



The Ripken Experience - Myrtle Beach 2010 Tournament Information & Rules

INCLEMENT WEATHER POLICY

Hotline # = 843-913-5259

The hotline # is the primary method for disseminating information regarding weather-related delays as well as seeding information into elimination rounds of the tournament.

In the event of rain we will do everything within our power to make up games and stay as close to the original game schedule as possible. However, there may be circumstances in which we will need to deviate from the printed schedule. If and when this occurs, we use the following procedures/priorities as our guide:

- Our first priority will always be the safety of each individual at the facility.
- For the summer weeklong tournaments, no pool play games can be played after Wednesday because the single elimination rounds must start Thursday morning.
- If inclement weather forces a cancellation of game slots during single elimination rounds; we may have to alter the brackets to complete the tournament. If a single elimination game can not be played, the team with the higher seed will advance.
- TRE will not name a champion of the tournament without a championship game.

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 (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

Summer Weeklong Tournaments

The price per player/coach includes much more than the baseball games at The Ripken Experience at Myrtle Beach. If extreme weather forces a cancellation of games, certain elements associated with a summer weeklong tournament at our facility still remain. The housing at Myrtlewood Villas, all-access pass to a number of Myrtle Beach attractions, and other amenities are still fully available to paid tournament participants. Below is the refund policy for weeklong tournaments:

- 6 game minimum tournaments (summer weeklong tournaments)
 - Play 1 game – \$200 credit or refund per paid participant
 - Play 2 games – \$100 credit or refund per paid participant
 - Play 3 games – No credit or refund

Spring / Fall Weekend Tournaments

Pricing for weekend tournaments is based on a team entry fee rather than a per player/coach rate. Below is the refund policy for weekend tournaments:

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

TEAM COORDINATORS

Once your team is officially registered into one of our tournaments, one of our Team Coordinators will contact you with further details. This person will be your main contact up until the tournament begins and can assist you with any questions you have regarding your visit to our complex and Myrtle Beach.

ROSTERS

Teams must set their rosters online at least 30 days prior to the tournament. The roster form is available on the Tournament Calendar page of our website – www.ripkentournaments.com. Please be sure to click the “Set Roster” link for the appropriate tournament. Contact your Team Coordinator if you have any issues with the roster form.

**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.*

TEAM INSURANCE

Each team is required to carry its own insurance and submit a certificate of insurance to The Ripken Experience prior to the beginning of the tournament. The certificate must have the following 3 entities listed as the certificate holder: **Extra Bases, LLC, Burroughs & Chapin Company, Inc., and Ripken Myrtle Beach Academy, LLC**. The address to our facility is 3051 Ripken Way Blvd., Myrtle Beach, SC 29577. No team will be allowed to play until we have that information and it is verified.

MANAGER'S MEETING

There will be a mandatory manager's meeting held before the beginning of all Ripken Experience tournaments. This meeting must be attended by all team managers. Coaches are encouraged to attend as well. The time and location of the meeting will be on the official game schedule for your event. The Managers Meeting will address all tournament rules, activities, and all team and personal behavior expectations.

PRE-TOURNAMENT PRACTICES

For summer weeklong tournaments, teams will be scheduled for an optional practice time on the Sunday of their tournament (check-in day). For weekend tournaments, teams may rent a field or batting cage on the Friday before their tournament (complex closes at 5pm). Teams will have plenty of time & space to warm-up prior to their games once the tournament begins.

SUMMER WEEKLONG TOURNAMENT SAMPLE SCHEDULE

All teams participating in our summer weeklong tournaments can expect the following in regards to the game schedule for the summer weeklong tournaments. Certain changes may be made depending upon the final number of teams in each tournament. **GENERAL WEEKLONG SCHEDULE** (*subject to change*):

- Check-in, Opening Ceremony, and Skills Competitions on Sunday
- 5 scheduled pool play games Monday through Wednesday
 - 2 days with 2 games each
 - 1 day with 1 game
- Elimination brackets starting on Thursday morning
 - Championship Bracket – top 4 teams in each division
 - Great 8 Consolation Bracket – bottom 2 teams in each division (if applicable)
- First round and quarter final round on Thursday
- Semi final and Championship on Friday

SPRING / FALL WEEKEND TOURNAMENT SAMPLE SCHEDULE

All 2-day weekend tournaments will have a 3-game minimum format (with the possibility of playing 5 games in the weekend) in which each team will play 2 games on Saturday and 1 on Sunday morning. The top seeds will then play in the championship bracket to determine the champion. All 3-day holiday weekend tournaments will have a 4-game minimum format (with the possibility of playing 6 total games) that will also consist of pool play games as well as single-elimination games to determine a champion.

NO ALCOHOL OR TOBACCO PRODUCTS

Absolutely no alcohol or tobacco products will be permitted inside The Ripken Experience complex. Failure to comply with this regulation will result in ejection from the complex.

PHOTOGRAPHY SERVICE

The Ripken Experience in Myrtle Beach will have an on site action photography service to enhance the experience for your team. All pictures will be able to be viewed on site after your game as well as online through our website.

BIG LEAGUE GRILL / CONCESSIONS

The Ripken Experience offers a variety of food and beverage options for your convenience. The Big League Grill in the main building is a great place to grab some hot food including hot dogs, hamburgers, pizza, pretzels, and popcorn. There are two other concessions stands as well as a beverage cart that runs throughout the facility.

PRO SHOP / MERCHANDISE

The Ripken Experience merchandise will be on sale throughout each tournament in the Pro Shop in the main building. You can also shop for The Ripken Experience merchandise through our online store - <https://store.theripkenexperience.com/>

UMPIRES

All pool play and single elimination games will have 2 umpires. Certified umpires will be chosen from a professional organization. The Ripken Experience offers the opportunity for teams to evaluate each umpire for every game based on appearance, attitude, and knowledge of The Ripken Experience rules.

BASEBALLS / EQUIPMENT

Game balls will be provided by The Ripken Experience 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.

AWARDS

The Ripken Experience is proud to have Schutt Sports as our Official Tournament Awards Provider. A customized 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. For the consolation brackets during the summer weeklong tournaments, we will provide a team award to the champion and runner-up as well as a final game MVP award.

PARKING

There is plenty of **FREE** parking available for parents and coaches at The Ripken Experience.

ADMISSION

Admission to all of The Ripken Experience tournaments is included into the entry fee. There will be **NO GATE FEE** for any of our events! We encourage family and friends to come to the complex to cheer on the athletes and show their support.

FIRST AID

A First Aid responder will be on-site at each of our tournaments. It is important to remember that First Aid responders 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.

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 inside The Ripken Experience 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.

PARTNER HOTEL INFORMATION

The Ripken Experience has partnered with several area hotels to assure that your stay with us is quality both on and off the field. Each of the partner hotels offers a special "Ripken rate" for those participating in our tournaments. Please call us at 1-866-RIPKEN9 for information on our partner hotels or view their information on our website –

www.ripkentournaments.com/myrtlebeachtravel.cfm

The Ripken Experience - Myrtle Beach

2010 TOURNAMENT RULES

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

Lineups

- **9u – 14u** 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 – 14u teams also have the option to bat the entire lineup if they choose; however, we will not force the opposing team to do so. No DH permitted for 9u-14u age groups.
- **15u-18u** teams will use a 9 bat format and have the option of using a DH (designated hitter) within that 9 for any position player. Teams in these age groups also 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.

Batting the entire lineup – When a team chooses to bat the entire lineup, each player is considered a starter and the team has 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.

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 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.

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 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.

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 (*see further information below*).

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 - Our expectation is that teams will take no more than 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 needs to get gear on, a coach or another player (in full gear) should be ready to warm-up the pitcher.

Intentional Delays - Intentionally delaying a game is considered unsportsmanlike conduct and will not be tolerated at The Ripken Experience. 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.

Slash Bunt – The slash bunt (aka butcher boy) is illegal for 9u and 10u age groups. A player who attempts a slash bunt in a 9u or 10u game will be called out immediately.

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 overall 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.

Tie-breakers -Runs scored has absolutely no value in the tie-breaker system

When 2 or more teams have the same record and/or winning percentage, we will use the system listed below:

Tie-breaking system:

- 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

3-way tie:

- ◆ If one of the teams is 2-0 vs. the other tied teams, they will be the higher seed. Start with situation #1 above to seed the remaining two teams.
- ◆ If all 3 teams are 1-1 vs. each other, head-to-head is not applicable and we start with #2 from the above tie-breaker system to seed all 3 of the teams.
- ◆ If all 3 teams did not play each other (and no one team is 2-0 vs. the other tied teams), head-to-head is not applicable and we start with #2 from the above tie-breaker system to seed all 3 of the teams.

*An elimination game featuring teams that are the same seed from different pools will use a coin flip to determine home team.

Line-up Cards – Teams must provide their own line-up cards and give a copy 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.

Home / Visiting Team - Home team is listed first on the game schedule and should occupy the 1st base dugout. If a team plays back-to-back on the same field, that team will stay in the same dugout for both games.

Jewelry - For safety reasons, players are not allowed to wear jewelry during the games. 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.

Cell Phones – Managers and/or coaches are not permitted to have cell phones / 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’ when applicable so that a team will not play another team that they faced in pool play. For example, for tournaments in which 4 teams advance and the 4th team is a ‘wildcard’, the match-up is normally 1 seed vs. wildcard & 2 seed vs. 3 seed. With ‘pool protection’, if the wildcard team is from the same pool as the 1 seed, the match-up would change to 1 seed vs. 3 seed and 2 seed vs. wildcard. Please note that with varying formats in different age groups, certain seeds may not be interchangeable in order to maintain the integrity of the single elimination bracket.

Forfeits – If a team chooses to forfeit a game, they are not eligible for the championship round. The Tournament Director will make the final determination on eligibility for championship rounds for teams that forfeit due to unforeseen circumstances. The score of a forfeited game will be 6-0 (6 inning games) or 7-0 (7 inning games).

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 banishment from any future Ripken Baseball tournaments.

Pitching Limitations – 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. One rule that we do employ at our tournaments is as follows: Once a pitcher leaves the mound, he can not return to pitch in that game. 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.

THE RIPKEN EXPERIENCE - MYRTLE BEACH

2010 RULES SUMMARY SHEET

Rule	9u	10u	11u	12u	13u/14u	15u-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	6 innings	6 innings	7 innings	7 innings
Complete Game	4 innings	4 innings	4 innings	4 innings	5 innings	5 innings
Leading/Stealing	*crosses plate *Immediate dead ball call if they leave too early	*crosses plate	yes	yes	yes	yes
	*1 st offense per team – warning / 2 nd offense – runner is out					
Stealing Home	yes	yes	yes	yes	yes	yes
Run on dropped 3rd	no	no	yes	yes	yes	yes
Mercy Rule	10 after 5	10 after 5	10 after 5	10 after 5	10 after 5	10 after 5
	*Mercy Rule is in effect for all games, including elimination rounds and championship games					
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 3/4"	2 1/4" - 2 3/4"	2 1/4" - 2 3/4"	2 1/4" - 2 3/4"	2 1/4" - 2 3/4"	NO 2 3/4"
	*No weight restriction on bats except for 15u and older which will follow NFHS rules (-3 only)					
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)*	10 bat (w/EH) *	9 bat (DH) **
	*9u – 14u – 10 bat in the lineup with a mandatory EH (extra hitter).					
	**15u - 18u – 9 bat in the lineup with the option of using a DH (designated hitter) for any positional player					
	-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 limits on player rosters. Up to 4 adults allowed in the dugout only. 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. 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 Experience Tournaments – all catchers and pitchers run for themselves unless a substitution is made. Teams must have a coach warm up the pitcher if the catcher is not ready.					
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.					
Appeals	Players must follow normal appeal process on suspected missed base/plate or leaving too early on a tag up situations.					

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	---	---
17-18	105	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	30-39 Pitches	40-59 Pitches	60-89 Pitches	90+ Pitches