

STATE TOURNAMENTS

1. Credentials books for each team participating will be examined and held until the team wins or is eliminated from the tournament. Participating teams should arrive at least 1 hour prior to their team's first game to go over team credentials for participating in the tournament. At which time it is their responsibility to claim them.
2. The first team to arrive at the field will see the Tournament Director. The Tournament Director is to have two cards available for drawing of the dugouts. The first team will pick one of the cards and assume that dugout. NOTE: A team playing two games in succession will keep the same dugout for both games. If dugouts are marked as home and visitor, disregard using the cards and just have the coin flip for home and visitor teams.
3. The home team will be determined by a coin flip 35 minutes prior to the scheduled start of the game. If a team is not yet present, the flip will be done with the team that is present. If that team loses that flip, the missing team is the home team.
4. Pre Game Schedule:
 - A) Home Team Infield – 8 Minutes
 - B) Visiting Team Infield – 8 Minutes
 - C) Field Work, Introductions – 15 MinutesNote: Introductions may be made while the field is being readied for play.
If in climate weather delays the tournament, this time frame may be shorted to complete the games in a timely manner
5. A Protest Committee is to be provided by the Tournament Director for each game. The committee must consist of three members. The State Representative if present will be a member of the committee.
6. In case of inclement weather, the Tournament Director will reschedule games in consultation with the Minnesota State Representative. If bad weather persists, which means that a the double elimination and two games per day rule will not allow the tournament to be finished in ample time for the winner to be ready for the Regional tournament. The tournament will revert to a single elimination.
7. NO ONE other than the people on the roster will be allowed in the dugout area. This is a case of safety and liability.
8. If a player, coach or manager is ejected from a game. The Protest Committee will meet after the game to decide if any further penalty is to be given.
9. All players are to remain in the dugout area when not directly participating or warming up.
10. All tournament team uniforms must have the official Babe Ruth patch on the shoulder.

11. All coaches and managers must be in a full baseball uniform. Uniform does not have to match the team uniform.
12. The ten run rule applies for tournament play.
13. Conduct will be watched. No helmets or bats will be thrown deliberately. This behavior of unsportsmanship like conduct is subject to ejection from the game and possibly the tournament.
14. All tournament rules by the National League section from the National Babe Ruth rulebook will be enforced for the state tournament.
15. Line Up Cards with the starting players first and last names, positions and uniform numbers plus all other team personnel (subs, coaches, manager and bat person) and their uniform numbers must be provided. One to the opposing team, one to the official scorer and one to the umpire. NOTE: Baseball rules state that all changes go through the umpire, who reports them to the opposing team and official scorer.
16. Two qualified (certified) adult umpires should be used per game. Three in the Championship game. All qualified umpires should follow the National League section as set by the National Babe Ruth rulebook tournament section. If a protest exists, the game must be stopped and settled by the rules as outlined by the National League section of the National Babe Ruth rulebook. At that point the umpires will take the information received from the manager of each team and review it with Tournament Director and the Protest Committee (made up of three people (including the Tournament Director if present)) for a final decision before the game can resume. All decisions by the Protest Committee are final.
17. The league hosting a State Tournament will receive \$275.00 from each participating league to help defray the cost of baseballs and umpires and Minnesota Babe Ruth League Inc state fees for the State Tournaments. Of the \$275.00 from each team, \$140.00 goes to the hosting league for the State Tournament and \$135.00 per team goes to Minnesota Babe Ruth League.
18. The Host League of a State Tournament will provide new baseballs for the games. They will provide a tournament scorebook and score keeper for each game. This book will go on with the winning team.
19. Each league will bring to the state meeting their check for the tournament.
20. Each league must have their State Fees of \$13.00 per team paid to the Minnesota Babe Ruth League, Inc. before they can participate in the tournaments. This fee is for each that is registered with National Babe Ruth.