



IMPORTANT RULES and INFORMATION

- 1. TEAMS DEPARTING BEFORE THE END OF THE TOURNAMENT WILL NOT BE ALLOWED TO COMPETE IN THE PLAYOFFS!!!!** If this happens we will take the second-place team out of the pool or the next best team. The Tournament Director will rule in the fairest possible way.
- 2. Pool Play:** All Pool Play games will be played with a strict 1 hour 45 min. time limit for 9U & 10U, 1 hour 45 min. time limit for 11U & 12U. No inning can start after the time limit. Time will be kept by the LP Field Director. For each team's pool games the home team will be predetermined. All pool games that are tied after 6 innings or the 1 hour 45 min. time limit will be recorded a tie. A tie is equal to a $\frac{1}{2}$ win and $\frac{1}{2}$ loss for each team.
- 3. Championship Round/Playoffs:** No two teams from the same organization will match-up in their first playoff game, unless the game is affected by a bye. 1-hour 45 min. time limit will be used in all games except the Semi-final and Championship games. This rule is subject to change. The home team in Championship Play will be the higher seed except when there is no seeding. When there is no seeding, the home team will be determined by a coin flip. This is the case even if the schedule says otherwise. Tie Breaker: If after 6 innings or 2 hours the two teams are still tied the following tie breaker rules will go into effect except for the Semi-final and Championship Games. The last three hitters from the previous inning will load the bases with one out.

The base runners will be placed as follows:



- Last hitter from previous inning @ 1st Base
- Hitter before him in the lineup @ 2nd Base
- Hitter before that in the lineup @ 3rd Base
- Normal substitution rules apply to these runners.
- The hitting team will start the inning with one out.
- Play continues until one team is ahead at the end of an inning.

Semi-Final and Championship games will be played with regular extra innings rules.

1. **Forfeits:** All games must be started with at least 9 players. A game can be finished with 8 players. If there are no eligible subs the player leaving the original lineup will be recorded as an out until he is able to return. Any intentional forfeit could result in the forfeiting team being eliminated from the tournament. The tournament committee will rule on all forfeits. No team should benefit from the result of a forfeit in an unfair manner. This rule could result in a dispute and the tournament committee reserves the right to look at and rule in the fairest possible way. The committee's decision will be final! A forfeit score will be the average runs scored for the winning team to 0 for the losing team.
The tournament committee will decide when a forfeit is declared.
2. **Taking Infield:** No infield will be allowed during the tournaments.
3. **Mercy Rules:** 15 after 2, 12 after 3, 8 after 4.
4. **Trips to the mound:** The members of the coaching staff (including the manager) can make one mound visit per pitcher per inning without needing to remove the pitcher from the game. If the same pitcher is visited twice in one inning, the pitcher must be removed from the contest.
5. **Hitting lineup:** Can consist of 9, 10, or 11 players; or teams are permitted to bat their entire line up. The lineup must stay with the same number of batters for the entire game. Once the first pitch has been thrown the lineup is locked, and the number of batters may not be changed. The 10th and 11th hitter if used will be designated as an EH and XH on the lineup card. The EH and XH may bat at any spot in the order. The EH and XH is the same as any position on the



field as far as substitutions are concerned. The starting pitcher is allowed to DH for himself and bat in any slot in the order but must be listed a P/DH on the lineup card.

6. **In case of rain:** All rain out games may not be made up depending on time constraints. In case of scheduling changes, it is the team's responsibility, not the tournament committee, to make sure they are aware of the new schedule or any scheduling changes. This information will be posted on the tournament website when it becomes available. Note: No special requests will be honored if rescheduling becomes necessary. Tournament format is subject to change at any time if deemed necessary and will be determined based on the fairest outcome for all teams. All coaches should make sure the tournament committee has current contact info. If games are cancelled, pool winners and championship qualification will be determined by the tie breaking procedures.
7. **Stop in Play:** If a game is stopped, the game must start within 1 hour of the stop in play. If games are not resumed, they will become suspended or called official. Games called by umpires that cannot be resumed within 1 hour will be considered an official game, if 4 innings have been completed, or 3 1/2 innings if the home team is ahead. After 4 complete innings, a tie score will be recorded a tie in pool play. The tournament director can extend the 1 hour if there are extenuating circumstances, i.e. lightning detector, working on fields, etc. A suspended game will resume where the game was halted.
8. **Protests:** Judgment calls and pitching limitations are not eligible for protest. Protests will be heard and ruled on by the tournament committee. The team protesting must make cash payment of \$100 at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. The ruling made by the committee will be final. Protests must be filed and ruled on before the next pitch if during game, or before umpires leave field if after a game.
9. **Roster and Roster changes:** All players should be listed on the official roster. Playing a non rostered player could result in a forfeit. If a player is listed on



more than one roster, the player listed will make a decision as to which roster he is legally on. This decision is up to the individual player. No player can appear in a tournament game for more than one team. If there are multiple events going on at one time players are permitted to play for one team in each event if so desired; pitching limitations still apply to the player. Age divisions within a tournament count as separate events.

- a. The team's manager is responsible for all aspects of the eligibility of the players on his team and that they meet the requirements
 - b. A player who is in violation of the age eligibility shall be considered an illegal player.
 - c. If anytime during a tournament game, a player is discovered illegal due to an age violation or participating on more than one team in the same tournament, the team is subject to forfeit. The first team a player participates for is their official team. *This does not apply to Pitch Smart violations.
 - d. Participating players shall have photocopies of their original birth certificates (US) or passports (International) in the possession of their team manager. Electronic copies of ID documents are accepted. Failure to have a copy of a birth certificate, in the event of a protest, could result in suspension for the remainder of the event until such document can be produced. Driver's License is permitted. For events classified by graduation year, transcripts from a player's most recent academic semester shall be in the possession of their team manager.
10. **Scoring:** We recommend that all teams (home and visitor) keep a scorebook. The official scorebook and lineup card for the game will be kept by the home team. In a situation in which the home team is unable to score the visitor would become the official book. All subs should be reported to the umpires. To eliminate scoring disputes scorekeepers should check with the official scorer of the other team during and after the game.



- **Line up cards must be fully filled out with players first name, last name, position, and accurate jersey numbers. All substitutes should be listed with accurate jerseys numbers. Failure to produce a complete lineup card can result in games not starting on time.**

11. **Sportsmanship:** In the interest of maintaining a quality event, the tournament committee reserves the right to eject any person from the site for unruly or unsportsmanlike behavior.

- Physical attack on an umpire, tournament official, associate director, associate officer, and/or any player or fan prior, during, or immediately following a game played under the authority of Legacy Park. Assault on an official is a felony in some states.
- Players, coaches, managers, fans, spectators, or sponsors threatening an umpire, tournament official, associate director, or associate officer with physical harm.
- Any player, coach, manager, sponsor, fan, spectator, director or officer who engages in physical fighting.
- Using unsportsmanlike conduct or abusive language, symbol tactics, or derogatory or unbecoming acts.
- Destruction of property or abuse or failure to pay.
- Competing under an assumed, false and/or altered name.
- Tournament hosts have the authority to eject a player, fans or team anytime during a tournament of committing any of the above listed offenses.
- A player, spectator, fan or coach ejection carries removal from that game only.
- Any spectator, coach, manager or player who is ejected for the second time during the tournament will be eliminated from participating for the remainder of the tournament.
- Any event that results in physical altercation (before, during or after a game) could result in a forfeit for both teams. Tournament committee reserves the right to remove teams from playoff contention.

12. **Seeding and Tie Breaker Rules.**

1. Pool play overall record (winning percentage)



2. If two teams are tied -Head to Head winner
3. If three teams are tied – If one team has defeated both other teams, that team advances. If not go to #4.
4. Run differential
5. Runs allowed
6. Runs Scored

Pitching Restrictions for 6 Game Minimum Tournaments

- Each Player shall receive 7 innings through the first 5 games. Once the 6th game starts each player will receive one extra inning of eligibility per game. Innings from previous games do roll over. (EX. If Player A has pitched 4 innings through the first 5 games, for the sixth game he will have 5 innings of eligibility for that game.) No limit on the number of appearances per tournament, but please be mindful of your young arms.
- A pitcher can pitch no more than 7 innings in a day
- An inning is added to a pitcher's total as soon as he/she has toed the rubber and throws one pitch (warm up or game). Each pitcher will receive 8 pitches to warm up at the beginning of the game or as they enter into the game, and five thereafter.
- If a pitcher throws more than 3 innings in a day, it is mandatory for them to not pitch the following day.
- Violation of these rules will result in an immediate forfeit.

Pitching Restrictions for 3 Game Minimum Tournaments



- Each Player shall receive 6 innings through the first 3 games. Once the 4th game starts each player will receive one extra inning of eligibility per game. Innings from previous games do roll over. (EX. If Player A has pitched 4 innings through the first 3 games, for the 4th game he will have 3 innings of eligibility for that game.) No limit on the number of appearances per tournament, but please be mindful of your young arms.
- A pitcher can pitch no more than 6 innings in a day
- An inning is added to a pitcher's total as soon as he/she has toed the rubber and throws one pitch (warm up or game). Each pitcher will receive 8 pitches to warm up at the beginning of the game or as they enter into the game, and five thereafter.
- If a pitcher throws more than 3 innings in a day, it is mandatory for them to not pitch the following day.
- Violation of these rules will result in an immediate forfeit.

Bat Restrictions



7U-12U: Metal bat. All bats must have a branding, label, or stamp proving BPF 1.15. USABat, BBCOR and Wood bats are also allowed.

Bat Rules apply to the age division you are playing in, not the age of the player or team.

Penalties for illegal bats will be assessed as per the NFHS rule book. 1st violation - Batter is pronounced out (if discovered before a pitch to next batter) & head coach is restricted to the dugout for the remainder of the game. 2nd violation (Same Game) - Batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. Subsequent violations: batter is pronounced out (if discovered before a pitch to next batter) and head coach is ejected. When a batter is pronounced out for violation of bat rules, the defense may take the penalty or result of the play. The head coach penalties apply in either case.

DeMarini has concluded its youth baseball bat BPF audit and determined that these bats do not consistently pass the BPF 1.15 standard.

Effective April 7, 2017, the following bats may not be used in Legacy Park events:

- 2017 CF Zen Balanced (-8)
- 2017 CF Zen SL 2 3/4" (-10)
- 2017 CF Zen Zero Dark 2 3/4" (-10)



- Custom 2017 CF Zen 2 3/4" (-10)
- Custom 2017 CF Zen Balanced (-8)

Re-tooled models of these bats may be used in Legacy Park play. Once returned from the manufacturer, these new bats will have updated model numbers and new orange end cap and stickers indicating the corrected performance standards.

In addition, the following bats are banned from play until further notice:

- (Dirty South) Kamo BB KA 8 (30/22, 31/21, 32/22, 31/23, 32/24 only)
- (Easton) Ghost X (30/20 only - USA Baseball Marked)