



2024 TOURNAMENT RULES

9U & 10U DIVISIONS

- Cal Ripken Tournament rules apply unless noted otherwise (coaches do not need full uniforms).
- Bat barrel maximum of 2 5/8th. Bats must have USA Bat designation. No BBCOR bats permitted.
- Full team rosters, including jersey numbers, are required to be entered within Tourney Machine at least 4 days prior to the tournament starting.
- Coin flip for visitor/home choice throughout the tournament.
- Free substitution except for the pitcher. Pitchers **may not return** to the game and pitch again after stopping pitching (including the starting pitcher).
- Teams must bat their entire roster (not optional) for all divisions (9U-12U).
- No game may run more than 6 innings, and no new inning can start after 1 hour and 45 minutes. (Playoffs exempt).
- Rained out games may or may not be rescheduled. This is at the discretion of the Tournament Directors.
- Mercy Rule – 10 run lead after 4 innings, 15 run lead after 3 innings.
- In the event of a forfeit, the final score will be 6-0.
- Pitching – Standard Cal Ripken Pitch Count Rules Apply.
 - The maximum number of pitches in 1 day is 75, regardless of innings pitched. In accordance with the 2024 Cal Ripken tournament rules, a pitcher must be removed and be required to take the necessary days of rest before pitching again.
- **Mandatory:** Each head coach is responsible for reporting final scores and pitchers with pitch counts to SVI@hbcalsripken.org. Please include teams and dates in the subject line. This should be sent as soon as possible upon game completion.
- No infield practice before games, as we need to flip the fields quickly in between.
- LEADING is not permitted.
- Batting cages – please limit your team to 15 minutes per session while others are waiting. First come, first served. Take a few swings and get moving.
- The home team's scorebook is the official for each game.

9U will have 2 pools of 4 teams. Each pool will have one pool winner who will advance to the playoffs. The next highest seeded team from each pool will also advance to the playoffs. Pool winners and next highest seeded team to be determined by SVI pool play scoring and tiebreaker rules, see below. Coin flip for Finals Home-Visitor selection.

10U will have 2 pools of 4 teams. Each pool will have one pool winner who will advance to the playoffs. The next highest seeded team from each pool will also advance to the playoffs. Pool winners and next highest seeded team to be determined by SVI pool play scoring and tiebreaker rules, see below. Coin flip for Finals Home-Visitor selection.

Remember: A limited number of teams will go home with a trophy or medal, most teams will not. Your team will likely experience missed calls, bad hops, bonehead plays, and grumpy parents. Despite this, you and your staff should continue to shape these kids into great young men/women. Be a superb example for them.



Tiebreakers for Pool Play ALL DIVISIONS

The following system will be used for advancing and seeding out of SVI pool play.

- 1) We use a traditional scoring system for tournament play.
 - Teams will receive:
 - 3 Points for a WIN
 - 2 Points for a TIE
 - 1 Point for a LOSS
- 2) If 2 teams are tied – Head-to-Head Winner. If there was no Head-to-Head, move to #3.
- 3) If 3 teams are tied – If one team has defeated both other teams, that team advances. If not, move to #4.
- 4) Total runs ALLOWED in pool play.
- 5) If still tied – Total runs SCORED in pool play.
- 6) If still tied – Totals runs allowed subtracting game with most runs allowed in pool play.

7) If still tied – Coin Flip between tied teams.