

WNSL Tune Up Baseball Tournament

General Information for All Age Groups

Updated 4/17/2024

Coach Check-in→ Each Team must present an “Official Roster” and Insurance before their first game. Please turn this information in at the Main Concession Stand/Check-In Area at the MAIN gate located at Field 3, 4 &5.

Batting Cage Rules→ There are three batting cages near the Warner Park Concession Stand. Cages are on a first come, first served basis but we ask teams to work with others that desire some swings. Players MUST wear helmets when in the cage. There is a strict NO METAL CLEATS policy in all cages!!

No Outside Food or Drink→ Concession Stands will be open for cold and hot food. Teams are encouraged to supply their players/coaches with their own waters/sports drinks and have this cooler in their dugout for their use only. This team cooler will be tagged at the check-in with the head coach. Teams may bring ONE cooler with ice rags, water, or drinks for the players and coaches. “No Personal Cooler” policy will be enforced, and we ask all teams to abide by this policy! WE ASK THAT COACHES FOR EACH TEAM NOTIFY THEIR PARENTS ABOUT THIS POLICY. NO EXCEPTIONS UNLESS THERE IS A MEDICAL CONDITON FOR A SPECTATOR!!

Warner Park Field Admissions→

- \$5/Thur/Fri and \$10/Sat/Sun for 18 years and older
- \$3/Thur/Fri and \$5/Sat/Sun for 6–18-year-olds, Sr Citizens (over 65) and Military
- Under 6 is free
- **Four coaches may enter free of charge but must be listed on the team’s official roster. 4 Coach Badges/team are given to the head coach AFTER roster/insurance is turned into the MAIN gate and these 4 Coaches must present these Badges VISUALLY upon entering the gate at Warner Park.**
- **Weekend Passes are not available for this tournament.**
- Wristbands for games will be given each day and are to be visible at Warner Park and are to be worn around the wrist.
- **Once a team takes the field and begins play, no spectator admission fee refund will be given for any reason.** If games are cancelled, umpires must be paid, field upkeep, etc. Spectators must retain wristbands for free entry in case their game is postponed to the next day.

General Information:

- Teams must be prepared to play 30 minutes before game times in case games are ahead of schedule.
- Please check schedule frequently and watch your fields closely.
- WNSL will provide game balls.
- **Bats must conform to the specifications in the BabeRuth Baseball (The Bat -Cal Ripken Division) rule book. Only USA Stamped bats or wooden bats are authorized. Barrels must be no greater than 2 5/8 inches. No USSSA bats are allowed.**
- Courtesy Runner allowed for catcher only. Must use sub or last batted out.
- Protests are only allowed for: (1) rules infractions, or (2) an ineligible player. For a rule that may have been improperly applied, protest must be prior to next live ball. Game will be halted until protest is resolved. Decision of Tournament Rules Committee, in consultation of Cal Ripken/Babe Ruth rules will be final. For an ineligible player, protest must be in writing and accompanied by the protest fee of \$1,000. Money refunded if protest is won.
- Home Team will keep the Official Book and the Visiting Team will handle the Scoreboard. Remotes to Scoreboard on Fields 3, 4 and 5 at Warner Park must be turned in to the Concession Stand after each

game.

- Coin Toss before each game determines home/visitor during pool play. Higher seed is home team during single elimination round. For teams with equal seeding (example: Number 2 vs. Number 2), home will be determined by coin toss.
- Teams must be in their correct dugout – the home team occupies the 3rd base dugout and the visitor occupies the 1st base dugout.
- All teams are responsible for cleanup of their dugout.
- Teams must have 8 players at game time. Game time is forfeit time.
- Tie Breakers: Games that end in a tie at the time limit or 6 innings will be broken by playing a International Tie Breaker. Last player at bat is placed on 2nd base with one out.
- No unsportsmanlike conduct will be tolerated. Failure to comply may result in individuals or team being removed from the tournament.
- Pitching Logs will be maintained by the Tournament Director. Scorecards will be presented to the Coaches after each game and must be signed for verification. Umpires will have the Scorecard.
- Cal Ripken Tournament Pitch Count Rules will be in effect. Umpires will record the official pitch count.
- Roger Maness will be Tournament Director; Assistant Tournament Director will be Scott Tygard.
- Pets must be on a leash in the park.
- No infield practice, batting practice, pitching from mound, or soft toss against fences are allowed on the game fields prior to or after any games.
- Tournament has been set with a 3-game guarantee, weather permitting. If tournament must be shortened due to weather, we will do our best to play the games and extend the tournament within reason. Team entry fee refunds will not be given once two games are played by the team. If less than 2 games are played then team entry refunds will be prorated fairly. Spectators' admission fee will not be refunded if the game starts. Spectators must retain their wristband to be given free entry if their team is postponed to the next day and their game never started.
- Rainout Information provided on www.wnsl.org, [Instagram](#), [Twitter](#) and an email to Coaches time permitting.
- WNSL has a Metro Parks "lights out" policy of 10pm.

Any rules not covered will revert to the Cal Ripken/Babe Ruth official rule book. **Special Rules for Specific Age Groups—**

6-year-olds Coach Pitch Rules

1. Batting

- A. The coach/pitcher will pitch overhand from 25 feet (marked from the rear of home plate).
- B. Each player will receive a maximum of five (5) pitches (unless 5th pitch is fouled), or three strikes.
- C. All rostered players present for the game shall bat in order, whether playing defensively or not. If a batter becomes ill or injured during the game, the spot in the batting order will be skipped without penalty.
- D. A team must play with a minimum of 8 players for an official game.
- E. Bunting is not allowed. If the batter bunts, it is a foul ball. If a batter bunts on the third strike or fifth pitch, it will be an out.
- F. An inning is over when three outs have been made, or eight runs have been scored, whichever occurs first.
- G. Protective headgear (batting helmets) must be worn on deck, at bat, while a base runner.
- H. If a batted fair ball hits the pitching coach, the ball will be declared dead and is a no-pitch. Runners must return to their respective bases.
- I. No stealing or leading off is permitted.
- J. The ball is declared dead when the defensive team stops the lead runner or the runner abandons the effort to advance. Once play has been stopped, no other runners may advance beyond the last base touched.
- K. There is no infield fly rule.

2. Fielding

- A. Ten players are on the field at any one time, including a catcher. Defensive infielders (other than the pitcher and catcher) must begin the play at least 40 ft. from home plate. Players may move once ball is hit. Defensive team will place 10 players in the field (4 outfielders). Fielding pitcher should be positioned with at least one foot inside the pitcher's circle (6 ft. radius around pitching rubber).
- B. In addition to the base coaches, two defensive coaches may be positioned in foul territory to provide instruction to all defensive players -- one coach positioned at least 12 feet beyond first base and one coach positioned at least 12 feet beyond third base.
- C. Free substitution is allowed on defense.

3. Game

- A. A regulation game is six innings or no new inning to start after 80 minutes of play. Game will be terminated after three innings if one team is ahead 20 or more runs and the teams have had equal times at bat or if the home team is leading. Game will be terminated after four innings if one team is ahead by 15 or more runs and the teams have had equal times at bat or if the home team is leading. After 5 innings, run rule is 10 runs.
- B. The base path distance is 60 feet.
- C. For any run not specified, Cal Ripken Rules for 6 year-olds Coach Pitch will be in effect.

Machine Pitch for Rookies 7 year-olds and 8 year-olds Age Groups

- Cal Ripken Rules Apply with some exceptions below to keep games moving.
- Batting – Teams may play regular Cal Ripken batting line-up rules or may place all players present in the batting order with free substitution on defense. The umpire should be notified when the lineup is turned in which method your team is using.
- Machine will be set for 38 mph for 7-year-old division and 43 mph for 8 year-old division.
- Games shall last six innings or will be played in a time in which no new inning starts after 80 minutes. A new innings starts the instant the final out of the previous inning is recorded.
- Run Rule--20 run rule after 2 innings, 15-runs after 3 innings, or 10 runs after 4 innings.
- Ten run limit per half inning.
- Each batter may receive a maximum of five pitches. If the batter strikes out, or if the ball has not been hit into play after five pitches the batter is out. If the batter fouls the 5th pitch, the batter will receive pitches as long as batter continues to foul the pitch.
- No stealing
- No dropped third strike.
- The umpire will declare time when the defensive team stops the lead runner or the runner abandons the effort to advance.
- The infield fly rule is NOT in effect

Coach Pitch for Rookies 7 year-olds and 8 year-olds Age Groups

- Cal Ripken Rules Apply with some exceptions below to keep games moving.
- Batting – Teams may play regular Cal Ripken batting line-up rules or may place all players present in the batting order with free substitution on defense. The umpire should be notified when the lineup is turned in which method your team is using.
- The Coach Pitcher must pitch from approximately 35 feet (marked on field) and must throw at a speed of approximately 35 mph. “Lobs” are not permitted.
- Games shall last six innings or will be played in a time in which no new inning starts after 80 minutes. A new innings starts the instant the final out of the previous inning is recorded.
- Run Rule--20 run rule after 2 innings, 15-runs after 3 innings, or 10 runs after 4 innings.
- Ten run limit per half inning.
- Each batter may receive a maximum of five pitches. If the batter strikes out, or if the ball has not been hit into play after five pitches the batter is out. If the batter fouls the 5th pitch, the batter will receive pitches as long as batter continues to foul the pitch.
- No stealing
- No dropped third strike.
- The umpire will declare time when the defensive team stops the lead runner or the runner abandons the effort to advance.
- The infield fly rule is NOT in effect

Minors 9 year-olds and 10 year-olds Age Groups

- Cal Ripken Rules Apply with exceptions below
- 60 foot bases and pitching 46 foot
- Batting – Teams may play regular Cal Ripken batting line-up rules or may place all players present in the batting order with free substitution on defense. The umpire should be notified when the lineup is turned in which method your team is using.
- Game length is 6 innings or will be played in a time in which no new inning starts after 90 minutes. New inning begins the instant third out of the previous inning is made.
- 10 run maximum per half inning.
- Run Rule--20 run rule after 2 innings, 15-runs after 3 innings, or 10 runs after 4 innings.
- No lead offs. Runners that leave early (before the ball crosses the plate) will be penalized in accordance with Cal Ripken rules.
- Batter may not advance to first on a dropped 3rd strike.
- Infield Fly Rule is in effect
- Pitch counts will be maintained by Umpires but both teams must verify for accuracy after each game.

AGE	DAILY MAX (PITCHES IN GAME/DAY)	REST PERIOD		
		0 Days	1 Days	2 Days
9 & 10	75	1 - 40	41 - 65	66+

Majors 11 year-olds and 12 year-olds Age Groups

- Cal Ripken Rules Apply with exceptions below
- 70 foot bases and pitching 50 foot
- Batting – Teams may play regular Cal Ripken rules or may place all players present in the batting order with free substitution on defense. The umpire should be notified when the lineup is turned in which method your team is using.
- Game length is 6 innings or will be played in a time in which no new inning starts after 90 minutes. New inning begins the instant third out of the previous inning is made.
- * 10 run maximum per half-inning.
- Run Rule--20 run rule after 2 innings, 15-runs after 3 innings, or 10 runs after 4 innings.
- Infield Fly Rule in effect.
- Pitch counts will be maintained by Umpires but both Coaches must verify for accuracy after each game.

AGE	DAILY MAX (PITCHES IN GAME/DAY)	REST PERIOD		
		0 Days	1 Days	2 Days
11 & 12	85	1 - 40	41 - 65	66+