieve a victory through the time limit is considered unsportsmanlike conduct and will not be tolerated at The Ripken Experience Aberdeen. 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.

INTENTIONAL WALKS: Pitchers will no longer have to throw four pitches outside the strike zone to intentionally walk a batter. A signal from the coach to the umpire, will be all that is required to intentionally walk the batter.

SLASH BUNT: For 9u-12u age groups the slash bunt is illegal, and the player will be called out if this play is attempted. A slash bunt is defined as a player showing bunt at any time during the pitch and then swinging at that same pitch.

TIE GAMES IN POOL PLAY: Pool play games can end in a tie. A tie game in pool play equals ½ of a win and ½ of a loss for both teams toward their over all record and/or winning percentage. Therefore, a team that is 2-0-1 would have a winning percentage of .833 and a team that is 2-1-0 would have a winning percentage of .667. In other words, the 2-0-1 record is better than the 2-1-0 record.

LINE-UP CARDS: Teams must provide their own line-up cards. A copy should be given to the 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.

OF PLAYERS: Teams are permitted to start and/or end a game with 7 players. Anything less than 7 available players at any time during a game will result in a forfeit for that team.

TIE BREAKER SYSTEM

2-TEAM TIE BREAKER SYSTEM:

- When 2 teams are tied, follow the list below until the tie is broken:
 - 1) Head-to-head results (if applicable)
 - 2) Least runs allowed (average per games played)
 - 3) Lowest single game runs allowed
 - 4) Each subsequent lowest single game runs allowed (2nd lowest for each team, 3rd lowest, etc.)
 - 5) Highest average run differential per games played
 - 6) Highest single game run differential
 - 7) Each subsequent highest single game run differential (2nd highest for each team, 3rd highest, etc.)
 - 8) Coin flip

3 (or more)-TEAM TIE BREAKER SYSTEM:

- If 3 (or more) teams are tied with the same record or winning %, use the following to break the tie:
 - Head-to-head results (only applicable if all of the tied teams played each other)
 - If one team beat all of the other tied teams, they will be the highest seed of the tied teams. (Even if all tied teams have not played each other)
 - ❖ Continue to use head to head results to seed the rest of the teams in the tie
 - If one team has been beaten by all of the other tied teams, they will be the lowest seed of the tied teams. (Even if all tied teams have not played each other)
 - If all tied teams have the same record against each other, then they are tied at head-to-head and you move to the next item on the list (least runs allowed)
 - If all of the tied teams did not play each other, head-to-head is not applicable.

- Continue down the 2-Team Tie Breaker list as stated above
- When 2 teams are tied at any one of the criteria, we revert back to the beginning of the 2-Team Tie Breaker system (head-to-head).

3 (or more)-TEAM TIE-BREAKER EXAMPLES:

➤ Example #1

- Team A 2-1 15 runs allowed
- Team B 2-1 16 runs allowed
- Team C 2-1 16 runs allowed
- ❖ Team A beat Team B / Team B beat Team C / Team C beat Team A
- ❖ All 3 teams are tied at head-to-head
- ❖ Go to next criteria - least runs allowed: Team A is the highest seed of the 3 tied teams
- ❖ There now exists a tie between Team B and Team C and since this is now a 2-team tie, we revert back to the beginning of the 2-Team Tie System (head-to-head) which makes Team B the next highest seed of the 3 teams since Team B beat Team C.

➤ Example #2

- Team A 1-1 12 runs allowed
- Team B 1-1 13 runs allowed
- Team C 1-1 15 runs allowed
- Team D 1-1 16 runs allowed
- Team E 1-1 16 runs allowed
- Team F 1-1 17 runs allowed
- ❖ Team D beat Team E
- ❖ This is a 6-team tie at a 1-1 record.
- ❖ Since all of the teams in the tie did not play each other, head-to-head is not applicable for this 6-team tie and we move to least runs allowed. Based on the 'least runs allowed' criteria, Team A is the highest seed of this group, followed by Team B and then Team C.
- ❖ Team D and Team E are locked in a 2-team tie at least runs allowed so we revert back to the beginning of the 2-team tie breaker system (head-to-head). In this case, Team D beat Team E so Team D is the higher seed over Team E.
- ❖ Team F is the lowest seed of this group of 6 tied teams.

Winning %:

If teams play an uneven number of games during pool play, winning percentage will be the first tie breaker used to determine the final seeds. Example: Team (A) goes 4-1 in pool play and finishes with a winning % of .800. Team (B) goes 3-1 in pool play and finishes with a winning % of .750. Therefore, Team (A) will be seeded higher than Team (B) due to having a higher winning %.

JEWELRY: In general, jewelry is not permitted during game play. Breakaway nylon necklaces are allowed (must be breakaway such as Phiten or Monsoon necklaces). Rubber bracelets that are not a distraction are also permitted. Jewelry worn for medical reasons is also allowed (in this case, it must be taped to the body). Any item that is deemed unsafe or distracting (Tournament Director's judgment) will not be allowed. The team will receive a warning if a player wears improper jewelry during the game and any players found wearing improper jewelry after the team warning will be ejected for the remainder of the game.

CELL PHONES / ELECTRONIC DEVICES: Cell phones, iPad, and other electronic devices are only permitted in the dugout during the game. A coach, manager, or scorekeeper is not permitted to have them on the field during the game.

POOL PROTECTION: Due to varying tournament formats throughout the year, pool protection will not be utilized for each tournament. If pool protection will be in use, it will be detailed on the game schedule for that particular tournament. If there are no pools, we will not use pool protection. If pool protection is used it will be used during the first round of single elimination play of a tournament 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.

FORFEITS: If a team chooses to forfeit a pool play game, they are not eligible for the championship round and face suspension in future Ripken Baseball tournaments. The final score of the forfeited game will be based on the team giving up a run per inning for a complete game (e.g. for a 6-inning game the score would be 6-0; for a 7-inning game the score would be 7-0).

- If a team chooses to forfeit a consolation or elimination game, they face suspension in future Ripken Baseball tournaments.
- If a team chooses to forfeit a championship game, they are not eligible for tournament awards
- Ripken Baseball will attempt to replace a forfeited team in an elimination game if possible.
- If a game becomes a forfeit after it has started due to a team having less than the required 7 available players, the official score of that game still follows the guidelines above no matter what the score was at the time of the forfeit.

If a team is found to be using an illegal player (not age eligible/ not registered on official roster) the team will be **EJECTED from the tournament immediately. All previously played games will be reverted to a forfeit with score of 7-0 or 6-0. **NO CREDITS OR REFUNDS WILL BE GIVEN TO THE EJECTED TEAM.***

PROTESTS: It is the responsibility of the manager and/or coach of a team to stop the game at the time of the play and ask for a Ripken Tournament Official if they feel that a ruling during a game is incorrect (there is a radio or tournament official at each field for this purpose). A game should never be stopped for umpire judgment calls as those cannot be protested. Our staff will do everything possible to resolve issues as they occur.

EXPECTED BEHAVIOR: Negative behavior/bad sportsmanship at youth sporting events has become a major issue. Ripken Baseball Tournaments are not immune as we still see coaches and parents that choose to act in a negative manner toward the opposing team or an umpire from time to time. Please remember that the games are for the kids, not the adults, and we expect each adult to set a positive example for the players through their words and actions.

Everyone that attends a tournament is expected to act in a positive manner, no matter the outcome of a play, call by an umpire, or the game itself. We simply ask the following:

- Let the players play
- Let the coaches coach
- Let the umpires umpire

Moreover, even when you're not on The Ripken Experience Aberdeen complex, your personal behavior is a reflection on your team and Ripken Baseball. We expect players, parents, coaches and family members to act in a positive manner at all times – with respect for people and property throughout our local community.

MOUND VISITS: The pitcher must be removed on the second mound visit in an inning for all age groups.

PROPER CHEERING / NOISE MAKERS – All individuals (players, coaches, parents, and fans) are expected to cheer in a positive manner for their own team and never in a negative manner toward the opposing team. Noise makers are not permitted in the dugouts and if they are used by parents/fans, they must not cause any sort of distraction to the opposing team. Because the term “distraction” can be subjective, if an issue arises at a field involving noise makers, then Ripken Baseball staff may mandate that they not be used during moments of game play. They would only be permitted to be used when the ball is dead or in between innings. If that stipulation is not followed, the noise makers would be prohibited all together for that team for the remainder of the tournament.

BALKS: We follow the NFHS rules pertaining to balks. For the 11u age group, there will be one warning per pitcher issued for a balk. There will be no warnings issued for 12u and older age groups. Additionally, pitchers are no longer allowed to step toward 3rd base without making a throw (the fake to 3rd base, throw to 1st base move is now a balk).

MERCY RULE: For all games – 15 runs after 4 innings or 10 runs after 5 innings.

BATS RESTRICTIONS: Coaches are responsible for checking all of their player's bats before playing in the tournament. Please make sure all bats meet the guidelines below.

- **9u – 13u:** All bats must have either the BPF 1.15, USA Baseball or BBCOR designation displayed on the bat. No other weight or size restrictions for these age groups. Coach Pitch bats not permitted in any age group.
- **14u – 18u:** BBCOR designated bats with a -3 differential (length to weight) only.
 - **PENALTY FOR USE OF AN ILLEGAL BAT:** If the umpire discovers that a batter enters the batter's box with an illegal bat, the batter will be called out (even if a pitch has not been thrown). If the illegal bat is discovered after the ball is put into play (*but before the next pitch is thrown to the next batter*), the defensive team will have the choice of the result of play or the batter being called out and all runners returning to the base occupied before the pitch. An appeal on the legality of the bat must be made prior to the next pitch thrown to the next batter or the result of the previous at-bat will stand. **Second Offense** – If a team is found in violation of this rule a second time (either in the same game or in any other game throughout the tournament), in addition to the previous penalty, the manager will be immediately ejected and could face further suspension.
- **ALTERED BATS** – Altered bats (shaved, rolled, or in any other way altered to increase performance) are not permitted in any way. Any player using an altered bat will be ejected from the game and their at bat will be recorded as an out. All runners will go back to the base they occupied when the batter put the ball in play. The player ejected for use of an altered bat may also face further suspension.
- **WOOD BATS** – Wood bats are permitted in all tournaments. Composite bats are also legal.
- **BAT SENSORS** – Sensors that are built inside the bat handle are legal. Sensors that are an addition or on the exterior of the bat are not permitted. In case of a discrepancy, the Tournament Director will deem whether a sensor is permitted.

EJECTION / SUSPENSION POLICY:

- **Managers/Coaches:** Managers or coaches that are ejected from a game (either by an umpire or by a Tournament Director) must leave the facility immediately and will automatically be suspended for 1 (one) additional game. The Tournament Director may also lengthen the suspension to more games or expulsion from the facility for a period of time. If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.
- **Players:** If a player is ejected from a game, they may face further suspension.
- **Parents / Fans:** If a fan or parent is ejected from a game (either by an umpire or a Tournament Director), they must leave the facility immediately and will be suspended for the remainder of the event.

CONFINEMENT TO THE BENCH: Ripken Baseball Tournament Directors as well as the umpires working a game have the ability to confine a manager or coach to the bench. If this step is enacted, that individual will not be able to leave the bench/dugout. The only exception that will be allowed is for a manager/coach to attend to an injured player on the field. If an individual that is confined to the bench violates this stipulation, they will be ejected from that game and will face further suspension as well.

GENERAL FAIR PLAY / SPORTSMANSHIP: Intentional disregard for the stated rules (or the spirit in which those rules exist) as well as obvious unsportsmanlike behavior will not be tolerated and will place the individuals and/or teams involved at risk for a possible forfeit or banishment from any future Ripken Baseball tournaments. We do hold the right to alter tournament seeds for teams failing to abide by our general fair play and sportsmanship guidelines.

THE RIPKEN EXPERIENCE ABERDEEN 2018 RULES SUMMARY SHEET

**This sheet represents only a summary of some of the Ripken Baseball Tournament Rules*

Rule	9u	10u	11u	12u	13u	14u - 18u
Base Distance	60'	60'	70'	70'	90'	90'
Pitching Distance	46'	46'	50'	50'	60'6"	60'6"
Game Length	6 innings	6 innings	6 innings	6 innings	7 innings	7 innings
Complete Game	4 innings	4 innings	4 innings	4 innings	5 innings	5 innings
Leads	*crosses plate	*crosses plate	yes	yes	yes	yes
Stealing (including Home)	*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
Run on dropped 3rd strike	no	no	yes	yes	yes	yes
Mercy Rule	For all games – 15 runs after 4 innings or 10 runs after 5 innings					
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>
	*We use the NFHS rule book when pertaining to what constitutes a balk (no fake to 3 rd throw to first) *immediate dead ball for all balks 11u and older (not a delayed dead ball)					
Bats	2 ¼" - 2 ¾"	2 ¼" - 2 ¾"	2 ¼" - 2 ¾"	2 ¼" - 2 ¾"	2 ¼" - 2 ¾"	No 2 ¾" / -3 only *BBCOR only (14u-18u)
	*All bats must have either the BPF 1.15, USA Baseball or BBCOR designation displayed on the bat (9u-13u) -No weight restriction on bats except for 14u and older which will follow NFHS rules. - Wood bats are permitted in all tournaments. -Coach Pitch bats are not permitted in any age group.					
Cleats	rubber	rubber	rubber	rubber	rubber	rubber
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	9u - 14u: Anywhere from 9 to the whole roster can bat in the lineup (no DH) 15u – 18u: Anywhere from 9 to the whole roster can bat in the lineup with the option of using 1 DH ➤ Teams that choose to bat the entire roster will have free defensive substitution during that game ➤ Any player starting in the lineup but not in the field is an EH and is considered a defensive starter for substitution purposes ➤ It is each team's responsibility to check the opposing lineup prior to the game and call for a Ripken Official if there is an issue.					
Rosters	No limits on player rosters. Up to 4 adults allowed in the dugout. Rosters are locked once a team's first game begins.					
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* *If a pitcher is removed from the mound and goes to another defensive position, they may not return as a pitcher in that game					
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 (all ages).					
Intentional Walk	Four balls out of the zone are not required, dugout signal from coach is all that is required. (all ages)					
Ejections	If a manager, coach, or scorekeeper is ejected from a game, they automatically suspended for the next game with further sanctions possible. 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. If a fan or parent is ejected from a game, they will not be allowed back for the rest of the event.					
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.					

THE RIPKEN EXPERIENCE ABERDEEN POWERED BY UNDER ARMOUR

PRE-GAME WARM-UP GUIDELINES

GENERAL GUIDELINES:

1. Respect all tournament facilities (clean up all trash and equipment)
2. Teams must warm-up/practice in designated areas only
3. **No infield/outfield is permitted on the game fields at any location**
4. Each team must make sure that the starting pitcher is ready by game time
5. Teams that do not follow these guidelines can be banned from practice areas
6. See a Ripken Baseball Tournament Official if any problems/conflicts arise

THE RIPKEN EXPERIENCE ABERDEEN, MD FACILITY

There are 15 batting cages at The Ripken Experience Aberdeen and several practice areas that are to be shared by all tournament teams in the following manner:

- Each team is permitted to use only **1 cage at a time** before their game
- Designated practice areas include:
 - o Training Circle (synthetic turf circle near Fenway, Memorial, and Wrigley)
 - o Rectangular synthetic turf area near Pavilion
 - o Great 8 Field (dirt field) – *When an 8u tournament is not being played.*
- Teams may throw in the outfield or run along the warning track right before the game
- Pitchers are to warm-up in bullpen areas or along warning track only

DIRECTIONS TO THE RIPKEN EXPERIENCE ABERDEEN

The Ripken Experience Aberdeen, MD: *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. Make a left just before the Marriott Hotel. Cal, Sr.'s Yard will be on your right.

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. Make a left just before the Marriott Hotel. Cal, Sr.'s Yard will be on your right.

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. Make a left just before the Marriott Hotel. Cal, Sr.'s Yard will be on your right.

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. Make a left just before the Marriott Hotel. Cal, Sr.'s Yard will be on your right..

Information on Pitching Recommendations for Youth Baseball Players

*Information from USA Baseball Medical & Safety Advisory Committee with help by the American Sports Medicine Institute, USA Baseball News, Journal of Biomechanics, and The American Journal of Sports Medicine (2006)

*Information also from an article on WebMD.com titled "Baseball Pitching Compared in Children and Pros" (2000)

*The following recommendations are not specifically from Ripken Baseball. We simply compiled the information and encourage each coach/parent to conduct further research and make the best decisions for their player. Always consult a physician if you have a concern.

One of the missions of the USA Baseball Medical & Safety Advisory Committee is to provide scientifically based information to youth baseball members decreasing the chance of injury and maximizing their ability to play at a higher level.

- Pitchers should be taken out of the game immediately if their arm is fatigued.
- If a pitcher complains about arm pain and it does not go away after 4 days or the same pain happens immediately when they pitch again, the parent should take their son/daughter to a physician.
- Pitchers who competitively pitch more than 85 pitches per game, more than 8 months out of a year, or with arm fatigue are several times more likely to require elbow surgery.
- Injuries that occur when pitchers are adults may have begun to develop during their youth level of baseball.
- Once a pitcher leaves the game they should not come back in to pitch later in that game. The pitcher's tendons, muscles, and ligaments need time to "cool down" just as they needed time to "warm-up."
- The day after a start should be for rest, not participating in any drills that use an overhand movement.
- Throwing curveballs and sliders increase the chance of elbow and shoulder pain. If breaking balls are thrown, it is very important for the pitcher to have the proper mechanics.
- Developing the skills needed to play at a higher level is done through repetition, but a pitcher should not throw for more than one team per season. Performing drills to build strength and consistency is good, but the pitcher must find time to rest between starts. We encourage the player to only pitch for one team during the year.
- A pitcher should not compete in baseball for more than 9 months out of the year. The pitcher will need those 3 other months for "active rest." Other physical activities are encouraged, but no other overhand activities should be done in these 3 months. (Javelin Throw, Football Quarterback, Swimming)
- Players should be taught proper pitching mechanics from an early age, and their pitches will get faster over time as joint force increases.
- A great way to prevent injury to a pitcher is to improve overall fitness. Athletes as a whole injure themselves much more frequently when they are fatigued. (WebMD)
- To prevent injuries to a pitcher's arm, have them work on strength and flexibility of their shoulder, wrist, and elbow. (WebMD)
- Parents should get to know their child's coach to ensure that they are teaching their child the proper mechanics of pitching. It is the coach and parent's responsibility to make sure the player is using the proper equipment, taking enough time to warm-up, and also enough time with stretching exercises. (WebMD)

USA Baseball Medical & Safety Advisory Committee				
Recommendations for Limits with Youth Pitchers				
Age Group	Pitches per Game	Pitches per Week	Pitches per Season	Pitches per Year
9-10	50	75	1000	2000
11-12	75	100	1000	3000
13-14	75	125	1000	3000
15-16	90	2 Games/Week	---	---

USA Baseball Medical & Safety Advisory Committee				
Recommendations for Days of Rest After a Start				
Age Group	1 Day Rest	2 Days Rest	3 Days Rest	4 Days Rest
9-10	21-33 Pitches	34-42 Pitches	43-50 Pitches	50+ Pitches
11-12	27-34 Pitches	35-54 Pitches	55-57 Pitches	58+ Pitches
13-14	30-35 Pitches	36-55 Pitches	56-69 Pitches	70+ Pitches
15-16	30-39 Pitches	40-59 Pitches	60-79 Pitches	80+ Pitches

17-18	105	2 Games/Week	---	---
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17-18	30-39 Pitches	40-59 Pitches	60-89 Pitches	90+ Pitches
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